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You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO CLUEDO. You'll find the answers to all your questions on the HASBRO CLUEDO in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

- User manual HASBRO CLUEDO
- User guide HASBRO CLUEDO
- Operating instructions HASBRO CLUEDO
- Instructions for use HASBRO CLUEDO
- Instruction manual HASBRO CLUEDO

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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Castle Gate, Oulton, Leeds LS26 6HG,
England



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



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Manual abstract:

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