

I'm not a robot



Clue game instructions

When it comes to board game classics, there are a few that are as well-loved, engaging, and fun to play as Clue. This game of who-done-it and mystery has been entertaining folks for generations ever since it was introduced by Parker Brothers back in 1949 Cluedo - Wikipedia Cluedo, known as Clue in North America, is a murder mystery game for three to six players (depending on editions) that was devised in 1943 by Anthony E. Pratt from Birmingham, England. en.wikipedia.org . Of course, just because it is a classic game doesn't mean that everyone knows how to play Clue. But don't worry, we'll soon clear that up for you. There are several different things that you will need to keep track of if you want to know how to play the Clue board game. While it has the traditional die for movement and simple to maneuver map, there are plenty of other things to consider as well if you want to be the one to solve this murder caper with your friends and family. After reading through this guide, you will have no issue at all cracking the case and taking home the win. What is the game about? This game has a very simple yet very interesting premise. When playing, you assume the mantle of one of the characters, which include, but are not limited to, Miss Scarlet, Mrs. White, Mrs. Peacock, Professor Plum, Mr. Green, and Colonel Mustard. In newer iterations, the game of Clue has different characters, like in this version where Dr. Orchid has joined the game. After selecting your character, you are tasked with solving a murder mystery of who killed Mr. Boddy in his mansion. Main objective The main objective of this game is to use the clues that you are presented with throughout the game to try and solve the murder. This is done by looking through the mansion for clues as to where the murder took place, what weapon was used, and who committed the crime. This is done by process of elimination until you are sure of the answer to this murderess riddle. This game is all players for themselves, rather than a cooperative game. Number of players This game is designed to be played with three to six players. It should not be used with only two since this will make the mystery too easy to solve. Recommended age The recommended age for this game is anyone older than 8 years old. Of course, that depends on the maturity level of the child, as the game is dealing with a murder, after all. If you prefer to keep the game a bit more PG, then you can opt for Clue Jr., which is designed for ages 6 and up. Session lasts for Depending on the number of players and how well you can work out the clues to your advantage, you should expect a game of Clue to last for at least 45 minutes. Some games might take less time than this, but the majority will most likely take even longer, especially if you have a maximum of 6 different players going at the same time. The set-up The set-up for this game is relatively easy. The very first thing that you need to do is get out the game board and unfold it. Once this is accomplished, all of the players need to select their player. You also need to make sure that you have the one die. Each room on the gameboard also gets a weapon figurine. These figurines can be placed in the rooms at random. Next, pass out a pencil and detective note sheet to each player. These pages will allow them to take notes during the game so that they can keep better track of the clues to solve the mystery. Finally, you need to shuffle all of the cards into three different piles. These piles include a character, location, and weapon. Select the top three cards from these shuffled piles and place them in the sealed document case. Be sure to do this without anyone seeing the cards, as this is the answer to the murder mystery and can only be revealed at the end of the game. Finally, shuffle the rest of the cards together and pass them out to all of the players one at a time. Once everyone has their hand of cards, they may look at them and take notes on their notepad. Once this is accomplished, the game can begin. Gameplay Once all the players have their cards and token, it is finally time to start playing the game. This is a relatively easy process to follow, though there are some rules that need to be adhered to so that the game can flow correctly. Miss Scarlet goes first While many different games usually have players roll to see who goes first or allows the youngest player the primary roll, the game of Clue is quite different. No matter what, the player who is assuming the role of Miss Scarlet gets to go first. From there, the turns go in a clockwise manner until it is back to the original player. Roll the dice to move your token Within the game of Clue, a player needs to roll the die. This will allow them to move from 1-6 spaces in turn. The primary goal of each player is to get into a room so that they can make a suggestion and learn a bit more about the case. While moving your pieces, you can only go from side to side or up and down on