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Hasbro Gaming B2848

Hasbro Gaming Retro Series Clue 1986 Edition Board Game

Model: B2848

Brand: Hasbro Gaming

1. SAFETY INFORMATION

WARNING: CHOKING HAZARD – Small parts. Not for children under 3 years.

Please ensure all small components are kept out of reach of young children to prevent accidental ingestion.

2. INTRODUCTION TO CLUE

The Clue 1986 Edition is a classic detective board game where players aim to solve a mystery: Who committed the murder, with what weapon, and in which room of the mansion? Players move around the game board, collecting clues and making deductions to be the first to correctly identify the murderer, weapon, and location.

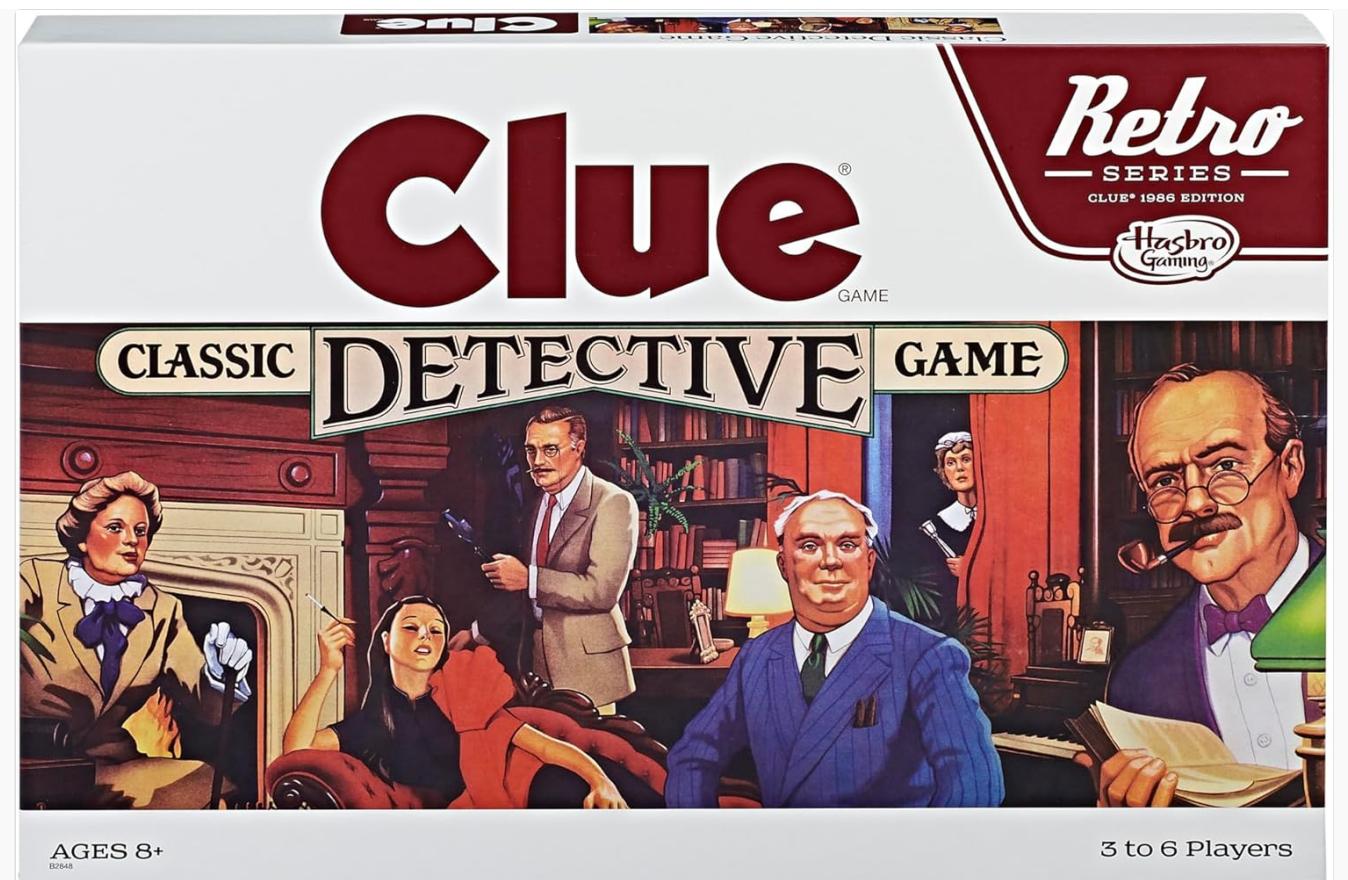


Image: The game box for the Hasbro Gaming Retro Series Clue 1986 Edition board game, featuring classic artwork of the suspects.

