Hasbro Gaming 0

Hasbro Gaming Clue Game Instruction Manual

Model: 0 | Brand: Hasbro Gaming

1. Introduction

The Clue game offers an updated experience of the classic mystery board game. Players are tasked with solving the murder of Mr. Boddy within Tudor Mansion by identifying the culprit, the weapon used, and the location of the crime. The game features a unique card-revealing mirror that assists in the detection process. This manual provides detailed instructions for setup, gameplay, and maintenance.

2. Components

Before beginning play, ensure all components are present. Refer to the image below for a visual guide.



Figure 2.1: All game components, including the game board, character tokens, miniature weapons, cards, dice, and detective notebook sheets.

- 1 Gameboard
- 1 Card-Revealing Mirror
- 6 Character Tokens
- 6 Miniature Weapons (Candlestick, Dagger, Lead Pipe, Revolver, Rope, Wrench)
- 30 Cards:
    - 6 Character Cards
    - 6 Weapon Cards
    - 9 Room Cards
    - 9 Clue Cards
- Pad of Detective Notebook Sheets
- 2 Dice
- Game Rules

Note: 3 AAA batteries are required for the card-revealing mirror and are included.

3. Setup

1. **Place the Gameboard:** Unfold the gameboard and place it on a flat, stable surface.
2. **Assemble the Mirror:** Insert the included AAA batteries into the card-revealing mirror. Place the mirror in its designated spot on the gameboard.
3. **Place Weapons:** Distribute the 6 miniature weapons randomly into different rooms on the gameboard.
4. **Choose Characters:** Each player selects a character token and places it on their corresponding starting space on the board.
5. **Prepare Cards:**
    - Separate the Character, Weapon, and Room cards into three distinct decks.
    - Shuffle each deck separately.
    - Without looking, take one card from each deck (one Character, one Weapon, one Room) and place them into the card-revealing mirror. This is the solution to the mystery.
    - Shuffle the remaining Character, Weapon, and Room cards together to form a single Clue deck.
    - Deal all cards from the Clue deck face down to the players. Players should keep their cards secret.
6. **Detective Notebooks:** Each player takes a Detective Notebook sheet and a pencil (not included). Players should mark off the cards they hold in their notebook.
7. **Dice:** Place the two dice near the gameboard.



Figure 3.1: Game board with components ready for play.

4. Operating (Gameplay)

The objective of Clue is to be the first player to correctly identify the murderer, the weapon, and the room where the crime occurred.

4.1. Game Flow

1. **Starting the Game:** The player who rolls the highest number on the dice goes first. Play proceeds clockwise.
2. **Moving Your Character:** On your turn, roll both dice and move your character token that many spaces. You can move horizontally or vertically. You may not move diagonally or through walls. You may not enter the same room twice in one turn.
3. **Entering a Room:** When you enter a room, your turn continues with making a suggestion.
4. **Making a Suggestion:** Once inside a room, you can make a suggestion about who committed the murder, with what weapon, and in that room. For example, "I suggest Professor Plum with the Candlestick in the Library."
    - Move the suggested character token and weapon token into the room you are in.
    - The player to your left must disprove your suggestion if they can. They do this by secretly showing you one card from their hand that matches one of the cards in your suggestion. If they have multiple matching cards, they choose which one to show you.
    - If they cannot disprove your suggestion, the next player to their left attempts to disprove it, and so on, until a player shows you a card or no one can.
    - Once a card is shown to you, mark it off on your Detective Notebook sheet. Your turn ends.
5. **Making an Accusation:** When you believe you know the three cards in the card-revealing mirror (the murderer, weapon, and room), you can make an accusation.
    - You can only make one accusation per game.
    - State your accusation aloud (e.g., "I accuse Miss Scarlett with the Rope in the Ballroom!").
    - Secretly press the button on the card-revealing mirror to reveal the three hidden cards.
    - If your accusation is correct, you win the game!
    - If your accusation is incorrect, you are eliminated from the game but must continue to show cards to other players if they make suggestions that you can disprove.

4.2. Special Rules

- **Secret Passages:** Some rooms have secret passages that allow you to move directly to another room on the opposite side of the board. If you start your turn in a room with a secret passage, you may choose to use it instead of rolling the dice.
- **Clue Cards:** The 9 Clue cards add extra variation to the game. Follow the instructions on these cards when drawn.

5. Maintenance

Proper care will ensure the longevity of your Clue game.

- **Storage:** Store all game components in their original box in a cool, dry place away from direct sunlight.
- **Cleaning:** Wipe game board and plastic components with a soft, dry cloth. Do not use abrasive cleaners or liquids.
- **Battery Replacement:** If the card-revealing mirror's light dims or stops working, replace the 3 AAA batteries. Ensure correct polarity when inserting new batteries.
- **Card Care:** Handle cards with clean, dry hands to prevent bending or tearing.



Figure 5.1: Store the game in its original packaging.

6. Troubleshooting

Problem	Possible Cause	Solution
Card-revealing mirror not lighting up.	Dead or incorrectly inserted batteries.	Check battery polarity. Replace 3 AAA batteries.
Difficulty understanding game rules.	Complexity for younger players.	Review the "Operating (Gameplay)" section. The game is recommended for ages 8 and up due to strategic elements. Consider playing a practice round without keeping score.
Missing components.	Packaging error or lost pieces.	Refer to the "Components" section. Contact Hasbro Gaming customer support if components were missing upon purchase.

7. Specifications

Product Dimensions: 1.61 x 15.75 x 10.51 inches

Item Weight: 2.11 pounds

Model Number: 0

Manufacturer Recommended Age: 8 years and up

Batteries: 3 AAA batteries required (included)

Language: English

Manufacturer: Hasbro

Release Date: August 1, 2018

8. Warranty and Support

For information regarding product warranty, replacement parts, or customer support, please visit the official Hasbro Gaming website or contact their customer service department. Specific warranty terms and contact details are typically provided with the product packaging or on the manufacturer's official channels.
You can find more information at theHasbro Gaming Store.

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