the gameboard. Diagonal movements are not allowed. Something else to keep in mind is that if you are attempting to get into or out of a room, the pathway needs to be clear. If another player is blocking the doorway, you cannot get through until they move out of the way. In this way, players can strategically block other players from making a move or from gaining any insight into the case. Enter a room As we mentioned above, you want to try to get into as many rooms as you can. That way, you will be able to make a suggestion as to who has committed the crime. When entering a room, you need to make sure that you come in one of the doors. Most rooms usually only have one door, though some, like the ballroom, have more than one. If someone is in the doorway of a room, you will not be able to get in and will need to wait for them to move out of your way before you can enter and make your suggestion. Make a suggestion Upon entering a room, you need to make a suggestion of who you think committed the crime there and with which weapon. This process will allow you to use elimination to try and solve the mystery. Once you enter the room, you need to make a suggestion to your fellow players as to who committed the crime, which weapon they used, and, of course, which room it would be. Obviously, you can only suggest the room you are in at the time. Once you make your suggestion, all of the other players will need to show you the cards you mention if they are in their possession. This needs to be done one at a time so that everyone can see the cards that they have in their hand. This process will allow you to check off any cards that other players have, therefore eliminating them as a possibility for the actual murderer, weapon, and location in the document case. Move pawns and weapons into the room Something else to consider is that whenever you make a suggestion, you need to move the character and weapon that you are suggesting into the room you are in currently. While this might make the board look a bit cluttered, there is no limit to the number of players or weapons that can be stationed in one space at one time. This can also be used as a bit of strategy to keep other players from reaching a certain room since you can technically move them back away from their goal by suggesting them in a different room. Make an accusation Once you are certain that you have found all of the proper clues and have all the facts straight in your head and on your notepad, you can make an accusation. This is very similar to a suggestion in that you need to be in the proper room to make your accusation. The main difference is that, with an accusation, you get to look in the secure document case. If your accusation is correct, then you win the game. If you are wrong, however, lose right off the bat. You cannot make any more suggestions or move. The only thing that you can do is show your cards to other players for their suggestions. As such, it is probably a good idea to wait on an accusation until you are completely sure of yourself and your conclusion in the case. How to play Clue Junior As the name would suggest, this Junior version of Clue is made for younger children. In this game, rather than solving a murder mystery, players are tasked with trying to solve who ate the last piece of cake at a dinner party. The rest of the gameplay is pretty much the same, but you are trying to figure out who ate the cake, what time they ate it, and what drink they used with it. In this way, the game is much for little kid-friendly, making it ideal for a family game night. Final thoughts Though Clue might seem like a complicated game, it actually isn't too terribly hard to play after you get a bit of practice. This game has been delighting families for generations, ever since it was one man's way to solve boredom The Game Clue Was Borne of Boredom During WWII Air-Raid Blackouts - HISTORY As the war dragged on, creator Anthony Pratt longed for the fun of English country-estate murder-mystery parties, where guests would skulk the hallways, shriek and fall 'dead' on the floor. www.history.com during WWII. Even though it has been called Clue and Cluedo through the years, it is still played in the same fashion as it was when it was first introduced back in the late 1940s. Now that you have a clearer understanding of how to play Clue, we are sure that you will be the dominant detective in all your friendly games. With enough practice and patience, we are sure that you can easily crack each and every case that comes your way! 1. Cluedo - Wikipedia Cluedo, known as Clue in North America, is a murder mystery game for three to six players (depending on editions) that was devised in 1943 by Anthony E. Pratt from Birmingham, England. 