

AGES 8+  
2-6 PLAYERS

# CLUE

The Classic Mystery Game

JOSS WHEDON'S

*firefly*™



GAME GUIDE

## *Contents*

- Custom Gameboard
- 6 Suspect Movers
- 9 "Betrayal Items"
- 24 Clue Cards • 6 Power Cards
- Intrigue Cards • Envelope
- Custom Score Pad • 2 Dice

# THE CASE FILE

The Alliance has spent years trying to locate River Tam and now one of the members of the Serenity crew has finally betrayed her to the Alliance. It is up to the other members of the crew to discover who is working with the Alliance, what they used to betray River, and where on Serenity the kidnapping took place.

To win the game you must find out three things:

1. Who betrayed River Tam?
2. What item did they use in the betrayal?
3. Where did it happen?

*Who?*

MEET THE SUSPECTS.

One of these six crew members did the heinous deed. You must find out who.



*What?*

CHECK OUT THE ITEMS.

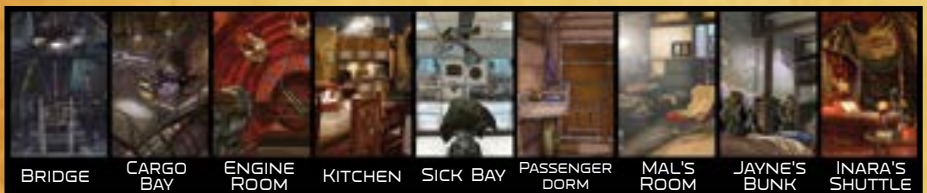
One of these is the betrayal item. You must find out which one was used.



*Where?*

TAKE A PEEK AT THE ROOMS.

One of these rooms is the scene of the abduction. You must find out which one.



# SET-UP

**1** Place all six suspect movers and all nine betrayal items in the center of the board (even if there are less than six players).

- Choose a character from the suspect list to play as. You will use your character's matching mover to move around the game board.
- Select the matching power card for your



suspect.

- The CHARACTER SIDE shows the power the suspect has. This power is usable once per game. After you use it, turn it over to the QUOTE SIDE. This side gives a quote from the suspect but has no effect on the game.

**2** Sort all the CLUE cards into Suspect, Item and Room decks.

- Shuffle each deck separately and place them facedown on the table.
- Without looking, take the top card from each deck and put them into the yellow Transportation Documents Envelope. **These are the suspect, betrayal item and room involved in the abduction of River Tam!**
- Place the yellow Transportation Documents Envelope at the side of the board.

**3** Shuffle the remaining cards from the three decks of CLUE cards together.

- Deal them all out facedown to each player so you all have an equal number of cards. **Shh! Everyone must keep their cards secret!**
- If the cards don't divide exactly between players, place the two or three leftover cards face-up at the side of the board.

*Each player gets the same number of cards. Keep your cards secret! They are not involved in the act of betrayal.*



*These three cards are involved in the act of betrayal. To win, you must find out what they are!*

**4** Give each player a Score Sheet and pen (not included). **Shh! Always keep your Score Sheet secret!**

- Without letting anyone see, each player must secretly cross off the CLUE cards they have been dealt and any leftover cards that are faceup on the table. **Your cards are not in the Envelope so they are not involved in the betrayal of River!**
- Throughout the game you will get to see other players' cards one at a time. Every time you see one, cross it off your Score Sheet.

**5** Shuffle the Intrigue Cards and place them at the side of the board for bonus moves while you play. Or, if you want to play original CLUE, return them to the box.



# THE GAME BASICS

## HOW TO WIN

**Solve the betrayal!** To win you must be the first player to find out which suspect, item and room card are in the yellow envelope.

### 1. Decide who goes first

## HOW TO PLAY

Everyone rolls the dice. Highest roller goes first, play then continues left.

### 2. On your turn, roll, move and enter a room

- Roll the dice and move your suspect mover that number of spaces around the board. (Or, if your mover was moved by another player since your last turn, you can choose to stay where you are and ask a question without moving.)
- You can move vertically and horizontally, forward and back through the center, but not diagonally.
- You may only enter or exit a room through the door thresholds.
- Always try to enter a room (at the start, any room will do). You don't need an exact roll to enter a room; if your roll would've taken you beyond the room, just finish your move early and stop in the room.
- If you roll a question mark, immediately draw an Intrigue card. Then move the number shown on the other die.



