

# CLUE

THE CLASSIC MYSTERY GAME

Disney

TIM BURTON'S  
THE  
NIGHTMARE  
BEFORE  
CHRISTMAS

GAME RULES

AGES 8+  
2-6 PLAYERS

## THE PLOT

It's the night before Christmas, and someone has kidnapped the big red lobster man. Can you solve the mystery in time to save Christmas? Or will the Pumpkin King take over the holiday forever? It's up to you to figure out:

1. Who kidnapped Sandy Claws?
2. Where was he hidden?
3. What item was used?

## MEET THE SUSPECTS



## INSPECT THE ITEMS



Bear Trap



Zombie Duck



Present



Frog's Breath



Bathtub



Christmas Wreath

## SET-UP

Place all six Item Tokens and all six Suspect Movers in the center of the board. (Even if there are less than six players.)

### 1 CHOOSE A CHARACTER

Select the Character you will be playing as and take the matching Personality card (Page 6).

### 2 DISTRIBUTE CARDS

Separate the Rumor cards into Suspects, Items, and Locations. Secretly take one card from each pile and place it into the mystery envelope.

Put the envelope off to the side.

THESE ARE THE SUSPECT, ITEM, AND LOCATION INVOLVED IN THE KIDNAPPING!





## 2 DISTRIBUTE CARDS (CONTINUED)

Shuffle the rest of the Rumor cards together and deal them all out face-down to each player so you all have an equal number of cards. If the cards don't divide exactly between players, place leftover cards face-up beside the game board.\*

EVERYONE MUST KEEP THEIR CARDS SECRET!

*\*Add mystery by placing the leftover cards face-down in the Fountain. If you end your move in the Fountain you may either look at any or all face-down Rumor cards or Make An Accusation (Page 5).*

Shuffle the Intrigue cards and place them face-down beside the board for bonus actions while you play (Page 6).

## 3 TAKE A CLUE SHEET

Always keep your CLUE Sheet to yourself! Secretly cross off the Rumor cards you have been dealt, any leftover cards on the table, and other players' cards you will see throughout the game.



## START PLAYING/WHO WINS?

Everyone rolls a die. Highest roller goes first, play then continues clockwise. You win if you make the correct accusation as to which Suspect, Item, and Location are involved in the kidnapping. Details on how to Make An Accusation and Winning The Game are on page 5.

## ON YOUR TURN

On your turn, move around the board and Start a Rumor to try and find out what the other suspects know by learning which cards they have in their hands. When you think you know what cards are in the envelope, head to the center location (Fountain) of the game board and Make An Accusation.

1

### MOVE

EVERY TURN, ROLL DICE AND MOVE YOUR SUSPECT.



Page 4

2

START A RUMOR  
EVERY TURN, ONLY IF YOU ARE IN A LOCATION.



Page 4

3

MARK YOUR CLUE SHEET AS NEEDED.



Page 5

4

### MAKE AN ACCUSATION

ONCE PER GAME IN THE CENTER LOCATION OF THE GAME BOARD.



Page 5

## MOVE - THERE ARE TWO WAYS TO MOVE

### 1 ROLL THE DICE

Roll the dice. Move up to the sum of the two dice. If one of the dice shows a Question Mark, immediately draw an Intrigue card. Then move up to the amount shown on the other die.

### 2 USE A SECRET PASSAGE

If you're in a Location with a secret passage (4 corner Locations), you may use it to move to the connected Location. Do not roll the dice if you use a Secret Passage.

## RULES TO MOVING

You do **NOT** have to use your full move.

You may **NOT** re-enter a Location you left during that turn.

If you land on a space with a question mark, **STOP MOVING** and draw an Intrigue Card.

On your turn you **MUST** move out of a Location unless you were moved there during a Rumor (See page 4).

You may move horizontally or vertically but **NOT DIAGONALLY**.

If you enter a Location, **STOP MOVING**.