2. The Game Clue Was Borne of Boredom During WWII Air-Raid Blackouts - HISTORY As the war dragged on, creator Anthony Pratt longed for the fun of English country-estate murder-mystery parties, where guests would skulk the hallways, shriek and fall 'dead' on the floor. Who killed Boddy Black? Solve the mystery in this suspenseful Clue board game! When 6 guests arrive at Boden Black's mansion, none are certain what to expect. But when their host turns up dead after revealing a sinister blackmail scheme, the pressure is on. Race against the other players to crack the case by gathering clues and narrowing down choices. Each player tracks their clues in a detective notepad and eliminates information to sleuth out who killed Mr. Black, where in the mansion they did it, and what weapon was used. Roll a magnifying glass icon? Draw a Clue card to add to the intrigue! A player might open a new secret passage or get to name a weapon they want revealed. Be the first to make the correct accusation and win the game! This Clue murder mystery game is beautifully reimaged with a dazzling cast of characters, luxurious setting, and fresh storyline. It's a fun game for families, friends, mystery fans, and kids ages 8 and up! Clue and all related characters are trademarks of Hasbro. THE CLUE GAME, REIMAGINED: This Clue game combines classic Clue gameplay with richly reimaged takes on the original murder mystery storyline, intriguing cast of characters, and glamorous Tudor Mansion SOLVE THE MYSTERY: Who killed Boddy Black? Collect clues and race to be the first to figure out who committed the murder, where in the mansion they did it, and what weapon was used 6 SUSPECTS, 1 MURDER. Play as Miss Scarlett, Colonel Mustard, Mayor Green, Chef White, Solicitor Peacock, or Professor Plum. Discover their fascinating backstories - and try to uncover their secrets ELEVATED GAME COMPONENTS: Includes 6 textured, gold-plated zinc tokens representing the weapons; sculpted character movers; and a beautifully detailed illustrated gameboard and Clue cards UNLOCK SECRETS WITH CLUE CARDS. In a game where every character has something to hide, Clue cards help uncover clues faster to speed up the sleuthing! What card will an opponent be forced to reveal? FUN FAMILY GAME: Players can immerse themselves in the Clue story again and again. Just right for game night, this mystery game is a great board game for families and kids ages 8 and up Age 8 and up For 2-6 players. Includes gameboard, 6 character tokens, 6 character tokens, 50 cards (6 character cards, 6 weapon cards, 9 room cards, and 29 Clue cards), solve envelope, notepad, 2 dice, and rules. Some of our vintage or prior versions of toy and game instructions may be more difficult to decipher or have less clarity. If you have any concerns or questions please contact our Consumer Care department at If you are a detective, or a real mystery solver at heart, Clue is the board game for you. Players wander around the Clue game board mansion trying to solve the mystery of who was killed, by which weapon, and in what room. Clue cards are given to each player but this is still not enough to solve the mystery. Clue board game players begin making their accusations on who, where, and with what they think the murder took place. If another player can prove them wrong by showing them one of his clue cards, the game continues and intensifies as more and more clues are given. Clue is an excellent board game for strategy, reasoning, and thinking. There still is a factor of luck as players must move about the board by rolling the die. If it's cold and windy outside or dark and damp, it sounds like perfect weather to play a great game of Clue. Was it Professor Plum, with the knife, in the Ball Room?...Clue is the only board game that has had a movie made following its plot.During development, the following weapons were proposed to be in the Clue game: the dagger, revolver, rope, bomb, an axe, lead pipe, candlestick, spanner, poison and a hypodermic syringe.The Clue board game is available in over 40 countries including Japan and China.Mr. Green is only used in the North American versions of Clue who replaces the original Reverend Green."Cluedo" was the original name of Clue before it was changed to "Clue" when Parker Brothers bought it in 1949. The Board Game Clue Comes With The Clue Game Board (including Nine Rooms) Suspect Tokens (Col Mustard - Yellow Miss Scarlet - Red Prof Plum - Purple Mr Green - Green Mrs White - White Mrs Peacock - Blue) Six Weapon Pieces One Die A 21 Pack Of Cards (six Suspect Cards Six Weapon Cards Nine Room Cards) A Pad Of Detective Notes Official Clue Board Game Rules And Instructions Clue is a board game in which you must be the first to solve the mystery of a murder by correctly identifying who did the murder, where it was done, and how they did it. Perparation. Shuffle all 21 cards in their corresponding groups (suspect, weapon, and rooms) and randomly pick a card from each group with out showing anybody including you. A total of three cards are then inserted into the envelope marked "Solution Cards" and placed over the spot marked with an "X." All remaining cards are then shuffled together and mixed. Deal one card clockwise to each player until all cards have been dealt. Some players