

# Introduction

*Killer Clue* is an unauthorized expansion for Parker Brothers' Clue®. You *must* own a copy of Clue to play this expansion.

In *Killer Clue*, one of the players is secretly the killer. If you are the killer, you must murder the other players one by one until no one is left to expose your original crime. If you are an innocent suspect, you must determine who, where, and how the original murder was committed before you become the killer's next victim.

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# Equipment

## Original Game

You *must* own a copy of Parker Brothers' Clue to play *Killer Clue*.

## Envelopes

You need 6 small envelopes. Label the envelopes with each suspect's name; 1 envelope per suspect. When you set up the game, you will use these to secretly assign one player to be the killer. See Getting Started on page 3.

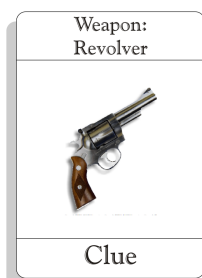
## Cards

There are 3 types of cards:

- Clue
- Intrigue
- Danger

### Clue

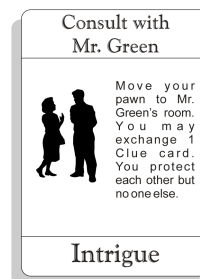
Use the Clue cards that come with this expansion in place of the cards that came with your game.



## Intrigue

You may play Intrigue cards during the Intrigue round, which follows the Investigation round each turn. The Intrigue cards are:

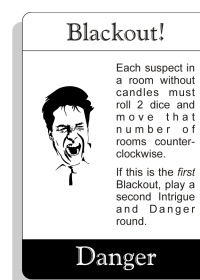
- Consult with Suspect
- Crime Scene
- Doors Locked
- Examine Weapon
- Motive
- Suspect Disappears
- Suspect Distracted
- Suspect Moves First



## Danger

You must play 1 Danger card during the Danger round, which follows the Intrigue round each turn. The Danger cards are:

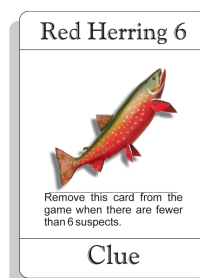
- Blackout
- Candles in Room
- Suspect Murdered!



Only the killer will possess the Suspect Murdered cards

## Optional Cards

There are 2 optional Intrigue cards; Butler Enters Room and Maid Enters Room. And there are 2 optional Red Herring Clue cards. These cards are described in the Optional Rules on page 15.



# Getting Started

Follow this procedure to set up a game of *Killer Clue* while concealing the killer's identity:

1. Choose Suspects
2. Sort Cards
3. Place Weapons into Rooms
4. Assign Killer
5. Fill Killer's Envelope
6. Deal Clue Cards to Players
7. Place Intrigue & Danger Cards in Envelopes
8. Pass Out Envelopes
9. Inspect Your Envelope

## 1. Choose Suspects

**Take a Pawn:** Each player must choose which suspect he or she will play. When you choose, take the pawn that corresponds to your suspect.

**Missing Suspects:** Remove from play the Clue, Intrigue, and Danger cards for any unplayed suspects. Also remove the unplayed suspects' envelopes.

**Example:** You have only 5 players and no one is playing Col. Mustard. Remove Col. Mustard's envelope as well as the following cards:

1. Suspect: Col. Mustard
2. Consult With Col. Mustard
3. Col. Mustard Disappears
4. Col. Mustard Distracted
5. Col. Mustard Moves First
6. Col. Mustard Murdered!

## 2. Sort Cards

**Clues:** Divide the Clue cards into 3 separate stacks; suspects, weapons, and rooms. Leave the stacks faceup.

**Suspect Murdered + 1 Blackout:** Separate the Suspect Murdered cards into a separate stack of their own. Place 1 of the Blackout cards in the stack and leave the stack faceup.

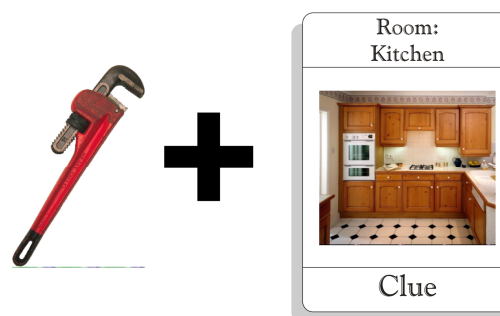
**Intrigue & Danger:** Shuffle together the Intrigue and remaining Danger cards and place them in a stack of their own. Leave the stack faceup.

**Five Stacks:** When you are done, you should have 5 stacks of faceup cards:

1. Suspects
2. Weapons
3. Rooms
4. Suspect Murdered + 1 Blackout
5. Intrigue & Danger

## 3. Place Weapons into Rooms

Randomly assign each weapon token to a room. Shuffle the room cards and place them facedown. Choose one of the weapon tokens and then draw the top room card. Place the weapon you choose into the room shown on the card. Then pick another weapon token and draw the next room card. Continue choosing weapons and drawing cards until all weapon tokens have been placed on the board.



*Place the Wrench in the Kitchen*

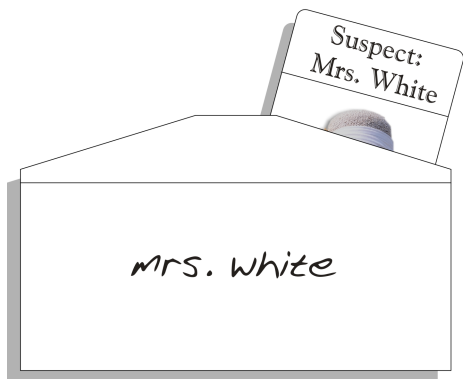
## Killer Clue

## An Unauthorized Expansion

### 4. Assign Killer

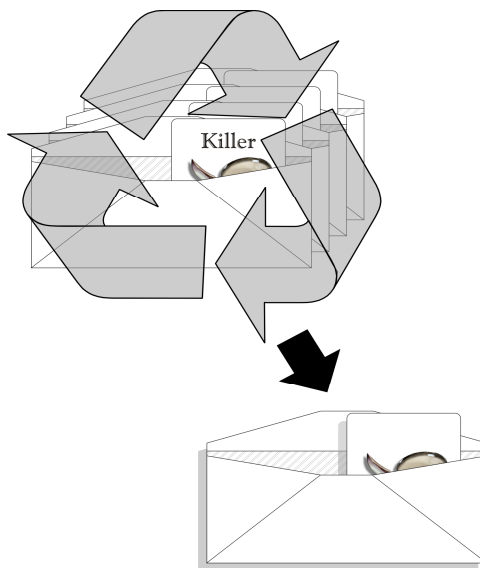
**Envelopes:** Set the envelopes faceup in front of you with the suspects' names visible on top. Place into each envelope the matching Clue card. In other words, place the Suspect: Mr. Green card into the Mr. Green envelope, place the Suspect: Miss Scarlet card into the Miss Scarlet envelope, and so on.

**Hidden:** Place each suspect card faceup into its faceup envelope. Make sure to place each card far enough into its envelope so that you can no longer see the card.