**You are Kaylee. You roll seven and move from Inara's Shuttle to the Bridge through the center grid as shown.**

### Moving through Joining Rooms and Secret Passages

- If you're in a room that has a Joining Room or Secret Passage to another room, you can move into the other room at the start of your turn without rolling the dice.
- You cannot pass through one room and into another or into the center area on a single turn; you must stop and ask a question whenever you enter a room.



**Secret Passage**

**Joining Rooms**

**You move from Jayne's Bunk into the Engine Room and stop. On your next turn you can move through the Secret Passage to the Kitchen.**

### 3. Then ask a CLUE question (Rumor) and get an answer

- If you entered a room, you must stop and ask a CLUE question about **one suspect, one item and the room you've just entered.**
- For example, if you'd just entered the Cargo Bay, you could ask: "Did Jayne serve Tea in the Cargo Bay?"

**HINT!** Try to ask about suspects, items and rooms you haven't crossed off your Score Sheet.

- Bring the suspect's mover and item token you're asking about into the room with you.
- The player on your left must be the first to try to answer your question. If he has any of the cards you asked about he must show one of them to you secretly. **He should never show you more than one card!**
- If he doesn't have any of the cards you asked about, they just say "I cannot answer" and the question passes left to the next player and so on until you have been shown **one card.**

*Did Jayne serve Tea in the Cargo Bay?*

**You are Inara. You bring Mal and the Six Shooter into the Kitchen with you and ask your question: "Did Mal use the Six Shooter in the Kitchen?"**



#### What if no one can show me a card?

First put on a poker face! As long as you weren't bluffing by asking about one of your own cards, you've figured out which cards are in the Envelope.

### 4. Finally, end your turn by marking off your Score Sheet

- Cross off the card you have been shown on your Score Sheet. It's not in the Envelope, so it's not involved in the betrayal of River Tam!
- Leave the suspect mover and item token you moved where they are. If the suspect mover belongs to another player, they can ask a question on their next turn without moving.
- Now your turn is over. No matter who answered your question, the player on your left goes next.

Once you've crossed off everybody's cards on your Score Sheet, **YOU'RE READY TO SOLVE THE BETRAYAL OF RIVER TAM!**



*Another player shows you a card. It is Mal. You cross Mal off your Score Sheet.*

# HOW TO WIN

## Make an accusation

Once you've asked enough questions to eliminate all but three of the cards on your Score Sheet (one suspect, one item and one room), you're ready to solve the betrayal of River Tam!

You must get to the rectangular space in the center of the board before you can make an accusation. Once you get there, say your accusation out loud: "I accuse Zoë of using the Torn Book in Sick Bay!" Then, without letting anyone else see, check the cards in the Envelope.

*I accuse Zoë of using the Torn Book in Sick Bay.*

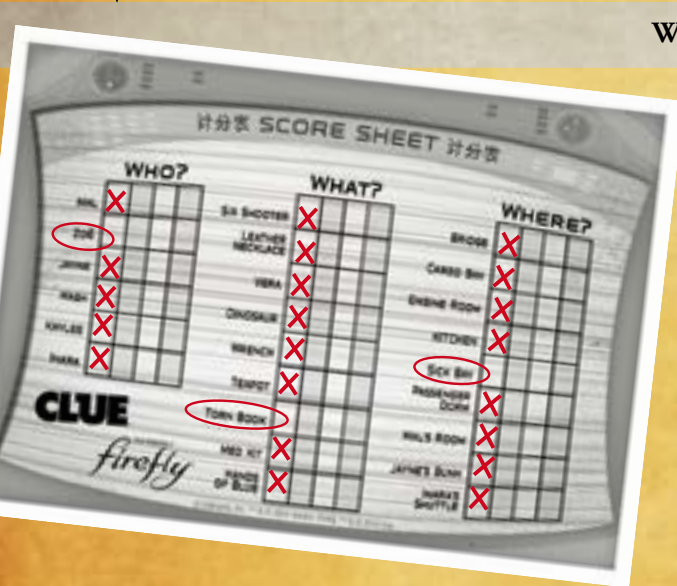
## Were you right?

