

LEVEL 2

SCIENCE LAB MYSTERY

Oh no! The volcano in the science lab has mysteriously erupted! It looks like a curious junior scientist left another class early to experiment...

OBJECT

Explore the school for clues as you try to work out WHO set off the volcano, WHAT they poured into it and WHERE they should have been in class instead. In this game, you're competing to solve the mystery on your own!

WHAT YOU'LL NEED



SET IT UP

- Place the gameboard where everyone can reach, with the inside of the school face up.
- Place all the yellow bases face down and shuffle them up. Then, without peeking, put one face down in the centre of the board. **This is what was poured into the volcano to set it off!**
- Stick a furniture piece into each of the remaining yellow bases (don't look at the bottoms!) and place each one in its matching room on the gameboard.
- Set aside the white base with the volcano.** Then, place the other six white bases face down and shuffle them up. Without peeking, put one of those bases face down in the centre of the board. **This tells you which class the sneaky student should have been in!**



Don't cover up any spaces with furniture!

PLAY

Take turns rolling the die to see if you can move your character, look under characters or check under furniture. As you find clues, you'll eliminate choices and eventually uncover what happened.

The youngest player goes first and play moves to the left.



- Mix up the volcano base face down with the remaining white bases. Stick a character piece into each, but don't look at the bottoms! **The character with the volcano is the student who set it off!**
- Place all the characters on their matching colour start spaces, even if there aren't six players. **Now everyone picks a character!**
- Everyone takes a notepad sheet and a pencil (not included). You can fold your sheet so no one can see it as you find clues and mark it up.

If your younger players may need a little help, try playing in teams!



ON YOUR TURN

- Roll the die.



If you roll...	Do this!
	Secretly peek under any furniture piece.
	Secretly peek under any character.
	Move your character up to that number of connecting spaces. <ul style="list-style-type: none">You cannot land on a space if another character is already on it.You cannot end your turn on the space where you started.

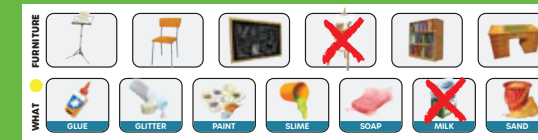
If you rolled a number, where did you land?

If you land on...	Secretly peek under...
	The furniture piece in that room.
	Any character.
	Nothing! Sorry, better luck next time.

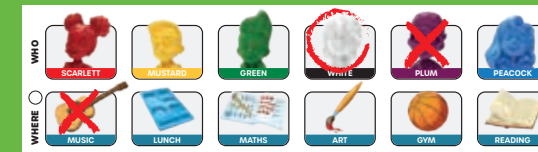
- Mark your sheet.

Each turn, you'll cross out TWO things!

- If you look under a **yellow** base, **cross out the object** you see – this can't be what was poured into the volcano! Also **cross out the furniture** in that base so you remember you've already looked in that room.
- If you look under a **white** base, **cross out the class object** you see – this can't be the class where the culprit was supposed to be. Also **cross out the character** in that base UNLESS you find the volcano. Whoever has the volcano is the one who set it off, so you'll want to circle them!
- Even when you work out who set off the volcano, you may still need to keep looking under characters to work out which class they left early.



Ex: you look under the easel and see milk, so you cross out both those things.



Ex: you see the guitar under Plum, so you cross both out. Plum couldn't have been the culprit. When you look under White, you find the volcano – she did it!



READY TO SOLVE THE MYSTERY?

Make an accusation! You can do this at any time **on your turn**, even after marking your sheet.

- Say, '(WHO) set off the volcano using (WHAT) when they should have been (WHERE).'
- Secretly** look under the bases in the centre of the board and under the character you're accusing. Are you right about all three?

YES! You've solved the mystery and won the game!

NO! Oops, you're out of the game. **Don't tell anyone the solution!**

The others keep playing until someone gets it right or only one player is left in the game.

Cluedo JUNIOR



Hey, parents! This game guide describes how to play two levels of this game. You decide which level is right for your family!

LEVEL 1
Ages 4+

Work together to solve for WHO and WHAT.

LEVEL 2
Ages 5+

Compete to solve for WHO, WHAT and WHERE.

CONTENTS

Double-sided gameboard • 9 playground tiles • 6 character pieces • 6 furniture pieces • 7 yellow bases • 7 white bases • 6 blue bases • 3 dice • dice label sheet • 2 detective notepads

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

4+
2-6
ADULT ASSEMBLY REQUIRED.

LEVEL 1

PLAYGROUND MIX-UP

Oops! While cleaning up the playground after all the fun and games, someone put one of the items in their backpack by mistake.

OBJECT

Work together to find items on the playground tiles and work out WHAT item is missing and WHO took it. In this game, you win as a team!

WHAT YOU'LL NEED

Gameboard



6 character pieces



Playground Mix-Up detective notepad



6 blue bases

One has the backpack sticker



9 playground tiles



2 dice

The first time you play, apply the labels



SET IT UP

1. Put the gameboard where everyone can reach, playground side face up.
2. Shuffle the playground tiles and place eight of them **face down** randomly on each of the outlined playground spots on the board.

3. Place the remaining playground tile face down next to the board.

This tile contains the missing item!



Search the picture, find the item!
Each playground tile has just one item from your detective notepad sheet. Each item from your sheet appears on only one tile.

4. Place all six blue bases face down and shuffle them up. Then, without looking at the bottoms, put a character into each base.

The character with the backpack is the one who took the item!



5. Place all of the characters on random, separate playground tiles. Now everyone picks which character they want to play as. **Remember, don't look under them!**

6. Then take **one** of the detective notepad sheets and make sure you have something to write with. There are four different themes to choose in the notepad: toys, art supplies, snacks and sports gear. If you pick a toy sheet, for instance, you'll be searching for a missing toy.

Everyone shares one sheet because you'll work together.



PLAY

The youngest player goes first! Play moves to the left.

ON YOUR TURN

1. **Roll the number die** and move your character that many connected playground spaces whichever way you choose.

2. **Now roll the icon die.**

Ex: you rolled a 1!
You can choose to move to the Slide or to the Football Net.



If you roll...



Do this!

Look under any character! Do you see the backpack?

- If **no**, cross that character off the notepad. They didn't take the item!
- If **yes**, circle that character. They have the missing item!

Already know who has the backpack? Then you can stop rolling the icon die on your turns and just flip a playground tile!



Flip over the playground tile on this spot.

Now search for an item from your notepad sheet! Once you find the item, cross it off your sheet. Remember, you can work together! **Keep the tile face up** so you remember that you've already searched there.



Pick either option!

3.

Now it's the next player's turn. Keep going until you've crossed out all but one item (that's what's missing) and have discovered which character has the backpack (that's who took it). You've solved the mystery!

WIN

Once you've solved the mystery (meaning you've crossed out all but one item and know who has the backpack), it's time for the big reveal. Flip over the playground tile that's off the board and see if you can spot the missing item. Well done working together to solve the mix-up!



BONUS FUN!

Your family can use the playground tiles to make up your own 'find the object' games! For example, ask your child to spot something blue, or race to see who can find a toy first!



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