*Place each Suspect Clue card faceup into the corresponding faceup envelope*

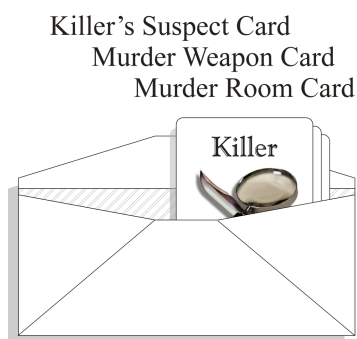
**Shuffle & Choose:** Now turn the envelopes facedown and shuffle them thoroughly. Keeping the envelopes facedown, set one aside. This will be the killer's envelope.



*Shuffle the envelopes and choose the killer's at random*

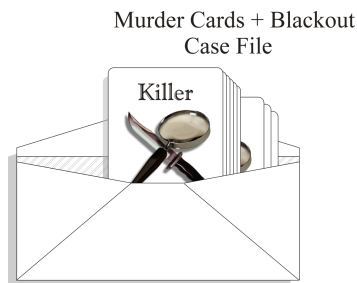
**5. Fill Killer's Envelope**

**Case File:** Keep the killer's envelope face-down so that you cannot see the name. Turn the weapon cards facedown and shuffle them. Without looking, choose 1 at random and place it facedown into the killer's envelope. Likewise, shuffle the room cards and place 1 facedown into the killer's envelope. The 3 Clue cards in the killer's envelope define the Case File for the game. See Killer Tutorial on page 12 for a description of the Case File.



*Add a Weapon card and a Room card to complete the Case File*

**Suspect Murdered Cards:** Place the Suspect Murdered cards plus 1 Blackout card facedown into the killer's envelope.



*Place the Suspect Murdered cards and a Blackout card on top of the Case File Cards*

**6. Deal Clue Cards to Players**

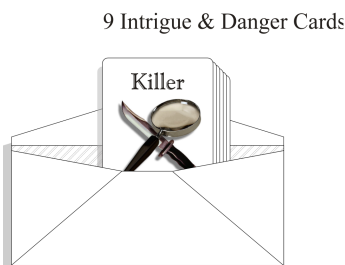
Keeping the cards and envelopes face-down, take the suspect cards out of the innocent suspects' envelopes. Do not take any cards out of the killer's envelope. Keep the suspect cards facedown and shuffle them together with the remaining weapon and room Clue cards. Then deal these Clue cards out to all players.

**7. Place Intrigue & Danger Cards in Envelopes**

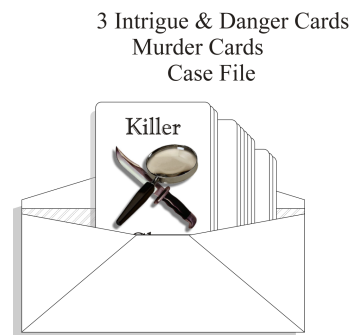
**Innocents:** Shuffle the Intrigue and remaining Danger cards together and deal 9 cards each into a number of stacks equal to the number of innocent suspects. Then place 1 stack facedown into each innocent suspects' envelope.

**Killer:** Place the next 3 Intrigue and Danger cards into the Killer's envelope.

**Draw Pile:** Set the remaining Intrigue and Danger cards facedown to one side. This will be the draw pile.



*Innocent Suspect's Envelope*



*Killer's Envelope*

**8. Pass Out Envelopes**

Keeping them facedown, shuffle *all* of the envelopes together until you have no idea which one belongs to the killer. Then turn the envelopes faceup and give each one to the player named on the envelope.

**9. Inspect Your Envelope**

Look at the cards in your envelope. Be very careful not to reveal any of your cards to another player. If you have the Suspect Murdered cards, you are the killer! See Killer Tutorial on page 12 for more information.



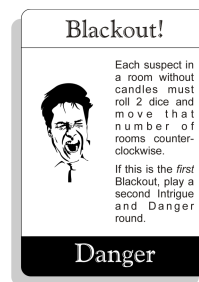
*Killer's Envelope*

# Game Sequence

*Killer Clue* is played in a series of game turns. Each game turn is divided into 3 or 5 rounds:

1. Investigation Round
2. First Intrigue Round
3. First Danger Round
4. Second Intrigue Round (only after a Blackout)
5. Second Danger Round (only after a Blackout)

**Blackout:** If someone plays a Blackout card during the First Danger Round, you must play a Second Intrigue Round followed by a Second Danger Round. There will never be a Third Intrigue or Danger Round.



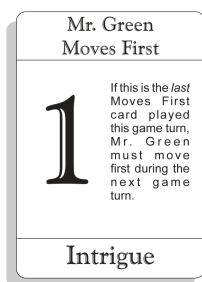
*A Blackout card triggers a second Intrigue Round followed by a second Danger Round*

## Investigation Round

During the Investigation Round, players take turns moving their pawns and making suggestions and/or accusations. This round is played exactly the same way as a turn of standard Clue with the exceptions described in this section.

### Player Order

Play proceeds to the left, beginning with the first player. The first player to move on the first game turn is Miss Scarlet. On subsequent turns, the first player is determined by the *last* Suspect Moves First card played during the most recent Intrigue Round. If a Suspect Moves First card was not played during the previous Intrigue Round, the player who moved first last turn will move first again this turn.



*The last Suspect Moves First card played determines who moves first next turn*

### Movement

**Dice:** Roll 2 dice instead of just 1.

**Diagonals:** Diagonal moves are allowed in the corridors and into and out of doorways.

**Weapon:** You may take 1 weapon with you when you leave a room either by regular movement or when you are summoned to answer a suggestion. When you enter a room, you must place the weapon into that room.

### Weapons

When you make a suggestion you may name only a weapon that is in your room. For example, if the knife is in the kitchen but you are in the billiard room, you may not suggest that the knife is the murder weapon. If the revolver and the candle stick *are* in the billiard room, your suggestion may include either of these weapons.

### Suggestions

**Clues:** You will suggest a suspect, room, and weapon. You must be in the room you suggest and the room must contain the weapon you suggest. The suspect you suggest is summoned to the room.

**Order:** The suspect you name must be the first to try to disprove your suggestion. Beginning with the named suspect and going either clockwise or counter-clockwise (your choice), each suspect must attempt to disprove your suggestion by *giving* you one of the Clue cards that make up your suggestion.

**Example:** You suggest Mr. Green committed the original murder in the library with the rope, so Mr. Green will be the first to try to prove you wrong. If Mr. Green cannot prove his innocence, the opportunity passes to Green's left (or right) and so on around the board until all the players (other than you) have had an opportunity to disprove your suggestion.

**Give Card:** To prove a suggestion false, *give* your Clue card to the suggesting player instead of just showing it to him or her. Do *not* show this card to any player other than the one you are giving it to.

### *Accusations*

**Clues:** You will accuse a suspect of the murder, in a room, with a weapon. You are not required to be in the room you name and the room you are in does not need to contain the weapon. Furthermore, the suspect you accuse is not summoned to the room.

**Order:** The suspect you name must be the first to try to disprove your accusation. Beginning with the accused and going either clockwise or counter-clockwise (your choice), each suspect must attempt to disprove your accusation by giving you one of the Clue cards that make up your accusation. If no one gives you a card, and the accusation is correct, the killer *must* come forward and confess the crime. However, if the accusation is incorrect, the killer *must remain silent*.

**Restrictions:** You may not make an accusation if you hold any of the Clue cards that make up your accusation. The killer may *never* make an accusation.

