

AGES
5+
ADULT ASSEMBLY REQUIRED.



C1293

WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 years.

CLUE JUNIOR

MY FIRST
CLUE
GAME

THE CASE OF THE BROKEN TOY

Contents: Gameboard, 6 character pawns, 6 furniture tokens, 7 white bases, 7 yellow bases, detective notepad, die, and label sheet

OBJECT

Uh oh! Someone broke one of the toys! It's up to you to uncover which toy is broken, who broke it, and when they did it!

THE FIRST TIME YOU PLAY

- Punch out the furniture tokens from their cardboard frame.
- Stick the **white** and **green** labels (toys and toy chest) to the bottoms of the white bases. Make sure you place them on the flat sides—the sides with ridges will hold character pawns.
- Stick the **yellow** labels (times) to the bottoms of the yellow bases.
- Stick the square labels to the die (one side will be blank).



SETUP

1. Place all of the yellow bases facedown and mix them up. Then, without peeking, put one facedown in the center of the board. **This is the time the toy was broken!**
2. Stick a furniture token into each of the remaining yellow bases (don't look at the bottoms!) and place each token in its appropriate room on the gameboard.



Don't cover up any footprints with furniture!

3. Set aside the white base with the toy chest. Then, place the other white bases facedown and mix them up. Without peeking, put one of those bases facedown in the center of the board. **This is the toy that was broken!**
4. Mix up the toy chest base with the remaining white bases, and stick a character pawn into each. Remember, don't look at the bottoms! **The character pawn with the toy chest broke the toy!**
5. Place all of the character pawns on their matching start spaces, even if there aren't six players. Now everyone picks a character!
6. Everyone takes a notepad sheet and a pencil (not included). You can fold your sheet so no one can see it as you find clues and mark it up!

PLAY

Take turns rolling the die to see if you can move your character, look under characters, or check under furniture. As you find clues, you'll eliminate choices and eventually discover what happened.

The youngest player goes first.

ON YOUR TURN

1. Roll the die.

If you roll...	Do this!
Yellow	Secretly peek under any furniture token.
White	Secretly peek under any character pawn.
A number	Move your character pawn up to that many spaces along connecting footprints. <ul style="list-style-type: none"> • You cannot land on other character pawns. • You cannot end your move on the space where you started.

Did you land on a footprint?

If you land on a...	Secretly peek under...
Yellow Footprint	The furniture token in that room.
White footprint	Any character pawn.
Black footprint	Nothing! Sorry, better luck next time.

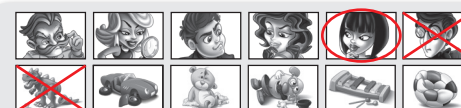
2. Mark your sheet. Remember to cross out both things!

- If you look under a yellow base, cross off that furniture and the time you see—this can't be the time the toy was broken! Always cross out the furniture so you remember which rooms you've already checked!



Ex: You look under the piano and see 12:00, so you cross both out.

- If you look under a white base, cross out the toy you see—this can't be the toy that was broken. Also cross out the character, UNLESS you find the toy chest. Whoever has the toy chest broke the toy! You'll need to keep looking under characters to figure out which toy was broken, though.



Ex: You see the T. rex under Prof. Plum, so you cross both out. When you look under Dr. Orchid, you find the toy chest—she broke the toy!

Your turn ends, and the player to your left goes.

READY TO SOLVE THE MYSTERY?

Make an accusation! You can do this at any time **on your turn**, even after marking your sheet.

1. Say, "[character] broke the [toy] at [time]."
2. **Secretly** look under the bases in the center of the board and under the character you're accusing.
3. Are you right about all three?

YES! You've solved the mystery and won the game!

NO! Oops, you're out of the game. **Don't tell anyone the solution!**

The others keep playing until someone gets it right or only one player is left in the game.

To play again, remove the tokens and pawns from their bases, mix up the bases, and set up a new game! It's a new mystery every time!

Retain this information for future reference.
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