may have more cards than others and is important to not let anyone see your cards. To finish setting up the Clue board game, as mentioned in the rules, position all six character playing piece on the starting squares marked with their names. This is done whether you have six players or not. Randomly place each weapon in a different room. The suspect token located closet to each player is the token they will use throughout the game. Game Play: Instructions for who starts the game are whoever has Miss Scarlet (red) rolls the die and is the first to move. Clue game play is then continued to the player left of Miss Scarlet. Players move their suspect token across the yellow squares the amount shown on the die in their roll. You may move your token forwards, backwards, or crosswise all in the same turn. Moving your token diagonally is against the Clue rules. You cannot move your token to a particular space twice in the same turn nor occupy or move through the same square as another player. This rule does not apply to rooms as multiple players and weapons may occupy the same room. The Clue board game rules state that there are three ways to enter or exit a room: 1) entering through the doorway by moving your token the number shown on the die across the yellow squares, 2) you may use the Secret Passages by jumping corner to corner across the board without using the die, 3) or your token may be placed into a room by another player when suggestions are being made to solve the murder mystery. It is against Clue rules to enter and exit a room during the same turn; entering a room ends your turn. You do not need to throw the exact number on the die to enter a room. Doors or each room do not count as a square. Once a player enters a room, they are then eligible to make a "suggestion" on who committed the Clue game murder. This is done when the player names a Suspect, a Weapon, and the Room that they are currently in ("I suggest that the crime was committed in the Library, by Prof. Plum with the Rope"). If the named suspect is not currently in the room where the suggestion was made they are brought into the room along with the suggested weapon. Keep in mind that all characters are considered as suspects in the crime and not only those who are being player. Forfeiting or not taking your turn is against the rules; all players must roll the die. After entering a room and making a suggestions, you may not make another suggestions until entering another room or using at least two turns (leaving and then re-entering the same room). Secret Passages can be used in any corner room on the player's turn without rolling the die. The player then announces that he has used the secret passage and may make a Suggestion. After a Suggestion has been made, if possible, players must try to prove the Suggestion to be false. This is done by moving left to the player making the accusation. If that player has one of the cards that were used in the alleged crime, he then secretly shows the player making the suggestion. Clue rules state that only one card is shown to the other player and that it is done secretly with out other seeing which card it is. It is not against the rules, however, to deliberately make a Suggestion naming one or two cards that you hold in your own hand to mislead other players or to narrow your search for one specific suspect, room, or weapon. If the player to the left cannot prove the suggestion wrong, then the next player to the left attempts to prove it wrong. All cards shown prove that that card is not in the envelope and should be noted on your Detective Pad. Once a player has proven the Suggestion wrong, the next payer in the playing order takes their turn. If no one disproves the Suggestion the player then may either pass their turn or make an Accusation. When an Accusation is made, the player (on their turn) states that an Accusation is being made and states the three cards that he thinks committed the murder. They then carefully look at the cards inside the envelope making sure that no one else sees the cards. Unlike the previously stated rules, a player may make an accusation whether or not their token is in the room they mention. If the 3 cards named are the cards in the envelope, they are placed face up on the Clue board and that player is the winner. If the accusation is wrong, the cards are secretly placed back into the envelope and that player can no longer win nor make any suggestions/accusations. They stay in the game only to prove other's suggestions wrong with the cards they hold in their hands. Once a player has accused the wrong cards, blocking the doorways to rooms is against the rules and they must be moved into the nearest room. One Accusation per player per game is permitted. There are no strict Clue rules that explain how the Detective Note Pads should be used but it is suggested that you check off or write the initials of the player who has each specific card. Please keep in mind that the official Clue PDF rules listed below could be