**Incorrect:** If you make an incorrect accusation, you are out of the game just as in standard Clue. Without showing them to the other players, *remove from play* the Intrigue and Danger cards you are holding. Then shuffle your Clue cards and, starting to your left, deal them facedown to the remaining players.

### *Killer's Behavior*

The killer should do his or her best to act just like any other suspect, moving from room to room and making suggestions. However, the killer may *never* make an accusation.

## Intrigue Round

**No One in Room:** If all suspects are in the corridor, skip the Intrigue and Danger Rounds and continue play with another Investigation round.

**Play Intrigue Cards:** Beginning with the player who moved first during the Investigation round, players take turns playing Intrigue cards. When it is your turn, you may play *faceup* 0, 1, or 2 Intrigue cards. However, *you must keep at least 1 card to play during the Danger Round*. See Danger Round on page 10.

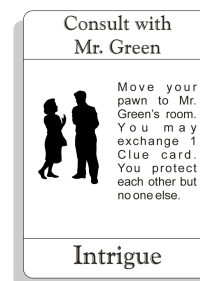
The Intrigue cards are:

- Consult with Suspect
- Crime Scene
- Doors Locked
- Examine Weapon
- Motive
- Suspect Disappears
- Suspect Distracted
- Suspect Moves First

### *Consult with Suspect*

**Move and Trade:** Move your pawn into the suspect's room. Once there, if you both agree, you may trade one Clue card with that suspect. Neither of you may say what type of Clue card you are trading.

**Protection:** The consulting suspects protect each other, but they do not protect any other suspects in the room. See How to Commit Murder on page 12.





**Crime Scene**

**First Card:** Move your pawn into the room named on the card. If this is the *first* Crime Scene card played during this Intrigue round, you may make a “mini-suggestion” that the room is the scene of the crime. Beginning with the player on your left or right (your choice), each player must check to see if he or she has the room card and, if so, give it to you.

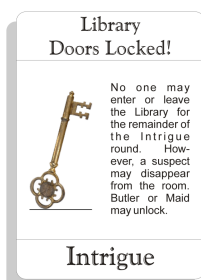


**Not First:** If this is not the first Crime Scene card played this Intrigue round, you must still move your pawn to the room, but you may not make a “mini-suggestion”.

**Next Turn:** In either case, you may make a normal suggestion in the new room during next turn’s Investigation round.

**Doors Locked!**

For the remainder of the current *Intrigue* round, no one may enter or leave the room named on the Doors Locked card. Secret passageways, if any, are also locked. This card affects the Consult with Suspect, Crime Scene, Examine Weapon, and Motive cards.

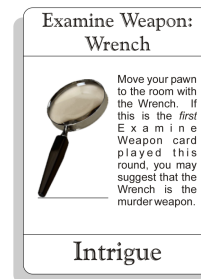


**Suspect Disappears:** Doors Locked does *not* affect the Suspect Disappears card.

**Butler and Maid:** The butler and maid may enter a locked room, unlocking it. See Optional Rules on page 14.

**Examine Weapon**

**First Card:** Move your pawn into the room that contains the weapon named on the card. If this is the *first* Examine Weapon card played during this Intrigue round, you may make a “mini-suggestion” that the weapon is the one used in the murder. Beginning with the player on your left or right (your choice), each player must check to see if he or she has the weapon card and, if so, give it to you.

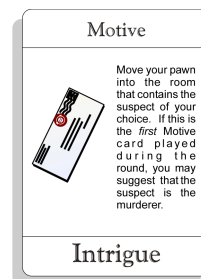


**Not First:** If this is not the first Examine Weapon card played this Intrigue round, you must still move your pawn to the room, but you may not make a “mini-suggestion”.

**Next Turn:** In either case, you may make a normal suggestion in the new room during next turn’s Investigation round.

**Motive**

**First Card:** Move your pawn into the room that contains the suspect of your choice. If this is the *first* Motive card played during this Intrigue round, you may make a “mini-suggestion” that the suspect is the murderer. Beginning with the player on your left or right (your choice), each player must check to see if he or she has the suspect card and, if so, give it to you.

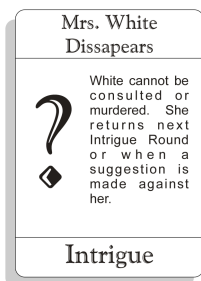


**Not First:** If this is not the first Motive card played this Intrigue round, you must still move your pawn to a room containing another suspect, but you may not make a “mini-suggestion”.

**Next Turn:** In either case, you may make a normal suggestion in the new room during next turn’s Investigation round.

**Suspect Disappears**

The suspect mysteriously disappears. It does not matter if Doors Locked has been played. Remove the suspect's pawn from the board. The suspect may not take a weapon.



**Immunity:** You cannot play a Consult With Suspect, Motive, or Suspect Murdered! card on a missing suspect.

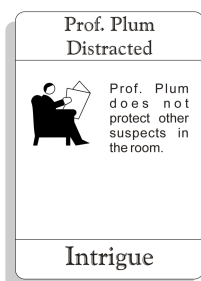
**Return:** The suspect may return to the room of his or her choice at the beginning of the next Intrigue round. In addition, the suspect *must* be returned to the board when another player names the missing suspect in a suggestion.

**Cards:** The missing suspect must still hand over a Clue card in order to disprove another player's suggestion or accusation. A missing suspect may still play cards during the Intrigue and Danger rounds.

**Suspect Distracted**

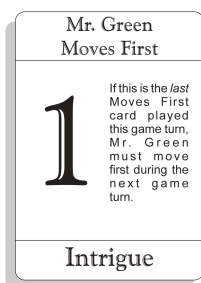
**Protection:** The suspect no longer protects other suspects in the room. See How to Commit Murder on page 12.

**Not Available:** If the suspect is not in a room, the card has no affect.



**Suspect Moves First**

**Last Card:** If this is the *last* Suspect Moves First card played during the game turn, the named suspect must move first during next turn's Investigation and Intrigue rounds.



**Danger Round**

**Play One Card Facedown:** During this round, each player *must* play a *single* card facedown. You may play one Intrigue or Danger card. However, Intrigue cards have no effect during the Danger round.

**Shuffle:** After everyone has played a card, shuffle them together to conceal who played which card. Then turn them all faceup. Handle the cards' effects in this order:

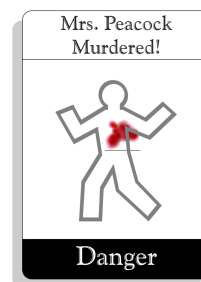
1. Intrigue
2. Suspect Murdered!
3. Candles in Room
4. Blackout!

**Intrigue**

Intrigue cards have no effect during the Danger round.

**Suspect Murdered!**

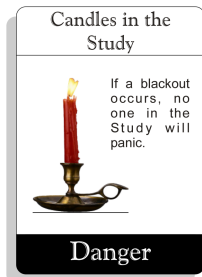
**Remove Pawn:** The suspect named on the card has been murdered! Remove the suspect's pawn; he or she is out of the game.



**Suspect's Cards:** Without looking at them, *remove from play* the Intrigue and Danger cards the dead suspect was holding. Also without looking, shuffle his or her Clue cards and, starting to the victim's left, deal the cards facedown to the remaining players.

### Candles in Room

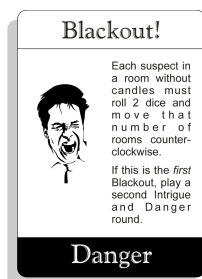
**Suspect in Room:** No one in the room will panic if there is a blackout. Place the card in the room so everyone will remember.



