

CLUE

GIANT EDITION

AGE
8+

2-4
PLAYERS

PLAYING THE GAME

One mystery...6 suspects. In this GIANT EDITION of the CLUE game, players have to find out who's responsible for hijinks in the mansion! Get the scoop on the mansion's rooms, tools and suspects and start detecting! Was it Professor Plum with the rubber mallet in the library? Or Mr. Green with the trumpet in the billiard room? The player who makes a color match combination of Who, Where and with What wins!

OBJECT:

The first player to collect Suspect, Room and Tool Cards in their matching color, as well as the matching foam Tool, wins!

SETUP:

- If this is your first time playing, assemble the spinner. Place the given arrow in the hole in the center.
- Find a space large enough to lay out the Vinyl Room Mats in a circle, making sure they're spread out evenly. **IMPORTANT:** ensure that rooms with trap doors are not next to each other.
- Place 3 Evidence Cards in a pile in front of each room.
- Place the Tools in the center of the circle.



CONTENTS:

9 Vinyl Room Mats, 27 Evidence Cards, 1 Spinner, 6 Foam Tools

LET'S START DETECTING:

1. Each player chooses a room and stands in front of it as their starting position. Only one player can occupy a room.
2. The youngest player begins by spinning the Spinner and performing the action spun.
3. When entering a new room, look at two Evidence Cards from the pile. Only keep one card.
 - a. **IMPORTANT:** You may only hold a maximum of 4 cards in your hand at any time.
 - b. When you have the maximum amount of cards entering a room, discard your extra card into the evidence pile for that room. This happens before you take a new card.
4. Once all actions are completed, play moves to the next player on the left. Keep playing until you've collected the same color Suspect Card, Room Card, and Tool Card. You must also collect the matching foam Tool from your set! You've solved the mystery and won the game!

TO WIN:

The first player to collect Suspect, Room and Tool cards in their matching color, as well as the matching foam Tool, wins!

ABOUT THE CARDS:

Of the 27 Evidence Cards there are:



6 Tool Cards



6 Action Cards



6 Suspect Cards

Each have their own unique color.



9 Room Cards

Room Cards:

Six have one single color that corresponds to a Suspect Card, 3 have two colors that can be used to complete a set [where applicable]. For example, if you have found a blue Suspect Card and a blue Tool Card you may use one of the Room Cards with blue and another color to complete your set.

Tool Cards:

Each have their own unique color.

Action Cards:

These cards will be in the evidence pile along with the other cards you are looking for. If you decide to keep one, you may play an Action Card at any time during your turn. Discard played Action Cards face up into the center of the circle.

ABOUT THE SPINNER:

These are the actions the Spinner will tell you to do at the beginning of each turn:



Move to the next room on the left.



Spin again.



Move to the next room on the right.



Move to any room with a trapdoor.



Take one of the tools from the center that's shown on that section of the spinner.

RULES ABOUT THE TOOLS:



- Players cannot enter a room occupied by another player unless they've collected a Tool.
- During your turn you may want to enter a room that's occupied. If you have a Tool in your possession you can gently "bump" the player already there to a room on the left or right (your choice). You may not do this UNLESS you have a Tool.
- You may only hold one Tool at a time.
 - a. If you steal a Tool using an Action Card and you already have a Tool, you must discard your extra weapon into the center.
 - b. If the Spinner lands on Tools, you must choose one Tool that is indicated on the section of the Spinner you landed on. If you have a Tool in hand that's not shown on the section, you must discard the Tool and select one from the section you spun.