3. COMPONENTS

Before starting, verify that all game components are present:

- Game Board
- 6 Plastic Pawns (representing the suspects)
- 6 Die-Cast Weapon Tokens
- 2 Dice
- Deck of Cards (Suspect, Weapon, Room cards)
- Confidential Case File Envelope
- Detective Notebook Pad



Image: An overhead view of the Clue game board with all components, including pawns, weapons, cards, and dice, laid out.



Image: A close-up of the six die-cast weapon tokens used in the game, including a candlestick, dagger, lead pipe, revolver, rope, and wrench.

4. SETUP

1. **Unfold the Game Board:** Place the game board in the center of the playing area.
2. **Place the Weapons:** Place each of the six weapon tokens in a different room on the game board.
3. **Choose Your Character:** Each player selects a plastic pawn and places it on its designated starting space on the board.
4. **Prepare the Case File:**
 - Separate the cards into three decks: Suspects, Weapons, and Rooms.
 - Shuffle each deck individually.
 - Without looking, take the top card from each deck (one Suspect, one Weapon, one Room) and place them into the yellow "Confidential Case File" envelope. This envelope contains the solution to the mystery.
 - Place the sealed envelope in the center of the board.
5. **Deal the Remaining Cards:** Shuffle the remaining Suspect, Weapon, and Room cards together to form a single deck. Deal these cards face down, one at a time, to each player until all cards have been distributed. Players should keep their cards secret.
6. **Distribute Detective Notebooks:** Each player receives a Detective Notebook sheet and a pencil. Players should mark off the cards they hold, as these cannot be part of the solution.



Image: An overhead view of the Clue game board with pawns and weapons placed, and the confidential case file envelope in the center.



Image: A player's hands holding a Detective Notebook and a pencil, marking off suspects, weapons, and rooms.

5. How to Play (Operating Instructions)

5.1. Game Objective

To be the first player to correctly identify the three cards hidden in the confidential case file: the murderer, the weapon used, and the room where the crime took place.

5.2. Player Turn

Play proceeds clockwise. On your turn, follow these steps:

- 1. Roll the Dice:** Roll both dice and move your pawn that many spaces. You can move horizontally or vertically, but not diagonally. You cannot move through a space occupied by another pawn or enter the same room twice in one turn.
- 2. Enter a Room:** If your move ends in a room, you may make a suggestion. You do not need to use your full dice roll to enter a room.

3. **Use a Secret Passage:** If you are in a corner room (Kitchen, Conservatory, Lounge, Study), you may use a secret passage to move to the diagonally opposite corner room instead of rolling the dice. After using a secret passage, you may make a suggestion.



Image: A close-up of a red pawn and a white die on the Clue game board, indicating movement during a turn.

5.3. Making a Suggestion

When you enter a room, you may make a suggestion about who committed the crime, with what weapon, and in that specific room. For example, if you are in the Kitchen, you might suggest: "I suggest it was Colonel Mustard, with the Revolver, in the Kitchen."

- Move the pawn of the suspect you named and the weapon you named into the room you are in.
- Record your suggestion on your Detective Notebook.

5.4. Refuting a Suggestion

After a suggestion is made, the player to the left of the suggester must try to refute it. If they have any of the three cards named in the suggestion, they must secretly show one card to the suggester only. If they have more than one, they choose which one to show.

- If the first player cannot refute, the next player to the left attempts to refute, and so on, until someone shows a card or all players have had a chance.
- Once a card is shown, the suggestion is refuted, and the suggester marks that card off their Detective Notebook. The turn ends.
- If no one can refute the suggestion, the suggester knows that all three cards named in their suggestion are in the confidential case file. They may then choose to make an accusation.