**No One in Room:** If there are no suspects in the room when the card is played, the card has no effect.

### Blackout!

**Panic:** Someone has turned out all the lights and everyone panics! All suspects who are in a room that does not have candles must move to a new room chosen at random. Suspects in corridors or candlelit rooms are unaffected.



**Move Pawns:** Roll 2 dice for each affected suspect. Move the suspect's pawn counter-clockwise around the board the number of rooms equal to the die result. For example, if Prof. Plum is in the ballroom and rolls 3, move him to the library. If Prof. Plum had rolled a 9, he would end up back in the ballroom because there are 9 rooms in the house.

**Multiple Blackouts:** A second Blackout card played during the same Danger round has no effect. A Blackout played during the Second Danger round also has no effect.

## Second Rounds

If one or more Blackouts was played during the First Danger round, you must play a Second Intrigue round followed by a Second Danger round. Cards played during the first rounds have no effect during the second rounds and cannot be played again during the second rounds. A Blackout played during the Second Danger round has no effect.

## Ending the Turn

**Remove Dead Cards:** Examine the cards that were played during the Intrigue and Danger rounds and remove from play any that refer to a dead suspect. For example, if Mrs. Peacock was murdered this turn and someone played the Consult with Mrs. Peacock card, remove the card.

**Shuffle Cards:** Shuffle the cards that were played back into the draw pile.

**Draw Cards:** You must draw back as many cards as you played during the Intrigue and Danger rounds.

**Hand Size:** If you are an innocent suspect, you should end the turn with 9 Intrigue and/or Danger cards in your hand. If you are the killer, you should have a number of Intrigue and Danger cards (including Suspect Murdered! cards) equal to 4 plus the original number of players. So if the game started with 6 players, you will have 10 Intrigue and Danger cards in your hand.

## Winning the Game

If the killer murders all other suspects, he or she wins the game. If an innocent suspect makes a correct accusation, he or she wins.

## Killer Tutorial

**Suspect Murdered Cards:** If the envelope you receive at the beginning of the game contains the Suspect Murdered cards, you are the killer. In order to win, you must kill all the other suspects. If another suspect makes a correct accusation before you can kill everyone, he or she wins and you go off to the gallows.

**Special Rules:** As the killer, you must follow certain special rules defined in this section.



*If you have the Suspect Murdered cards, you are the killer*

## Case File

The 3 Clue cards in your envelope define the original murder the other players will try to deduce. These are the card for the suspect you are playing, the murder weapon card, and the murder room card. You may *never* give one of these 3 cards to another player. In a standard game, these cards would be in the Case File in the center of the board. However, in *Killer Clue*, you must keep these cards hidden in your envelope.



## Suggestions

It is in your best interest to act just like any other player, moving from room to room and making suggestions. When another player makes a suggestion, you must give him or her a *non-Case File Clue* card if you have one that will disprove the suggestion.

## Accusations

You may *never* make an accusation. If another player makes a correct accusation, you *must* come forward and confess the crime. However, if the accusation is incorrect, you *must remain silent*. Someone else will disprove the accusation by giving the accuser a Clue card.

## How to Commit Murder

During a Danger Round, you may play a single Suspect Murdered card to kill 1 suspect. However, the suspect must be a valid target or you may not play the card.

**Location:** You may kill only a suspect who is in a room. You cannot kill a disappeared suspect or a suspect in a corridor. The location of your own pawn does not matter.

**Protected:** You may not kill a suspect who is protected. See Protected on the next page for an explanation.

**Success:** You may play a Suspect Murdered card *only* if you have the opportunity to kill the suspect named on the card. You may *not* play a Suspect Murdered card against a suspect who is protected. Someone *must* die each time you play a Suspect Murdered card.

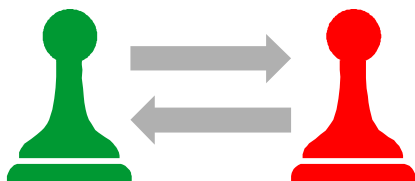
**Optional:** Playing a Suspect Murdered card is always optional. You may have some clever reason for not killing someone even when you have the opportunity to do so.

**Suicide:** You cannot kill yourself.

## Protected

### Definition

In general, a suspect automatically protects all *other* suspects in the same room. For example, if Miss Scarlet and Mr. Green are both in the Library, Miss Scarlet protects Mr. Green and Mr. Green protects Miss Scarlet.



*Suspects in the same room  
protect each other*

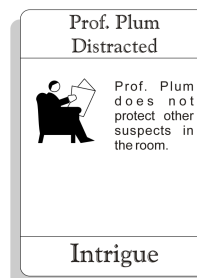
**Killer:** Even the killer protects others in the same room. In the previous example, If Miss Scarlet is the killer, she would still protect Mr. Green and could not murder him.

**Alone:** A suspect who is alone in a room is not protected.

## Intrigue Cards

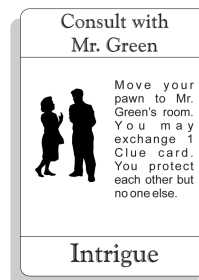
Protection may be modified during the Intrigue round by the Suspect Distracted and Consult With Suspect Intrigue cards.

**Distracted:** A distracted suspect does not protect *any* other suspects in the same room.



*If Prof. Plum is distracted,  
he does not protect the other  
suspects in his room*

**Consult:** Consulting suspects protect each other, but they do not protect any other suspects in the same room.

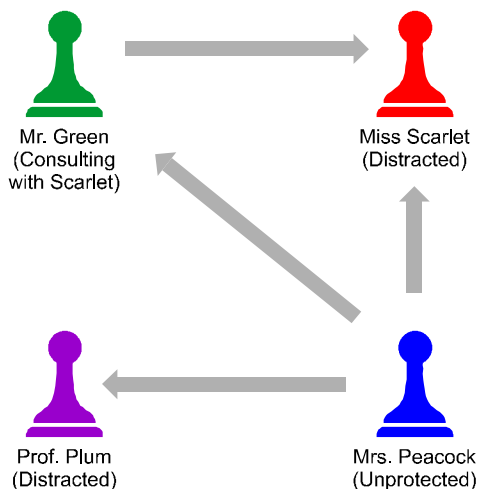


*If Miss Scarlet consults with  
Mr. Green, they protect only  
each other*

**Disappeared:** A suspect who has disappeared is safe and cannot be murdered.

**Example**

Mr. Green, Miss Scarlet, Prof. Plum, and Mrs. Peacock are all in the dining room. During the previous Intrigue Round, Miss Scarlet played the Consult With Mr. Green card and moved her pawn to the dining room. Also played were the Miss Scarlet Distracted and Prof. Plum Distracted cards. Mr. Green protects only Miss Scarlet because they were consulting. Miss Scarlet and Prof. Plum do not protect anyone because they were both distracted. Mrs. Peacock protects all of the other suspects, but she herself is not protected. In this situation, the killer may murder only Mrs. Peacock.



