

A player can only make one "accusation".

(h) If the "accusation" is correct the player lays the cards face up on the table with the note which he has made, and he is the Winner.

(i) If the "accusation" is incorrect, the player replaces the three Murder Cards unseen by any other player into the envelope and places it back on the spot marked "X". Having made a false "accusation" he has no further turns in the game, but remains as a player only to contradict "suggestions" made by other players, with the cards he holds in his hand.

(j) Bluff "suggestions" may be made by including a Person, Weapon or Room for which a player holds the card or cards in his own hand. He may thus satisfy himself as to the whereabouts of one card and at the same time mislead other players.

(k) If it is discovered that a player is in possession of a card which he has accidentally or otherwise failed to show to anyone making a "suggestion" to him, thus falsely indicating that he did not hold any of the named cards, he will be penalised by having no further turns in the game, and will remain as a player only to contradict "suggestions".

(This does not of course mean that if he holds 2 cards named in a "suggestion" he should show more than one of them.)

6. RULES

1. Players may move their pieces anywhere on the board on the squares (except the staircases) according to throw of dice.

2. Pieces must move in straight lines only, i.e. forward, and/or crosswise, but never diagonally.

3. Players may enter rooms by the doors only, but cannot leave a room in the same move; i.e. entering a room ends the move (it is not necessary to throw the exact number of units on the dice to enter a room, i.e. if a player needs 4 to bring him into a room and throws 6, he ignores the last 2 units after entering the room).

4. No two pieces may occupy any one square, nor may a player move his piece through the square on which another piece stands. A room, however, may be occupied by any number of pieces and weapons.

5. A player's piece may remain stationary in any room during any number of his turns to play.

6. Secret passages — enable players to move from certain rooms to those indicated in one move. This can be done at a player's turn without throwing the dice but constitutes a move.

7. A player may make a "suggestion" (which must include 3 factors: Room/Person/Weapon) on any of his turns of play when (and ONLY WHEN) his playing piece is IN THE ROOM CONCERNED in the "suggestion".

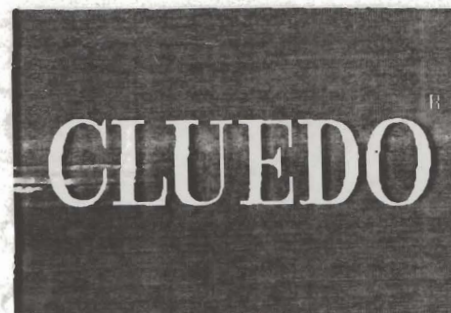
8. Playing pieces and weapons transferred to a room as the result of a "suggestion" being made, are not replaced in their original places afterwards. Players must resume moving their pieces from their new positions on the boards.

Also available from Waddingtons:



the advanced game for super sleuths

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1. INTRODUCTION

"Cluedo" is a game of skill for 2-6 players. It is played by means of pieces and tokens being moved on a playing board which represents the ground floor plan of "Tudor Close". The object is to solve by means of elimination and deduction the problem of the mysterious murder of Dr. Black, the owner of the house, whose body has been found at the foot of the stairs leading to the cellars at a spot marked "X".

The winner is the first player to identify in one accusation:

- The murderer;
- The weapon used; and
- The room in which the crime was committed.

This information is given on the cards placed in the Murder envelope (see acts 4, 5 and 6) and remains a mystery until a player makes a correct accusation.

2. PLAYING PIECES

(a) The 6 persons in the House are represented by playing pieces of the same colour as identified by their names:

Col. Mustard ..	Yellow
Prof. Plum ..	Purple
The Rev. Green ..	Green
Mrs. Peacock ..	Blue
Miss Scarlett ..	Red
Mrs. White ..	White

the weapons are represented by small tokens, with any one of which the crime might have been committed. They will be placed in rooms in which they might be found, for example:

Dagger ..	Lounge
Candlestick ..	Dining Room
Revolver ..	Study
Rope ..	Ballroom
Lead Piping ..	Conservatory
Spanner ..	Kitchen

3. PLAYING CARDS

(a) Six cards representing the persons in the house.