different depending on the version you have. They should be an exact copy of what came in your original packaging. Download them to view now or print them for later use. Share with us your comments, funny stories, tips, advice, strategies, creative ways to play, questions about playing, problems with the directions, etc. All submissions will be reviewed within 24 hours. Jon says:linguistics problem: "It is against Clue rules to enter and exit a room during the same turn" the issues are "a room" and "enter and exit". leaving multiple interpretations. - should it be "enter then exit" - should it be "the same room" or should it be "any two rooms" Bella says:There is a clue card that says "All players rush to the room of your choice" does this mean that I choose where all the players go or that all the players go where they want to go? Daryl says:After making a suggestion do you still have to roll the dice? Tristan says:There is a clue card that says "All players rush to the room of your choice" does this mean that I choose where all the players go or that all the players go where they want to go? John says:When you pick up a card that says for everyone to move to a room of your choice what does that mean? Jeremy Losinno says:During gameplay if I draw a clue card which requests name a player that you want revealed. Can I say Mr Green even though I am holding Mr Green as a way to throw other players off (as a strategy)? Erin says:if you roll a 7 and that gets you to the open door outside a room, can you just go in? Or does your roll need to include one step to land in the room? Luka says:If you are playing the board game Clue and you get the clue card that says "All players rush to the room to the room of your choice" does the person who picked the card choose where you go or do you go where you choose? lisa says:What happens when a player make a suggestion, and one of the suggestions is on the table faced up, does that count or does the player who faced that card up, has to show from hand if they have one of the suggestions Markpielerfan says:Jacob you have to use all your spaces but you can do a loopy loop. Jacob N says:What's the proper rule of moving around in the boxes if it's only clockwise, if I'm FOUR boxes away from a door do I have to roll a four? Or if a dice rolls 9 I have complete 9 steps? Adam says:What would happen if a player started their turn in a room without a secret passage but all of the doors had a player directly outside of them? They can't leave the room because they're not allowed to move through another player's square. However, it also says that forfeiting or not taking your turn is against the rules. I know this is very unlikely but which rule would take precedence? me says:"Terry says: 08-05-2018 It's been a month, and I got no answer to my question regarding a player goofing and not showing a card that was asked for. So again: If the first player says "No help," a second player does have a clue and shows it, then the first player says, "Oh! I do have one of those clues!" what's the procedure? Does she have to show her clue card even though the next player showed hers? Terry says:It's been a month, and I got no answer to my question regarding a player goofing and not showing a card that was asked for. So again: If the first player says "No help," a second player does have a clue and shows it, then the first player says, "Oh! I do have one of those clues!" what's the procedure? Does she have to show her clue card even though the next player showed hers? Anybody got an answer? Thanks... Terry Terry says:It's a question. What's the play if, after you've made a suggestion, the first person to respond says she has no clues you've suggested, the next person then shows you a clue, then the first person says, "Oh, I messed up! I do have one of your suggestion clues." What happens then? Does responder #1 still show you the card she missed? Or does the card shown by responder #2 suffice? Is responder #1 penalized in any way, even if the error was unintentional? My group has continual arguments about this. Thanks! Allyson says:I was playing with my aunt and she said doors count as spaces. I saw where it said doors do not count as spaces. She is still confused. Can someone explain this for her? Karen Durand says:My son states that if a player uses a card that is already showing on the "Face Up" layout then the player asking the question already has an answer and therefore, the person to the left does not have to show a card. That is not how I have interpreted the rules. What is correct? Zach says:Is it cheating if one has the information and the last person shows the person the back of a card and doesn't say they have nothing charlie says:Are you allowed to make an accusation in the middle of the board? bob says:Great game, I really love tricking my siblings into believing one thing while I secretly am getting a lot of info Jose says:Q: If my token has been moved to a room because someone moved it there to be able to make a suggestion