*Everyone is protected except Mrs. Peacock*

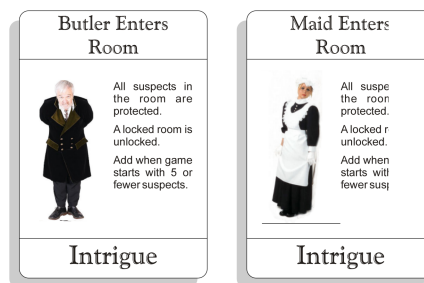
# Optional Rules

## Butler & Maid Intrigue Cards

**Number of Players:** If you have 5 or fewer players at the start of the game, add the Butler Enters Room Intrigue card to the game. If you have 4 or fewer players, also add the Maid Enters Room card.

**Room:** The butler or maid enters the room of your choice as long as the room contains 1 or more suspects. The staff is very alert, so all of the suspects in the room are protected and cannot be killed during the next Danger round. Place the card in the room so everyone will remember.

**Locked:** The butler or maid may enter a locked room, unlocking it.



*The Butler or Maid protect everyone in the room*

## Mistakes

Even the finest criminal master mind can make a mistake now and then. If you give someone a Clue card from the Case File or you play a Suspect Murdered card against a protected suspect, admit that you are the killer and take the card back into your hand. To save face, you might say something fiendish like “Yes! I did it. But you’ll never prove it. And you’ll never leave this mansion—alive. Mbhahahaha!”

**Red Herring Clue Cards**

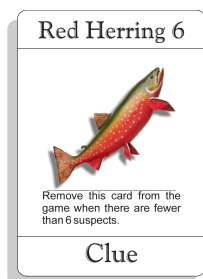
**Number of Players:** If you have 5 or more players at the start of the game, add the Red Herring 5 Clue card. If you have 6 players, also add the Red Herring 6 card.

**Murder:** As suspects are murdered, you must remove Red Herrings from the game. If there are only 5 suspects left alive, the player holding the Red Herring 6 card must give it up. And if there are only 4 suspects left, the player holding Red Herring 5 must give it up.

**Set Up:** Shuffle the Red Herring cards in with the Clue cards during step 6 of the Getting Started procedure. See page 5.

**Suggestions:** When another player makes a suggestion and it is your turn to prove it false, you may give a Red Herring card to the suggesting player. You may do so even if you hold a Clue card that would disprove the suggestion.

**Accusation:** You can *not* use a Red Herring to disprove an accusation.



*You may answer a suggestion by giving a Red Herring card*

# Credits

**Expansion Designer:** Roger Allen

**Produced By:** Interformic Games

**Special Thanks:** Sue Henderson

**Playtesters:** Lisa Berry, Karen Cleary, David Crockett, Nancy Crockett, Kevin A. George, Byron Henderson, Dean Henderson, Rick Herrick, John Highland, Ben Hopkins, Heather Jackson, Leon Major, Ted Massad, Jeff Moore, Marc Morain, Robert Ohlde, John Parham, David Reed, Kelly Rice, Joe Sanchez, Kevin Shilling, Claire Sterling, Winford Sterling, Greg Turner, Thad Vasicek, Chris Vogel, Kit Wench, Alex Woodruff, Nick Zung, and many more...

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## Getting Started (page 3)

Follow this procedure to set up a game of *Killer Clue* while concealing the killer's identity:

1. Choose Suspects
2. Sort Cards
3. Place Weapons into Rooms
4. Assign Killer
5. Fill Killer's Envelope
6. Deal Clue Cards to Players
7. Place Intrigue & Danger Cards in Envelopes
8. Pass Out Envelopes
9. Inspect Your Envelope

## Game Sequence (page 6)

*Killer Clue* is played in a series of game turns. Each game turn is divided into 3 or 5 rounds:

1. Investigation Round
2. First Intrigue Round
3. First Danger Round
4. Second Intrigue Round (only after a Blackout)
5. Second Danger Round (only after a Blackout)

**Blackout:** If someone plays a Blackout card during the First Danger Round, you must play a Second Intrigue Round followed by a Second Danger Round. There can never be a Third Intrigue or Danger Round.

### Investigation Round (page 7)

This round is played the same way as a turn of standard Clue with the exceptions described here.

#### *Weapons*

**Movement:** You may take 1 weapon with you when you leave a room, either by regular movement or when you are summoned to answer a suggestion. Place the weapon in front of you

while you are in the corridor. When you enter a room, you must place the weapon into that room.

#### *Suggestions*

**Clues:** You must be in the room you suggest and the room must contain the weapon you suggest. The suspect you suggest is summoned to the room.

**Give Card:** To prove a suggestion false, *give* your Clue card to the suggesting player instead of just showing it to him or her.

#### *Accusations*

**Restrictions:** You may not make an accusation if you hold any of the Clue cards that make up your accusation. The killer may *never* make an accusation.

**Incorrect:** If you make an incorrect accusation, you are out of the game just as in standard Clue. Without showing them to the other players, *remove from play* the Intrigue and Danger cards you are holding. Then shuffle your Clue cards and, starting to your left, deal them face-down to the remaining players.

### Intrigue Round (page 8)

**Play Intrigue Cards:** Beginning with the player who moved first during the Investigation round, players take turns playing Intrigue cards. When it is your turn, you may play *faceup* 0, 1, or 2 Intrigue cards. However, *you must keep at least 1 card to play during the Danger Round.*

### Danger Round (page 10)

**Play One Card Facedown:** During this round, each player *must* play a *single* card facedown. You may play one Intrigue or Danger card. However, Intrigue cards have no effect during the Danger round.



## Ending the Turn (page 11)

**Remove Dead Cards:** Examine the cards that were played during the Intrigue and Danger rounds and remove from play any that refer to a dead suspect.

**Shuffle Cards:** Shuffle the cards that were played back into the draw pile.

**Draw Cards:** You must draw back as many cards as you played during the Intrigue and Danger rounds.

## Winning the Game (page 11)

If the killer murders all other suspects, he or she wins the game. If an innocent suspect makes a correct accusation, he or she wins.

# Killer Tutorial (page 12)

**Suspect Murdered Cards:** If the envelope you receive at the beginning of the game contains the Suspect Murdered cards, you are the killer.

## Case File (page 12)

The 3 Clue cards in your envelope define the original murder the other players will try to deduce. You may *never* give one of these 3 cards to another player. You must keep these cards hidden in your envelope.

## How to Commit Murder (page 12)

During a Danger Round, you may play a single Suspect Murdered card to kill 1 suspect. However, the suspect must be a valid target or you may not play the card.

**Location:** You may kill only a suspect who is in a room. You cannot kill a disappeared suspect or a suspect in a corridor. The location of your own pawn does not matter.

**Protected:** You may not kill a suspect who is protected. See Protected below.

**Success:** You may play a Suspect Murdered card *only* if you have the opportunity to kill the suspect named on the card. You may *not* play a Suspect Murdered card against a suspect who is protected. Someone *must* die each time you play a Suspect Murdered card.

**Optional:** Playing a Suspect Murdered card is always optional. You may have some clever reason for not killing someone even when you have the opportunity to do so.

**Suicide:** You cannot kill yourself.

## Protected (page 13)

### Definition

In general, a suspect automatically protects all *other* suspects in the same room. For example, if Miss Scarlet and Mr. Green are both in the Library, Miss Scarlet protects Mr. Green and Mr. Green protects Miss Scarlet.

**Killer:** Even the killer protects others in the same room. In the previous example, if Miss Scarlet is the killer, she would still protect Mr. Green and could not murder him.