You may pass through, but **NOT** end on, a space occupied by another player.

## START A RUMOR

Starting a Rumor helps you try to determine which three cards are in the envelope. After moving into a Location, except the Fountain, you may Start a Rumor: name a Suspect, an Item, and the Location you are in. Move the suspect's Suspect Mover and Item into the Location with you (if they are not already there).

### PROVING A RUMOR TRUE OR FALSE

As soon as you've started a Rumor, the other players try to prove it false. The first to try is the player to your immediate left. If that player has one of the named Rumor cards in their hand, they show it to you and only you. If the player has more than one of the cards named, they select one (just one) to show you.

### WHAT IF A PLAYER CAN'T SHOW ME A CARD?

If the player to your left has none of the named Rumor cards, then the next player to the left tries to prove your Rumor false. And so on until you have been shown one card. If no one can prove your Rumor false, your turn is over.

Leave the Suspect Mover and Item Token you moved where they are. The player on your left goes next.

### IF YOU WERE MOVED INTO A LOCATION AS PART OF A RUMOR

If you were implicated in the Rumor and your Suspect Mover was moved into the Location from somewhere else, you may choose to draw one Intrigue card immediately for the inconvenience. If your mover was already in the Location, or a suspect not controlled by a player was moved (less than 6 player game), then no card is drawn. On your next turn, you may stay in that Location to start a Rumor.

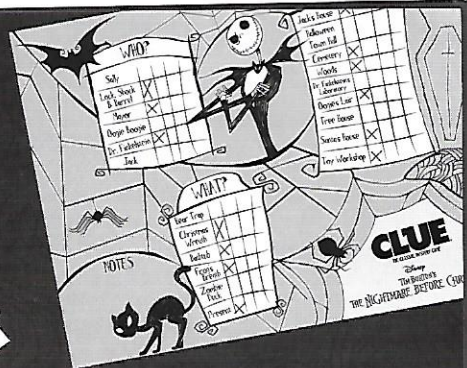


#### EXAMPLE:

You're Doggie and you enter Doggie's Lair. You start a Rumor: I think Sally did it with the Bear Trap in my Lair. Move Sally's Mover and the Bear Trap into Doggie's Lair.

## MARK YOUR CLUE SHEET

Check shown cards off on your CLUE sheet - this proves the cards are not in the envelope. Once you've crossed off everybody's cards on your CLUE sheet you are ready to make an accusation and try to solve the Mystery.



## HOW TO WIN - MAKE AN ACCUSATION

When you think you've figured out which three cards are in the envelope, go to the center location of the game board to Make An Accusation. Say your accusation out loud: "I accuse Sally with the Bear Trap in Oogie's Lair." Then, secretly look at the cards in the envelope.



### WERE YOU RIGHT?

You win! Congratulations, you solved the mystery! Reveal the cards in the Mystery Envelope to everyone.

### WERE YOU WRONG?

Dops! You've made a mistake and are out of the game. Secretly return the cards to the Mystery Envelope - don't tell the other players which one you got wrong.

Keep your cards hidden and keep answering other players' questions. Do not ask further questions or make any further accusations.

### WHAT IF EVERYBODY GUESSES INCORRECTLY?

If everyone makes an incorrect accusation, the game is over and the Mystery remains unsolved. Take the cards out of the envelope and take a look at which suspect got away with it.

I ACCUSE  
SALLY WITH THE  
BEAR TRAP IN  
OOGIE'S  
LAIR.

## INTRIGUE CARDS



### PUMPKIN PATCH

If you draw a "Play Immediately" card, follow the directions on the card. If you draw any other card, you get to keep it and choose when to play it. You can have and play as many Pumpkin Patch cards as you like on any turn. Discard all Pumpkin Patch cards once they are used. Discarded Pumpkin Patch cards can not be used again.



