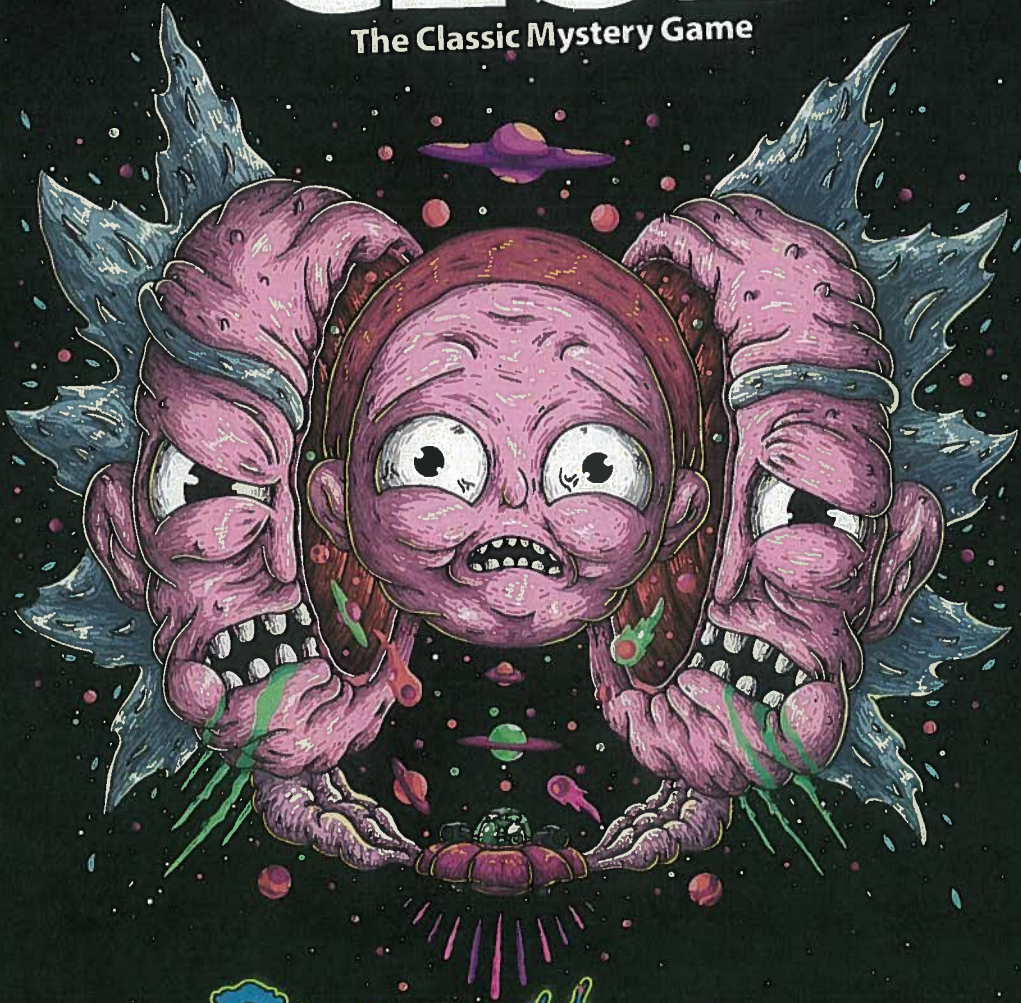


Ages 17+ 2-6 Players

CLUE

The Classic Mystery Game



Rick and Morty

BACK IN BLACKOUT

THE AFTERMATH

Rick had a long night. In the aftermath he's realized he must have given someone the code to his secret safe. Now the plans to his portal gun have been stolen. Someone has to piece the night together, find out WHO stole the plans, WHERE they are hiding, and WHAT they used to trick, persuade or force Rick to give up the code to his safe.

Who

Meet the suspects Rick recalls encountering. One of them may have stolen the plans!

<p>SUSPECT</p>  <p>Denzel Cloakling Jr.</p>	<p>SUSPECT</p>  <p>Zeeq VanPlore</p>	<p>SUSPECT</p>  <p>Tenny Gutterman</p>	<p>SUSPECT</p>  <p>GranFamite Guard</p>	<p>SUSPECT</p>  <p>Quatro Grouzer</p>	<p>SUSPECT</p>  <p>Bova Greco</p>
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What

Any one of Rick's own possessions may have been used against him. Find out what item was used to out-play Rick.