**Alone:** A suspect who is alone in a room is not protected.

### Intrigue Cards

Protection may be modified during the Intrigue round by the Suspect Distracted and Consult With Suspect Intrigue cards.

**Distracted:** A distracted suspect does not protect *any* other suspects in the same room.

**Consult:** Consulting suspects protect each other, but they do not protect any other suspects in the same room.

**Disappeared:** A suspect who has disappeared is safe and cannot be murdered.

Suspect:  
Prof. Plum



Clue

Suspect:  
Miss Scarlet



Clue

Suspect:  
Col. Mustard



Clue

Suspect:  
Mrs. White



Clue

Suspect:  
Mr. Green



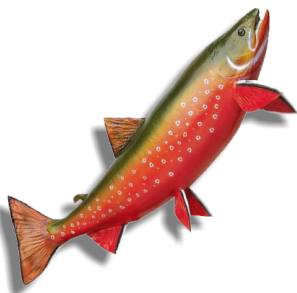
Clue

Suspect:  
Mrs. Peacock



Clue

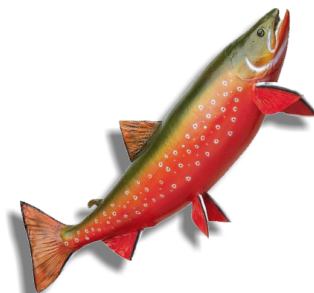
Red Herring 5



Remove this card from the  
game when there are fewer  
than 5 suspects.

Clue

Red Herring 6



Remove this card from the  
game when there are fewer  
than 6 suspects.

Clue

Weapon:  
Candlestick



Clue

Weapon:  
Knife



Clue

Weapon:  
Lead Pipe



Clue

Weapon:  
Revolver



Clue

Weapon:  
Rope



Clue

Weapon:  
Wrench



Clue

Room:  
Lounge



Clue

Room:  
Dining Room



Clue

Room:  
Kitchen



Clue

Room:  
Ballroom



Clue

Room:  
Conservatory



Clue

Room:  
Billiard Room



Clue

Room:  
Library



Clue

Room:  
Study



Clue

Room:  
Hall



Clue

## Crime Scene: Lounge



Move your pawn to the Lounge. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Lounge.

### Intrigue

## Crime Scene: Dining Room



Move your pawn to the Dining Room. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Dining Room.

### Intrigue

## Crime Scene: Kitchen



Move your pawn to the Kitchen. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Kitchen.

### Intrigue

## Crime Scene: Ballroom



Move your pawn to the Ballroom. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Ballroom.

### Intrigue

## Crime Scene: Conservatory



Move your pawn to the Conservatory. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Conservatory.

### Intrigue

## Crime Scene: Billiard Room



Move your pawn to the Billiard Room. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Billiard Room.

### Intrigue

## Crime Scene: Library



Move your pawn to the Library. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Library.

### Intrigue

## Crime Scene: Study



Move your pawn to the Study. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Study.

### Intrigue

## Crime Scene: Hall



Move your pawn to the Hall. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Hall.

### Intrigue

Lounge  
Doors Locked!



No one may enter or leave the Lounge for the remainder of the Intrigue round. However, a suspect may disappear from the room. Butler or Maid may unlock.

Intrigue

Dining Room  
Doors Locked!



No one may enter or leave the Dining Room for the remainder of the Intrigue round. A suspect may still disappear from the room. Butler or Maid may unlock.

Intrigue

Kitchen  
Doors Locked!



No one may enter or leave the Kitchen for the remainder of the Intrigue round. However, a suspect may disappear from the room. Butler or Maid may unlock.

Intrigue

Ballroom  
Doors Locked!



No one may enter or leave the Ballroom for the remainder of the Intrigue round. However, a suspect may disappear from the room. Butler or Maid may unlock.

Intrigue

Conservatory  
Doors Locked!



No one may enter or leave the Conservatory for the remainder of the Intrigue round. A suspect may still disappear from the room. Butler or Maid may unlock.

Intrigue

Billiard Room  
Doors Locked!



No one may enter or leave the Billiard Room for the remainder of the Intrigue round. A suspect may still disappear from the room. Butler or Maid may unlock.

Intrigue

Library  
Doors Locked!



No one may enter or leave the Library for the remainder of the Intrigue round. However, a suspect may disappear from the room. Butler or Maid may unlock.

Intrigue

Study  
Doors Locked!



No one may enter or leave the Study for the remainder of the Intrigue round. However, a suspect may disappear from the room. The Butler or Maid may unlock.

Intrigue

Hall  
Doors Locked!



No one may enter or leave the Hall for the remainder of the Intrigue round. However, a suspect may disappear from the room. The Butler or Maid may unlock.

Intrigue

### Examine Weapon: Candlestick



Move your pawn to the room with the Candlestick. If this is the *first* **E x a m i n e** Weapon card played this round, you may suggest that the Candlestick is the murder weapon.

Intrigue

### Examine Weapon: Knife



Move your pawn to the room with the Knife. If this is the *first* **E x a m i n e** Weapon card played this round, you may suggest that the Knife is the murder weapon.

Intrigue

### Examine Weapon: Lead Pipe



Move your pawn to the room with the Lead Pipe. If this is the *first* **E x a m i n e** Weapon card played this round, you may suggest that the Lead Pipe is the murder weapon.

Intrigue

### Examine Weapon: Revolver



Move your pawn to the room with the Revolver. If this is the *first* **E x a m i n e** Weapon card played this round, you may suggest that the Revolver is the murder weapon.

Intrigue

### Examine Weapon: Rope



Move your pawn to the room with the Rope. If this is the *first* **E x a m i n e** Weapon card played this round, you may suggest that the Rope is the murder weapon.

Intrigue

### Examine Weapon: Wrench



Move your pawn to the room with the Wrench. If this is the *first* **E x a m i n e** Weapon card played this round, you may suggest that the Wrench is the murder weapon.

Intrigue

### Motive



Move your pawn into the room that contains the suspect of your choice. If this is the *first* **M o t i v e** card played during the round, you may suggest that the suspect is the murderer.

Intrigue

### Motive



Move your pawn into the room that contains the suspect of your choice. If this is the *first* **M o t i v e** card played during the round, you may suggest that the suspect is the murderer.

Intrigue

### Motive



Move your pawn into the room that contains the suspect of your choice. If this is the *first* **M o t i v e** card played during the round, you may suggest that the suspect is the murderer.

Intrigue

## Prof. Plum Disappears



Plum cannot be consulted or murdered. He returns next Intrigue Round or when a suggestion is made against him.

### Intrigue

## Miss Scarlet Disappears



Scarlet cannot be consulted or murdered. She returns next Intrigue Round or when a suggestion is made against her.

### Intrigue

## Col. Mustard Disappears



Mustard cannot be consulted or murdered. He returns next Intrigue Round or when a suggestion is made against him.

### Intrigue

## Mrs. White Disappears



White cannot be consulted or murdered. She returns next Intrigue Round or when a suggestion is made against her.

### Intrigue

## Mr. Green Disappears



Green cannot be consulted or murdered. He returns next Intrigue Round or when a suggestion is made against him.

### Intrigue

## Mrs. Peacock Disappears



Peacock cannot be consulted or murdered. She returns next Intrigue Round or when a suggestion is made against her.

### Intrigue

## Butler Enters Room



All suspects in the room are protected.  
A locked room is unlocked.  
Add when game starts with 5 or fewer suspects.