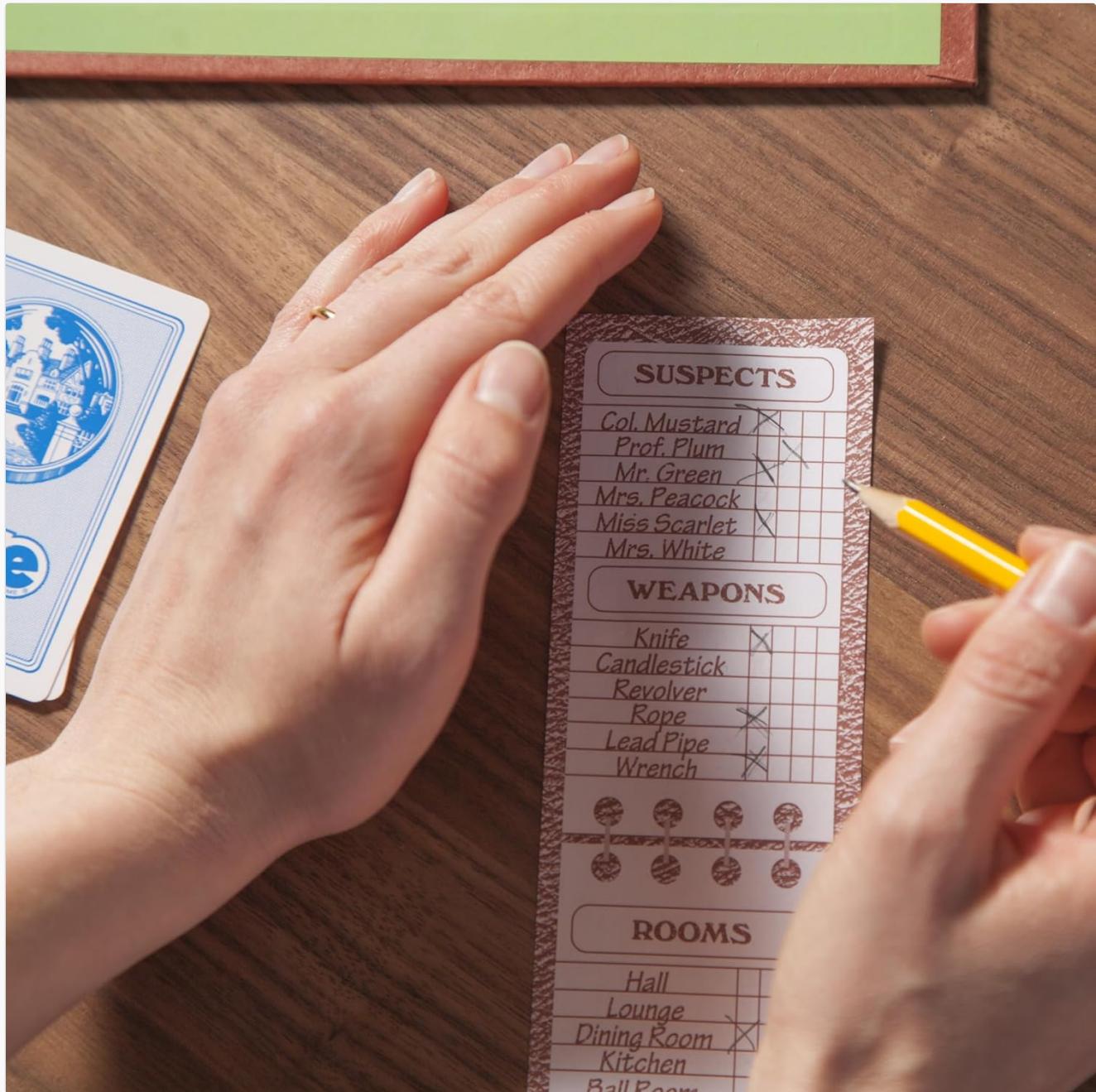


Image: A close-up of the "Confidential Case File" envelope on the game board, with a die in the background.



Image: A hand holding several Clue game cards, including suspect and room cards, during gameplay.