<p>ITEM</p>  <p>Cognition Spell Pet</p>	<p>ITEM</p>  <p>Meesock's Box</p>	<p>ITEM</p>  <p>Mega Seeds</p>	<p>ITEM</p>  <p>Rick's Flask</p>	<p>ITEM</p>  <p>Purge Armor</p>	<p>ITEM</p>  <p>Dream Interceptor</p>
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Where

It's a big universe. Get used to it. Suspects could be hiding out in any of these locations.

<p>LOCATION</p>  <p>Big Point</p>	<p>LOCATION</p>  <p>Magma</p>	<p>LOCATION</p>  <p>Dormon G-132</p>	<p>LOCATION</p>  <p>Gear Vault</p>	<p>LOCATION</p>  <p>Crestal of Bova</p>
<p>LOCATION</p>  <p>Plume</p>	<p>LOCATION</p>  <p>Purge Probe</p>	<p>LOCATION</p>  <p>Geoprosator</p>	<p>LOCATION</p>  <p>Meteverse</p>	

SET-UP

To start the game, place all 6 movers in the center of the board (even if there are less than 6 players).

Give each player:



Personality Card



Mover



Clue Sheet

Pen
(Not
Included)

Separate cards into 4 decks:

SUSPECT



ITEM



LOCATION



CONTRAPTION



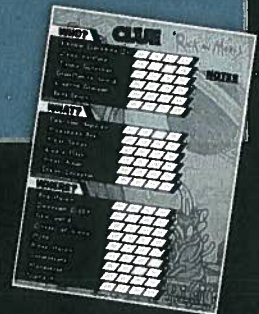
Shuffle
these
separately
and place
them next
to the
game board.

Without looking, place one card from each deck (Suspect, Item, and Location card) into the yellow envelope. These are the cards that reveal the mystery!



Rumor
Cards

Shuffle the rest of the cards (Suspect, Item, and Location) together, and deal them evenly to each player. If there are any leftovers, place them face up by the side of the table.



Players secretly cross off their CLUE cards along with any leftover ones on their CLUE sheet. Throughout the game you will see other players cards, which you must also cross off to determine which cards are in the envelope and used in the heist.

GAME RULES

Everyone rolls the dice. Highest roller goes first, and play continues left.

On your turn, roll the dice and move around the board, trying to enter a location. You don't need an exact roll to enter a location; you may always finish your move early.



You may move any direction except diagonally.



Did Mega Seeds boost Tammy's intelligence so she could best Rick and flee with the Portal Gun plans to the Purge Planet?



Upon entering a location, ask a question about one suspect, one item and the location you just entered. Place the suspect and item token into the location with you.

The player on your left must try to answer you. If they have any of the cards in question, they must reveal one to you secretly. If they don't they simply say "I cannot answer," and the question passes to the player on their left, and so on until you have been shown one card.

If no one can show you a card, put on a poker face! As long as you weren't bluffing, by asking about one of your own cards, you've figured out which cards are in the envelope!

End your turn by crossing off the card you've been shown on your CLUE sheet. Leave the suspect and item token you moved where they are.



HOW TO WIN

Once you've crossed off everybody's cards on your CLUE Sheet, you're ready to make your accusation! Make your way to Earth in the center of the game board, and once there say your accusation aloud and discreetly check the cards in the envelope.

If you were right:

Congratulations! You have figured out who stole the Portal Gun plans and stopped them before they could build one!