### Intrigue

## Maid Enters Room



All suspects in the room are protected.  
A locked room is unlocked.  
Add when game starts with 4 or fewer suspects.

### Intrigue



Prof. Plum  
Distracted



Prof. Plum does not protect other suspects in the room.

Intrigue

Miss Scarlet  
Distracted



Miss Scarlet does not protect other suspects in the room.

Intrigue

Col. Mustard  
Distracted



Col. Mustard does not protect other suspects in the room.

Intrigue

Mrs. White  
Distracted



Mrs. White does not protect other suspects in the room.

Intrigue

Mr. Green  
Distracted



Mr. Green does not protect other suspects in the room.

Intrigue

Mrs. Peacock  
Distracted



Mrs. Peacock does not protect other suspects in the room.

Intrigue

Prof. Plum  
Moves First

1

If this is the *last* Moves First card played this game turn, Prof. Plum must move first during the next game turn.

Intrigue

Miss Scarlet  
Moves First

1

If this is the *last* Moves First card played this game turn, Miss Scarlet must move first during the next game turn.

Intrigue

Col. Mustard  
Moves First

1

If this is the *last* Moves First card played this game turn, Col. Mustard must move first during the next game turn.

Intrigue

Mrs. White  
Moves First

1

If this is the *last* Moves First card played this game turn, Mrs. White must move first during the next game turn.

Intrigue

Mr. Green  
Moves First

1

If this is the *last* Moves First card played this game turn, Mr. Green must move first during the next game turn.

Intrigue

Mrs. Peacock  
Moves First

1

If this is the *last* Moves First card played this game turn, Mrs. Peacock must move first during the next game turn.

Intrigue

Consult with  
Prof. Plum



Move your pawn to Prof. Plum's room. You may exchange 1 Clue card. You protect each other but no one else.

Intrigue

Consult with  
Miss Scarlet



Move your pawn to Miss Scarlet's room. You may exchange 1 Clue card. You protect each other but no one else.

Intrigue

Consult with  
Col. Mustard



Move your pawn to Col. Mustard's room. You may exchange 1 Clue card. You protect each other but no one else.

Intrigue

Consult with  
Mrs. White



Move your pawn to Mrs. White's room. You may exchange 1 Clue card. You protect each other but no one else.

Intrigue

Consult with  
Mr. Green



Move your pawn to Mr. Green's room. You may exchange 1 Clue card. You protect each other but no one else.

Intrigue

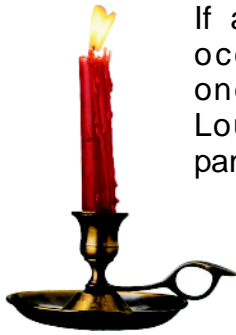
Consult with  
Mrs. Peacock



Move your pawn to Mrs. Peacock's room. You may exchange 1 Clue card. You protect each other but no one else.

Intrigue

## Candles in the Lounge



If a blackout occurs, no one in the Lounge will panic.

**Danger**

## Candles in the Dining Room



If a blackout occurs, no one in the Dining Room will panic.

**Danger**

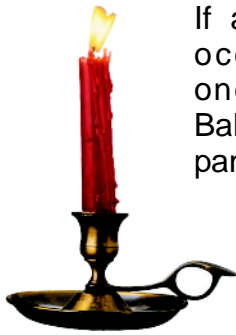
## Candles in the Kitchen



If a blackout occurs, no one in the Kitchen will panic.

**Danger**

## Candles in the Ballroom



If a blackout occurs, no one in the Ballroom will panic.

**Danger**

## Candles in the Conservatory



If a blackout occurs, no one in the Conservatory will panic.

**Danger**

## Candles in the Billiard Room



If a blackout occurs, no one in the Billiard Room will panic.

**Danger**

## Candles in the Library



If a blackout occurs, no one in the Library will panic.

**Danger**

## Candles in the Study



If a blackout occurs, no one in the Study will panic.

**Danger**

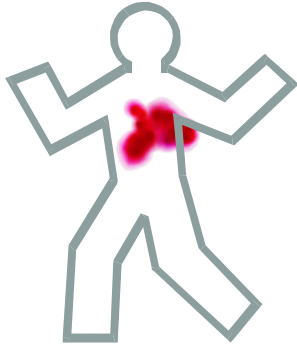
## Candles in the Hall



If a blackout occurs, no one in the Hall will panic.

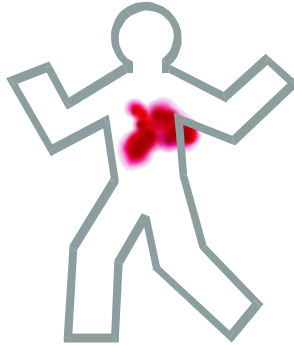
**Danger**

Prof. Plum  
Murdered!



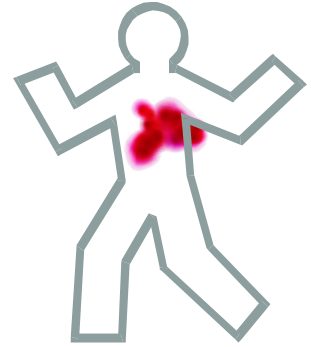
**Danger**

Miss Scarlet  
Murdered!



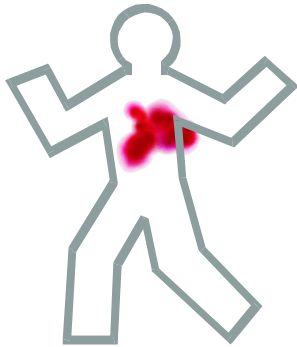
**Danger**

Col. Mustard  
Murdered!



**Danger**

Mrs. White  
Murdered!



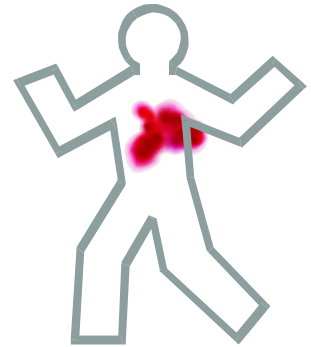
**Danger**

Mr. Green  
Murdered!



**Danger**

Mrs. Peacock  
Murdered!



**Danger**

**Blackout!**



Each suspect in a room without candles must roll 2 dice and move that number of rooms counter-clockwise.

If this is the *first* Blackout, play a second Intrigue and Danger round.

**Danger**

**Blackout!**



Each suspect in a room without candles must roll 2 dice and move that number of rooms counter-clockwise.

If this is the *first* Blackout, play a second Intrigue and Danger round.

**Danger**

Killer



Clue

Killer



Clue

Killer



Clue

Killer



Clue

Killer



Clue

Killer



Clue

Killer



Clue

Killer



Clue

Killer



Clue

## S. KILLER TUTORIAL

**a. Case File:** There are 5 Clue cards in your envelope that make up the Case File in the standard Clue game (murderer-you, room, weapon). NEVER give one of these cards to another player.

**b. Suggestions:** Move from room to room and make suggestions like the others so as not to draw attention. When others make suggestions, you must give them a non-Case File card to disprove them if you have it. NEVER GIVE YOUR CASE FILE CARDS TO DISPROVE THEM!!!!

**c. Accusations:** You may NEVER make an accusation. You MUST come forward if another player makes a correct accusation. If the accusation made is incorrect, you do NOTHING - another will disprove them w/ a card.