5.5. Making an Accusation

Once you are confident you know the murderer, weapon, and room, you may make an accusation. You can make an accusation from any location on the board, but only once per game.

- State your accusation: “I accuse [Suspect], with the [Weapon], in the [Room].”
- Secretly open the confidential case file envelope and check the three cards inside.
- **If your accusation is correct:** You have solved the mystery and win the game! Show the cards to all players.
- **If your accusation is incorrect:** You are out of the game. Secretly return the cards to the envelope. You can no longer move your pawn or make suggestions/accusations, but you must still show cards to other players if they make a suggestion you can refute.



Image: A player's hands carefully placing cards into the "Confidential Case File" envelope, a critical step in the game.

6. MAINTENANCE

Proper care will ensure the longevity of your Clue 1986 Edition board game:

- **Storage:** Always store the game in its original box in a cool, dry place away from direct sunlight to prevent warping of the board and fading of components.
- **Cleaning:** Wipe the game board and plastic components with a soft, dry cloth if they become dusty. Avoid using harsh chemicals or abrasive cleaners.
- **Handling:** Handle cards and pawns carefully to prevent bending, tearing, or loss.
- **Missing Pieces:** In case of missing components, refer to the "Warranty & Support" section for assistance.

7. TROUBLESHOOTING

Common questions and solutions:

- **Q: What if I run out of Detective Notebook sheets?**

A: You can photocopy existing sheets or download printable versions from the official Hasbro Gaming website. Alternatively, use a blank piece of paper to keep track of your deductions.

- **Q: Can I move through a room without stopping?**

A: Yes, if your dice roll allows you to pass through a room and exit it on the same turn, you may do so. You can only make a suggestion if you end your move in a room.

- **Q: What if I accidentally see another player's cards?**

A: If this happens, it is recommended to restart the game to maintain fairness.

- **Q: What if a player makes an incorrect accusation and is out of the game?**

A: That player can no longer move their pawn or make suggestions/accusations. However, they must still participate by showing cards to other players if they can refute a suggestion.

8. SPECIFICATIONS

Feature	Detail
Product Dimensions	2.01 x 15.75 x 10.51 inches
Item Weight	1.96 pounds
Item Model Number	B2848
Manufacturer Recommended Age	8 years and up
Number of Players	3 to 6 Players
Release Date	January 18, 2019

9. WARRANTY & SUPPORT

For information regarding product warranty, replacement parts, or further assistance, please contact Hasbro Gaming customer support directly. Details can typically be found on the Hasbro official website or on the product packaging.

Visit the official Hasbro Gaming website for more information:[Hasbro Gaming Store](#)

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Related Documents - B2848

	<p><u>Clue: Robbery at the Museum - Game Rules and Instructions</u></p> <p>Official rules and instructions for the Clue: Robbery at the Museum escape room board game by Hasbro. Learn how to set up, play, and solve the mystery.</p>
	<p><u>Monopoly Junior: Peppa Pig Edition - Official Game Rules and Instructions</u></p> <p>Learn how to play Monopoly Junior: Peppa Pig Edition with these official rules and instructions. Discover setup, gameplay, winning conditions, and board space details for this fun family board game.</p>
	<p><u>Monopoly: Deadpool Edition - Game Rules and Instructions</u></p> <p>Official rules and instructions for the Monopoly: Deadpool Edition board game. Learn how to set up, play, buy properties, build headquarters and D-Mansions, and win the game.</p>
	<p><u>Monopoly: Marvel Studios' Black Panther - Wakanda Forever Edition Rules</u></p> <p>Official rules and gameplay instructions for Monopoly: Marvel Studios' Black Panther - Wakanda Forever Edition. Learn how to set up, play, and win this property trading game.</p>
	<p><u>Perfection Board Game: How to Play and Set Up</u></p> <p>Instructions and guide for playing the Perfection board game, including setup, single-player mode, and multi-player mode.</p>
	<p><u>Monopoly Deal Card Game - Fast-Paced Family Fun by Hasbro Gaming</u></p> <p>Discover Monopoly Deal, the quick-playing card game version of Monopoly. Swap, steal, and scheme your way to victory in this fast-paced property trading game for families and kids, model G0351.</p>