**YES, I GOT ALL THREE CARDS RIGHT!**

*You win! Congratulations, you've solved the betrayal of River Tam! Reveal the cards in the Envelope to everyone.*

**NO, I GOT SOMETHING WRONG!**

- Keep your cards hidden and keep answering other players' questions.
- Do not ask any further questions or make any further accusations.



## What if everybody guesses incorrectly?

If everyone makes an incorrect accusation, the betrayal of River Tam remains unsolved. Take the cards out of the Envelope and take a look at which suspect got away with it!

# INTRIGUE CARDS

## There are two types of intrigue cards

**REAVERS.** There are 8 Reaver cards in the Intrigue deck. The first 7 do nothing. If drawn, place the card, face up, next to the board so all players can see how many Reaver Cards have been drawn. If you draw the 8th Reaver card, however, then your suspect has been taken by Reavers.

**ACTION CARDS.** If you draw a Play Immediately card follow the direction on the card. If you draw any other action card, you get to keep it and choose when to play it. You can have and play as many action cards as you like in any turn. Discard all actions cards once they are used.

## 3 WAYS TO DRAW INTRIGUE CARDS:

### Roll a Question Mark:

You must draw a card.

### Land on a Question Mark:

You must draw a card.

### Moved into a room as part of someone starting a rumor:

You may draw a card.

## DRAWING THE EIGHTH REAVER CARD

If you draw the 8th Reaver card, you are out of the game. Place your cards face up where all players can see them. You no longer play in the game or draw any Intrigue Cards. However, your character can still be part of a Rumor.

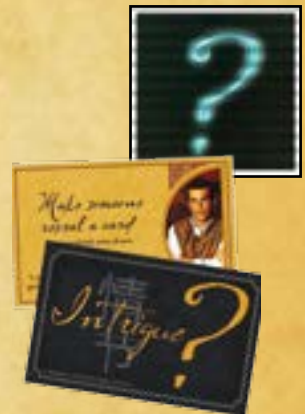
Shuffle the 8th Reaver card back into to the draw pile of Intrigue Cards, even if it is the only card left in the draw pile. This means the 8th Reaver card can be drawn again and again.

Note that it is possible for all of the crew members to get attacked by Reavers and no one wins.

## ROLL TOO LOW TO ENTER A ROOM? GRAB AN INTRIGUE CARD!

If your roll is too low and you cannot enter a room this turn, aim to land on an Intrigue space instead!

- You don't need an exact roll to stop on an Intrigue space. When you land there, pick up the top Intrigue Card and if it is an Action Card follow the instructions. If it is a Reaver, put it to the side of the game board in full view of the other players.
- Once you've used the card, place it on the discard pile.
- If you're not using the Intrigue Cards, ignore the ? on the die and on the board, and just move your suspect mover towards the next room you want to enter.



# 2-PLAYER OR TEAM RULES

You will still have to read the full instructions to play CLUE this way!

For 2 players or teams, add the following rules to your game. If you're playing in teams, keep younger players involved by grouping them with older players.

1. The first major difference between 2-player/Team CLUE and classic CLUE is the set-up. (See page 3 for classic set-up).
  - Follow steps 1 and 2 of set-up as usual.
  - In step 3, shuffle the rest of the CLUE cards together as usual. But then, before you deal them to the players/teams, take the top four CLUE cards from the deck and place them facedown in a row at the side of the board.
  - Follow step 4 of setup as usual.
  - But ignore step 5: **you can never use the Intrigue Cards in a 2-player or Team game.**
2. The second major difference in 2-player/Team CLUE is what you do when nobody answers your question. (See page 5 for classic rules on asking).
  - Ask questions as normal. The other player/team must always try to answer.
  - But, if player/team cannot answer, you must secretly look at one of the four cards at the side of the board. Once you've crossed it off your Score Sheet, return the card to **exactly** the same spot at the side of the board.
  - Every time the other team/player cannot answer one of your questions, secretly look at a different one of the four cards at the side of the board. (You'll have to remember the places of the ones you've already seen!)



Everything else is exactly the same as classic CLUE!

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