### PUMPKIN KING

There are 8 Pumpkin King cards in the Intrigue deck. The first 7 do nothing. If drawn, place the card, face-up, beside the board so all can see how many Pumpkin King cards have been drawn. If you draw the 8th Pumpkin King card, however, then you have been killed!

### DRAWING THE 8TH PUMPKIN KING CARD

If you draw the 8th Pumpkin King card, you are out of the game. Place your cards face-up where all players can see them. You no longer play in the game or draw any Intrigue cards. However, your Suspect can still be part of a Rumor.

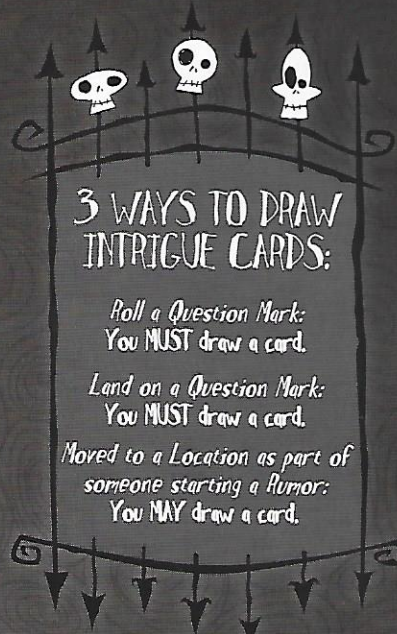
Shuffle the 8th Pumpkin King card back into the draw pile of Intrigue cards, even if it is the only card left in the draw pile. This means that the 8th Pumpkin King card can be drawn again and again.

*Note:* It is possible for all of the suspects to get eliminated before the mystery is solved and no one wins.

### ROLL TOO LOW TO ENTER A ROOM? GRAB AN INTRIGUE CARD!

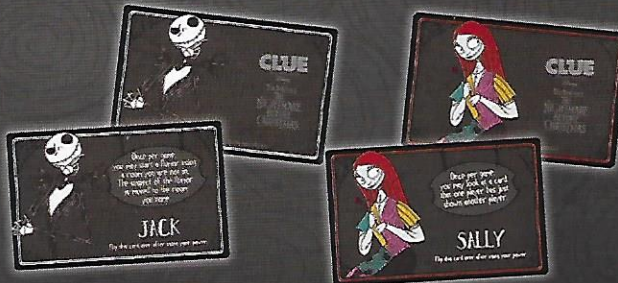
If your roll is too low and you cannot enter a room this turn, aim to land on an Intrigue space instead!

- You don't need an exact roll to stop on an Intrigue space. When you land there, pick up the top Intrigue card and if it is an Action card, follow the instructions. If it is a Pumpkin King, put it to the side of the game board in full view of the other players.
- Once you've used the card, place it on the discard pile.
- If you're not using the Intrigue cards, ignore the ? on the die and on the board, and just move your Suspect Mover towards the next room you want to enter.



## PERSONALITY CARDS

This card shows a unique power that is associated with your Character. This power can only be used once per game. After you use it, turn the card over.



## Z-PLAYER OR TEAM RULES

For Z-player or team play you must make the following minor modifications to your game:

### SET-UP

Set-up the game exactly as you would for regular CLUE, except before dealing out Rumor cards to players/teams, take the top four Rumor cards and place them face-down next to the game board.

### GAME PLAY

Ask questions as normal. The other player/team must always try to answer. If they cannot, secretly look at one of the four Rumor cards by the side of the board. After crossing it off your CLUE sheet, return the card to its place.

Every time the other team/player cannot answer one of your questions, secretly look at a different one of the four cards at the side of the board.  
(You'll have to remember the places of the ones you've already seen!)



**CONTENTS:**

Custom Glow in the Dark Game Board • 6 Custom Suspect Movers  
6 Personality Cards • 21 Humor Cards • 21 Intrigue Cards  
Custom CLUE Sheets • Envelope • 6 Items • 2 Dice • Rules



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