**d. Commit Murder:** during Danger Round, you may play a single Suspect Murdered card; however the suspect must be a valid target. (i) Location - you may only kill a suspect who is in a room; you cannot kill a Disappeared Suspect or a suspect in the suspect; your location does not matter.

(ii) Protected - you may not kill a suspect who is Protected. (iii) Success - someone MUST die each time you play a Suspect Murdered card; playing a Suspect Murdered card is OPTIONAL - you may not want to kill someone even though you have the opportunity. (iv) Suicide - not allowed.

**e. Protection:** (i) a suspect, automatically protects ALL other suspects in a room. (ii) ALONE in a room is not protected. (iii) protection may be modified during the Intrigue Round by the Suspect Distracted and Consult w/ Suspect cards. (iv) a Distracted Suspect does NOT protect any other suspects in the room. (v) Consulting Suspects protect each other ONLY. (vi) Disappeared Suspects are safe and cannot be murdered.

**f. Winning:** To win, kill everyone! If you are found out, the accuser wins.

## I. INVESTIGATION ROUND

Played the same as standard Clue with following exceptions:

**a. Player Order:** Play proceeds to the left. First to move on first game turn is Miss Scarlet. Afterwards, first player is determined by the last "Suspect Moves 1st" card played during previous turn; if not played then player who moved 1st last turn moves 1st again. Diagonal movement is ok.

**b. Weapons:** May take one with you when you leave room, whether moving or summoned. Keep weapon on board. When making suggestion/accusation may only name weapon that is in the room.

**c. Suggestions:** (i) You must be in the room with the weapon that you suggest; suspect may be summoned. (ii) Suspect you name is 1st to disprove. Begin with suspect go clockwise - each suspect attempts to disprove by giving you one card you named. (iii) To prove suggestion false, give card to suggesting player w/out

**d. Accusations:** (i) Accuse suspect of the murder in a room with a weapon - you need not be in the room or have the weapon; suspect is NOT summoned to room. (ii) You may not hold any cards that you accuse; the killer never makes an accusation. (iii) Suspect named is 1st to disprove; go clockwise around to each suspect until one can disprove by giving you a card you named. If you are correct, killer comes forward. If incorrect, you are out of game; remove Intrigue & Danger cards from play, shuffle your Clue cards and deal face down to players

## 3. DANGER ROUND

Each player must play a single Intrigue or Danger card face down. Note: Intrigue cards have no effect during Danger Round. Shuffle cards together and turn all face up. Handle card effect in this order:

**a. Intrigue:** No effect.

**b. Suspect Murdered:** Remove pawn - suspect is out of game. Without seeing them, remove the dead suspect's Intrigue & Danger cards from the game, and shuffle the Clue cards and deal to living players clockwise from the deceased.

**c. Candles in Room:** (i) Suspect in room - no one will panic; place card in room to remember. (ii) Empty room - no effect.

**d. Blackout:** (i) Panic - All suspects in room that do NOT have candles must move to a new room. (ii) Move pawns - roll 2 dice and move counter-clockwise around board to new room. (iii) Multiple Blackouts - a second Blackout card played in the same round has no effect; if a Blackout card is played in the 2nd Danger Round, it also has no effect.

**e. Second Rounds:** If a Blackout card was played in the 1st Danger Round, you must play a Second Intrigue Round then a Second Danger Round. Cards played in the 1st round cannot be played again and have no effect; a Blackout played in the 2nd Danger round has no effect.

## 4. ENDING THE TURN

**a. Remove Dead Cards:** remove cards played during Intrigue & Danger rounds that refer to a dead suspect.

**b. Shuffle cards:** shuffle cards that were played and place in draw pile.

**c. Draw cards:** each player draws back as many cards as they played during the Intrigue & Danger rounds. In hand, the Killer has (4) total I&D cards (plus suspect killed cards), innocents have (9) total I & D cards.

## 2. INTRIGUE ROUND

Begin w/ player who moved 1st, play 0, 1, or 2 Intrigue cards; keeping at least one card to play during Danger Round:

**a. Consult w/ Suspect:** Move into suspect's room and if both agree, trade one Clue card;

neither may say what type of card you are trading. Consulting suspects protect each other but not others in room. If card is played when suspect is not in room, it has no effect.

**b. Crime Scene:** (i) First card - move pawn into room; may make mini-suggestion of said room.

Beginning with player on side of choice, each must check & give you room card if they have it.

(ii) Not First - if not 1st Crime Scene card in round you move to room but cannot make

mini-suggestion. (iii) Next Turn - Whether first card or not, may make normal suggestion in new room during next turn's Investigation Round.

**c. Examine Weapon:** Same play as "Crime Scene" card, with weapons.

**d. Motive:** Same play as "Crime Scene" card, with suspects-you get to choose suspect.

**e. Doors Locked:** For remainder of round, no one may enter or leave room named on card.

Secret passageways are also locked. Affects Consult w/ Suspect, Crime Scene, Examine Weapon, & Motive cards, does NOT affect Suspect Disappears card.

**f. Suspect Disappears:** (i) Suspect disappears; remove pawn from board - may not take a weapon. Does not matter if Doors Locked has been played. (ii) Consult w/ Suspect Motive, & Suspect Murdered cannot be played on the missing. (iii) Suspect may return to room of choice at beginning of next Intrigue Round; suspect must return to board when named in a suggestion - place in room with suggester.

**g. Suspect Distracted:** Suspect no longer protects others in room; if suspect is NOT in room, card has no effect.

**h. Suspect Moves First:** (i) Last card - if last Suspect Moves First card played during a turn, the named suspect must move first in next Investigation and Intrigue Rounds. (ii) Not Last - if not last Suspect Moves First card played, card has no effect.



# KILLER CLUE RULE BOOK

## KILLER CLUE GAME SEQUENCE

1. Investigation Round
2. First Intrigue Round
3. First Danger Round
4. Second Intrigue Round  
\*only after a Blackout
5. Second Danger Round  
\*only after a Blackout
6. Ending the Turn

## 6. OPTIONAL RULES

- No. of Players:** (i) 6 Players: add Red Herrings #5 and #6; (ii) 5 Players: add only Red Herring #5 plus Butler Enters Room; (iii) 4 Players or less: add both the Butler Enters Room and Maid Enters Room but no Red Herrings.
- Butler & Maid cards:** (i) when played, the Butler or Maid enters the room of your choice as long as it contains 1 or more suspects. All of the suspects in the room are protected and cannot be killed during the next Danger Round. Place card in room to remember. (ii) the Butler or Maid may enter a locked room, unlocking it. (iii) if you play a Consult w/ Suspect card, you may not exchange a Clue card if the Butler or Maid are in the room.
- Red Herring cards:** (i) Murder - as suspects are murdered Red Herring cards must be removed from the game; if only 5 suspects remain, whoever has RH #6 must give it up (same for RH #5 if only 4 remain). (ii) Setup - shuffle RH cards in with the Clue cards during Getting Started steps. (iii) Play - when a player makes a suggestion and it is your turn to prove it false, you may give a RH card to the suggestor; you may do so even if you hold a Clue card that would disprove them. You may NOT use a RH card to disprove an Accusation.
- Dice:** Instead of (2) 6-sided dice you may use a 12 sided die to move suspects during the Investigation Round and during a Blackout to move suspects around the house.