(b) Six cards representing the weapons.

(c) Nine cards, representing the rooms indicated on the playing board.

(d) "Detective Notes" Cards to enable players to record their investigations.

4. PREPARATIONS FOR PLAY

(The rules of an intriguing and interesting game must inevitably seem to be slightly boring, but these rules have been drawn up as briefly as possible, and with a little concentration, should be easily assimilated by following out each act carefully and in its proper order.)

Act 1. Place the playing pieces on the starting squares marked for them on the board.

NOTE: If less than 6 play, playing pieces and their corresponding cards, not represented by actual players, should not be removed from the game.

Spare pieces will be placed in any room or rooms before the game starts,

whilst the cards remain in the pack and are subsequently dealt to players.

Act 2. Place the weapons each in a different room as you wish or according to the list quoted previously.

Act 3. Place the envelope marked "Murder Cards" on the spot marked "X".

Act 4. Shuffle the nine rooms cards thoroughly. Cut the cards. Place the top card unseen into the "Murder Envelope".

Act 5. Repeat this process with the six weapons cards.

Act 6. Repeat the same process with the persons cards.

Act 7. Place all the remaining cards face downwards on the table. It is essential in shuffling that none of the cards shall be seen or noted by the players.

Act 8. Each player shakes the dice and the highest number is the dealer.

Act 9. The dealer shuffles the 18 remaining cards very thoroughly. It is important that they should not be seen by any of the players. The cards are dealt one at a time clockwise around the table, including the dealer.

Some players may receive more than others according to the number of players in the game. Such players have a slight advantage.

All preparations have now been made and the game is ready to play. NOTE: Do not let other players see your cards.

5. HOW TO PLAY

(a) Each player adopts the playing piece nearest to him and for the rest of the game he is that person (irrespective of any cards he holds in his hand).

(b) Miss Scarlet always moves first, and the player representing the playing piece Miss Scarlett shakes the dice and moves that number of squares along the passage to any room which the player so desires.

(c) The next player on the left of Miss Scarlett shakes the dice and moves similarly and each subsequent player likewise in a clockwise direction.

(d) When a player reaches a room, that player can immediately make a "suggestion" by calling into that particular room any other Person and any Weapon. For instance, the player representing Miss Scarlett may, in two moves, reach the Lounge. Miss Scarlett may then call another Person into the Lounge (e.g. The Rev. Green) and move that particular piece into the Lounge. She may also call and bring into the Lounge any Weapon (for instance the Spanner) and will say: "I suggest that the murder was committed in the Lounge by the Reverend Green with the Spanner".

NOTE: Spare playing pieces fall under equal suspicion as do pieces in play, and can therefore be called into rooms by players making "suggestions".

(e) This suggestion having been made, the player on Miss Scarlett's left must examine his cards, and if he has one or more of those cards (the Lounge, Reverend Green or the Spanner), he must show one only of those cards to the player who is representing Miss Scarlett (unseen by the other players). If the player on the left is unable to show one of the cards asked for (the Lounge, the Reverend Green or the Spanner), the enquiry passes on to the next player and so on until one only of the cards has been shown to the player who made the "suggestion". Such card having been shown, Miss Scarlett's turn is ended, and play passes to the next player to the left.

(f) Each player acts in a similar manner, and by a process of elimination will eventually discover the three murder cards. The Detective Notes Cards may be used by each player to mark off the Persons, the Weapons and the Rooms eliminated.

(g) When a player is satisfied that he knows the three Murder Cards, i.e. he has made a "suggestion" to each of the other players in turn and none have shown him any one of the three cards he named and he does not hold any of them in his own hand, he can, in this same turn, make an "accusation" by writing the three names on his Detective Notes, and checking his "accusation" by looking at the three Murder Cards in the envelope, taking great care that they are not seen by the other players.