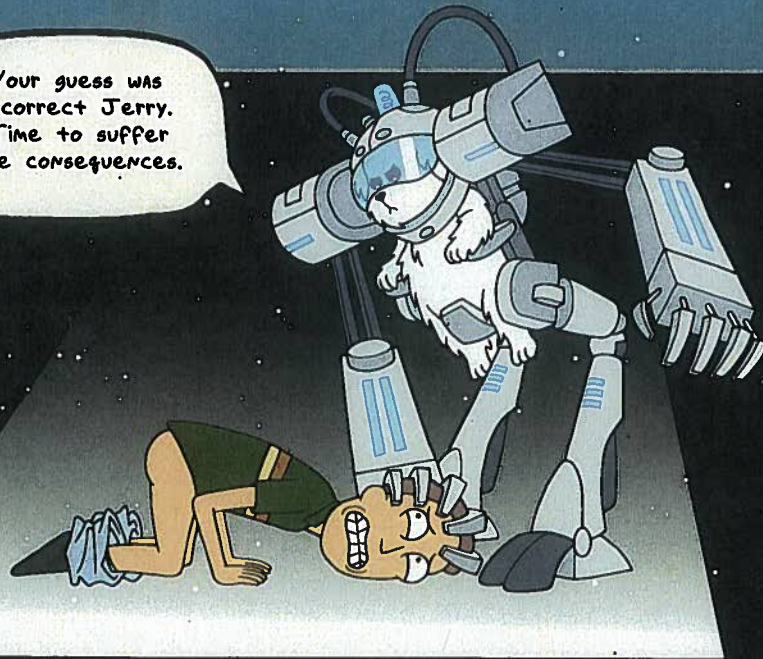
If you were wrong:

You are out of the game and must return the cards to the envelope. Now you may only answer questions.

If everyone was wrong:

The suspect succeeds and uses the ability to travel through dimensions to disrupt the universe. Set up a new game and try again.

Your guess was incorrect Jerry. Time to suffer the consequences.



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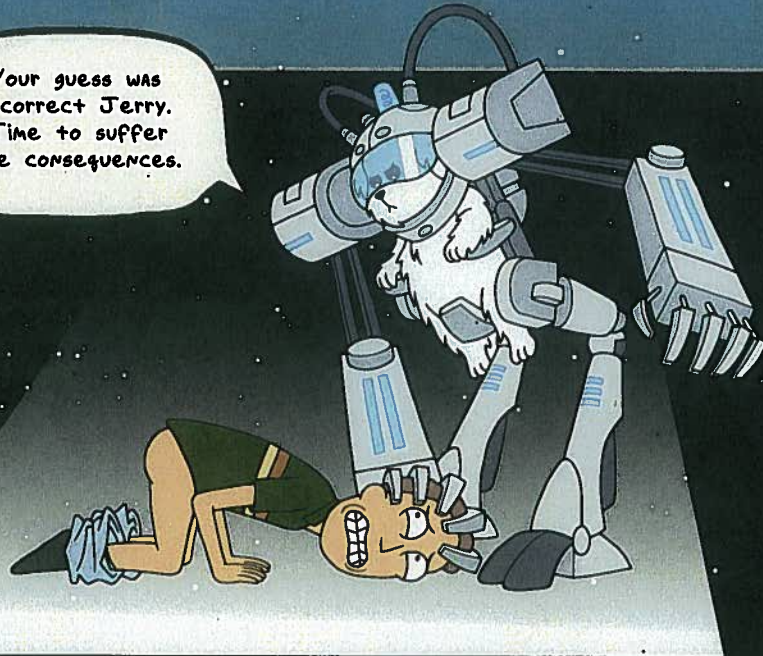
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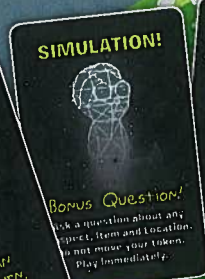
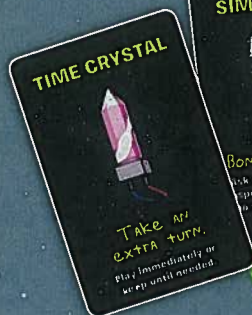
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CONTRAPTION CARDS

If you land on a Question Mark or roll a Question Mark, you may draw a Contraption Card.

Contraptions



When you draw a Contraption Card, you have assembled it and can use its power. Unless the power says "Play this card immediately" you may choose when to play it. You can play as many cards as you like on any turn. Contraption cards must be discarded after use. If the deck runs out, shuffle the discards to form a new deck.



2-PLAYER OR TEAM RULES

For 2 players or teams, you may not use the Contraption cards, and 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 CLUE cards to players/teams, take the top four 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 CLUE cards by the side of the board. After crossing it off your CLUE sheet, return the card to its place.

Everything else is exactly the same as regular CLUE!

CONTENTS:

Custom Game Board
6 Player Movers
6 Personality Cards
21 Rumor Cards
16 Contraption Cards
Custom Score Pad
6 Suspect Tokens
6 Item Tokens
Envelope
2 Dice, Rules

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