

AGES 8+ | 2-6 PLAYERS

clue[®]

GAME



SCOOBY-DOO![™]

GAME RULES

THE OBJECT

Mrs. White is experiencing a spell of abductions at her Haunted Mansion! In distress over this troubling situation, she has invited *Scooby-Doo* and the gang over to investigate. Always up for an exciting mystery, the friends dress up as their favorite CLUE game characters, and get right to solving the crime. But while everyone is working on the case, someone in the mansion is abducted by a Monster!

To win CLUE®: *Scooby-Doo*, you must solve: WHO was abducted? WHERE? And WHAT evidence did the Monster leave behind?

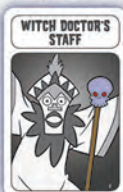
WHO?

Look closely at the Characters.
One of them was abducted!



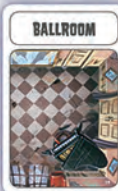
WHAT?

Which one of these Items was left
behind by the Monster?



WHERE?

Consider the Locations. The abduction happened in one of them!



SET-UP

To start the game, place the Characters on their color-coordinated start space around the edge of the game board.

1 Give each player:



Personality Card



Mover



Clue Sheet

Pen
(Not included)

2 Shuffle cards into 4 decks:



Characters



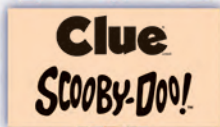
Items



Locations



? Cards



Without looking, place one Character, Item, and Location card into the manila envelope. These are the cards involved in the abduction!

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



Rumor Cards

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

3 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 involved in the monstrous abduction.



GAME RULES

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

- 1 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. (If your mover was moved by another player since your last turn, you can choose to stay in that Location and ask a question).



You may move any direction except diagonally.

"Was Fred abducted in the Ballroom and was Carlotta's Spell Book left behind as evidence?"



- 2 Upon entering a location, ask a question about one Character, one Item, and the Location you just entered. Bring the Character's mover and the Item 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!

- 3 End your turn by crossing off the card you've been shown on your CLUE sheet. Leave the Character mover and Item 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 the middle of the board, say your accusation aloud, then discreetly check the cards in the envelope.



PERSONALITY CARDS



These cards show 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.



? CARDS

If you land on a question mark, roll a question mark, or are moved into a location to be questioned, you may draw an ? card. There are two types of these....

MUNCHIES



If you draw a Munchies card, it means you've found a snack to munch on while you work towards solving the mystery. In addition, you get a bonus 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. Munchies cards must be discarded after use.

MONSTER



It's hard to solve a mystery when you're overcome by fright! Eight of these Monster cards are in the deck, and they might pop up while you try to solve the mystery! The first seven are scary but harmless, and shall be placed by the side of the board upon being drawn. But if you draw the eighth, you are so scared that you are out of the game. Place your cards face up where all can see, and shuffle the eighth Monster card back into the ? cards deck, as it may be drawn again. Your mover may still be questioned; leave it on the board.

2-PLAYER OR TEAM RULES

For 2 players or teams, you may not use the ? 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 five 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 five CLUE cards by the side of the board. After crossing it off your CLUE sheet, return the card to its' place.



Everything else is the same as regular CLUE!



CONTENTS:

Custom Game Board • 6 Character Movers • 6 Personality Cards • 21 Rumor Cards
25 ? Cards • Custom Score Pad • Envelope • 6 Item Tokens • 2 Dice • Rules

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