

CLUE[®] Junior

The Case of the Missing Prizes

AGES
5+

2-5
PLAYERS



WARNING:

CHOKING HAZARD-Small parts.
Not for children under 3 years.

Guess as you go, for a game that's exciting until the end!

Contents

Gameboard (in 2 pieces), plastic tray, 5 movers, 6 'Who' cards, 6 'Where' cards, 6 'When' cards, 1 All Guess card, 18 Guess tokens in 5 colours, 3 gold tokens, Truth envelope, Detective sheets and a die.

Which game?

- The simple game is perfect for younger kids, or kids that aren't used to the game. Follow the *blue instructions* on page 3.
- For kids that are older, or have mastered the simple game, play the Clever Carnival game using the *red instructions* on the last page.

 **PARKER
BROTHERS**

SET UP

Piece 2 2A



Piece 1 1A



1. Take everything out of the plastic tray. Leave the tray in the box and make sure the arrow on the tray lines up with the arrow on the inside of the box.
2. Press the coloured tokens out of the cardboard sheet and the pieces out of gameboard (Piece 2) to make slots. Discard the waste.
3. Put gameboard Piece 1 directly next to the box on a flat surface, with Side 1A facing up, so that the paths match up.
4. Put gameboard Piece 2 on top of the plastic tray with Side 2A facing up, as shown.
5. Divide the **Who**, **When** and **Where** cards into three separate piles and remove the **Where** pile – these are for the **Clever Carnival** rules only.
6. Without looking at them, shuffle the **Who** cards facedown in a pile and put the top one in the Truth envelope. Do the same for the **When** cards.
7. Shuffle the rest of the **Who** and **When** cards all together.
8. Put the cards on the grey rectangles on the gameboard, facedown. Some rectangles will have one card and some will have two. It doesn't matter which!
9. Give the **ALL GUESS** card to the oldest player.



Who Card



When Card



SIMPLE GAME

Your mission:

The prizes have gone missing at the carnival! It's up to you to find out who stole them and at what time by visiting rides and crossing off what you see on the cards.

How to play:

1. All take:

- A coloured mover
- 10 matching-colour Guess tokens
- A detective sheet.

Use Side A and keep your notes secret while you play!

2. Put your movers on their coloured start spaces.

3. The player to the left of the oldest player goes first.

4. On your turn:

Roll the die and move the number of spaces shown along the path, following the arrows.

You don't have to land on the rides by exact count!

If you get to a ride, secretly look at the cards there.

On your detective sheet, put crosses next to the things you see.

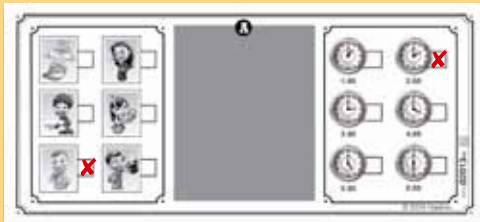
For example, if you're on the Super Slide and you see these cards:



Cross them off like this:

This means that Mustard *did not* take the prizes and that it *did not* happen at 2 o'clock!

- Your turn is over.



5. ALL GUESS!

The oldest player looks after this card. Every time they have taken their turn, they must remind the rest of the players that: "It's time to guess!" **ALL** players make a guess about **Who** stole the prizes and **When**!

How to guess

1. Look at your detective sheet. Remember, the people and times that you **haven't** crossed off could all be the right answers. (The people and times that you have crossed off are definitely NOT the right answers!)

Decide on:

- the person that you think stole the prizes (someone you HAVEN'T crossed off)

AND

- the time that you think it happened (a time you HAVEN'T crossed off)

Take two of your Guess tokens and put them in the slots next to the person and time you've chosen.



6. Play until you've all used all 10 of your Guess tokens. It's time to find out the truth!

How to reveal the truth

1. Take the cards out of the Truth envelope to reveal **Who** stole the prizes and **When**.
2. Put a gold token into each of the two matching slots. For example, if **Green** stole the prizes at **4 o'clock**, put a gold token in both of those slots.
3. Lift the card off of the plastic tray.

4. Remove the Guess tokens from the two holes containing the gold tokens and lay them out in lines by colour.
5. Whoever has the longest line of Guess tokens made the most correct guesses and is the **WINNER**!



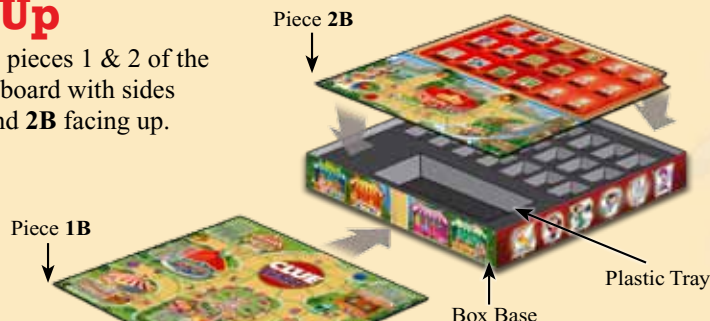
CLEVER CARNIVAL GAME

(for older children)

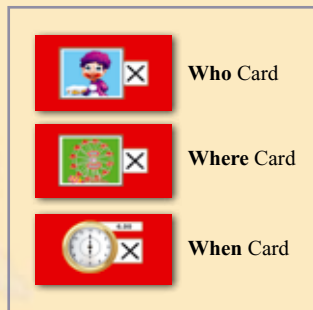
Play Clever Carnival in the same way as before, but guess *Where* the prizes were hidden as well! There are more rides to visit too. Play using the Simple Game rules, with these differences:

Set-Up

- Place pieces 1 & 2 of the gameboard with sides 1B and 2B facing up.



- Keep the **Where** cards in the game. Shuffle them and put them in a facedown pile, and put the top card into the Truth envelope (with one **Who** and one **When** card).
- Shuffle the remaining **Who**, **When** and **Where** cards all together, then put the cards on the grey spaces on the gameboard. Some rides will have one card, and some will have two – it doesn't matter which!



On your turn

If you end your turn on the path (not on a ride), ask any other player if they have crossed off a certain thing on their detective sheet. For example, "Have you crossed off 2 o'clock?" They must answer truthfully by whispering 'Yes' or 'No', so that the other players don't hear! If they said 'yes', cross it off on your sheet too.

ALL GUESS!

When it's time to **ALL GUESS**, guess **Where** you think the prizes are hidden (as well as **Who** took them, and **When**). Use 3 tokens each time.

Secret Paths

Look out for the Secret Paths around the Carnival. If you get to a Secret Path during your turn, use it to jump to any other Secret Path space and continue your turn from there!



How to Play:

Tokens

Take all 18 of your matching coloured Guess tokens.

Detective Sheet

Use Side B of your detective sheet, so that you can cross off rides as well as people and times.

Storage

- In their colour groups, put the Guess tokens and gold tokens into separate pockets in the plastic tray.
- Put everything else in the large pocket in the tray.
- Put the pieces of gameboard on top of the tray.