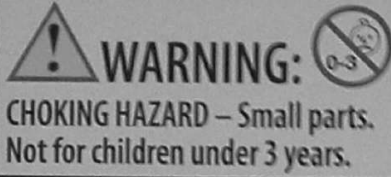


AGES
5+



2-6
PLAYERS



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

**ADULT ASSEMBLY
REQUIRED**



CLUEDO JUNIOR

THE CASE OF THE MISSING CAKE

AIM

Someone ate the last piece of cake!

To win, be the first to figure out **who** it was, **when** they ate it, and **what** they had to drink!

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

THE FIRST TIME YOU PLAY

1. Remove the game parts from their bags and the cardboard sheets. Please discard all waste responsibly.
2. Stick the green crumb label and 5 time labels to the bottoms of 6 **white bases**. One white base will have no label.
3. Stick the yellow drink labels to the bottoms of 5 **yellow bases**. Two yellow bases will have no label.
4. Stick one square label to each side of the die.

SET-UP

1. Place the gameboard in the centre of all players.
2. Set aside the white base with no label and the one with the crumbs.
3. Turn the 5 white time bases face down, take one **without looking**, and put it in the centre of the gameboard.
This is the time the cake was eaten!
4. Mix the remaining 6 white bases, and randomly put a character pawn in each base. **Don't look, but the pawn with the crumbs on its base represents the character who ate the cake!**
5. Place the character pawns on their matching start spaces on the gameboard.
6. Set aside the two yellow bases with no label.
7. Turn the 5 yellow drink bases face down, take one **without looking**, and put it in the centre of the gameboard.
This is what the person who ate the cake had to drink!
8. Mix the remaining 6 yellow bases, and randomly put a furniture token in each base.
9. Place the furniture tokens on their matching pictures on the gameboard.
10. Each player needs a detective sheet from the pad and a pencil (not included).

You can fold your sheet so that no one can see it as you find clues and mark it up!

HOW TO PLAY

You need to discover **who ate the cake**, at **what time**, and with **which drink**. Roll the die to see if you can move characters, look under those characters, or look under furniture for clues. As you find clues, you'll eliminate choices and eventually discover what happened!

WHO GOES FIRST

The player who last ate a piece of cake goes first. Play moves to the left.

ON YOUR TURN

1. Roll the die. If you roll:

Yellow Secretly look under any yellow **furniture** token.

White Secretly look under any white **character** pawn.

A number Move any **character** pawn **up to** that many spaces along connecting footprints.

- If you end up on a **yellow footprint** (●), secretly look under the **furniture** token in that room.
- If you end up on a **white footprint** (○), secretly look under the **character** pawn you moved.
- If you end up on a **black footprint** (■), sorry, you don't get to look at anything! Your turn ends.

You cannot pass or land on other character pawns.

You cannot end your move on the space where you started.

2. **Mark your sheet.** You need to find out the time and drink under the bases in the centre of the gameboard. Therefore, the ones you see cannot be part of the solution!

- When you look under a yellow or white token, cross out the time or drink you see, if there is one.
- Cross out each furniture token you look under.
- Cross out each character pawn you look under **UNLESS** you find the crumbs! When you find the crumbs, you know who ate the cake!

Your turn ends, and the player to your left may now roll the die.

READY TO SOLVE THE MYSTERY?

1. When you think you know who ate the cake, what time it was, and what they had to drink, make your accusation. You can make your accusation at any time during your turn.
For example, you can say, "Colonel Mustard ate the cake at 5:00 with some water."
2. **Secretly** look under the bases in the centre of the gameboard and the base of the character you're accusing.

Are you right?

YES! You win the game!

NO! Oops, you're out of the game. **But keep the solution secret!**

The others keep playing until someone gets it right, or until 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 another game!
It's a new mystery every time!