can I move back to the space I was before or I have to leave the room and keep playing like if I entered a room?? Pls answer! Spielman says:Luke, it is stated clearly in the rules. "After entering a room and making a suggestions, you may not make another suggestions until entering another room or using at least two turns (leaving and then re-entering the same room)." So you could choose to stay in the ballroom and make a suggestion if you'd been hauled into the ballroom because your character had been suggested by another player in the ballroom, because you'd hadn't yet made a suggestion there. In you example, where you'd already made a suggestion there, you'd have to leave. Gramma says:When one makes a suggestion on, say, a weapon, it is not possible for another player to "secretly show" that weapon card to the player making the suggestion in order to demonstrate that his/her suggestion is wrong. The remaining player(s) would have to be blind in order to see that. I played this game back in the late 50s and early 60s and I don't remember some of this stuff such as "secretly showing" a card to another player. The recent version we bought has cards representing the weapons rather than small pieces that look like weapons. A card that looks like a gun just doesn't have the same impact as a plastic or metal piece that looks like a gun. I think we need to buy a bigger version, but availability may be a problem in our town. I know, I know; order it off the Internet. But, even if we played it wrong, Grampa and Grandson and I still had fun. Incidentally, I won the first round. Luke says:Is a player allowed to continuously stay in a room without rolling the dice? Say I entered the ballroom on one turn, made a suggestion and was wrong. Then when it came around to me again, I did not roll, I stayed in the ballroom, and made another suggestion. And so on, and so on. We needed clarification if that is allowed because it isn't clearly stated in the rules Ana says:Is it cheating if someone sneaks a look at someone else's clue sheet? I had a huge debate about this. I think it's cheating. Gilly says:Q: "Can a player make an accusation that he knows is false because he has one or two of the cards he includes in the accusation?" A: Only one accusation can be made per person in the game. So if you're wrong you're out of the game. However if you want to make a suggestion, it is alright if you use some of the cards in your hand to throw other players off. For example, you might have Mrs. White and the Dining Room in your hand. Then you make the suggestion that it was Mrs. White with the candlestick in the dining room. Therefore you already know it's not the two you have in your hand and you're really just trying to figure out the weapon. Gilly says:Kevin, the intrigue card applies only to the person who has it. It does not cover the other players to the left because it's not their card. Kevin says:One of the intrigue cards says "the rumor stays unanswered". We had a huge debate over whether the card applies to ONLY to the person with the card or to all players seated to the left of the player with the card. I can't find an answer in the rules. Anyone know where to find the answer? Kevin says:To Steve T.... Must be in a room is our interpretation. Churo says:Can a person make a accusation they KNOW is false, to put the opposite person in the wrong trail Marge says:Can a person keep switching between two secret passages? James says:Can a player make an accusation that he knows is false because he has one or two of the cards he includes in the accusation? Annie says:Can a player make an accusation that he knows is false because he has one or two of the cards he includes in the accusation? That Guy says:Hey there Steve T if you would just read the rules like everyone else you would find that anyone can can make an accusation about a room they are not in. Leslie says:Clue is so fun to play!, its like playing out a mystery book. Sienna says:Steve T- I am next to positive that Prof. Plum still has to be in a room. I LOVE THIS GAME!!!! Steve T says:I have a question about an interpretation of a rule in the newer version of Clue. Prof. Plum has as his special power the ability to make an accusation from "a room he is not in." Controversy has ensued as to whether this means the prof. plum player can use this power to make an accusation from anywhere on the board, including while located in the areas between rooms, or if prof. plum still has to be in a room to make an accusation. Being in the area between rooms would be making an accusation from a room he is not in, but some say that the intention is that prof. plum still has to be in a room to accuse just not the room he is making the accusation about? Thoughts? Liz R. says:I love this game. It reminds me of cold winter days when all the family would get together and play Clue and drink lots of hot chocolate. Great times in life! Thanks for this site so we can all reminisce on our past memories! OTHER GAMES YOU MIGHT ENJOY