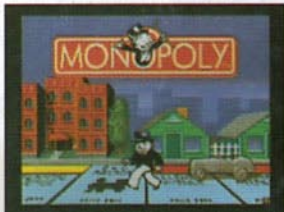




Play MONOPOLY™—the most popular board game ever—on your Sega™ System!



Detailed graphics in full color animation... plus sound, music and speech... all pull you onto the board and into the action. The system handles all the banking—for super-fast deals!



See the status, with tokens, houses and hotels on properties—so you know what you're running into as you move around the board!



"SOLD!" Players bid against one another as the auctioneer runs the property sales. Animation and sound expand the fun of the classic game of wheeling and dealing!

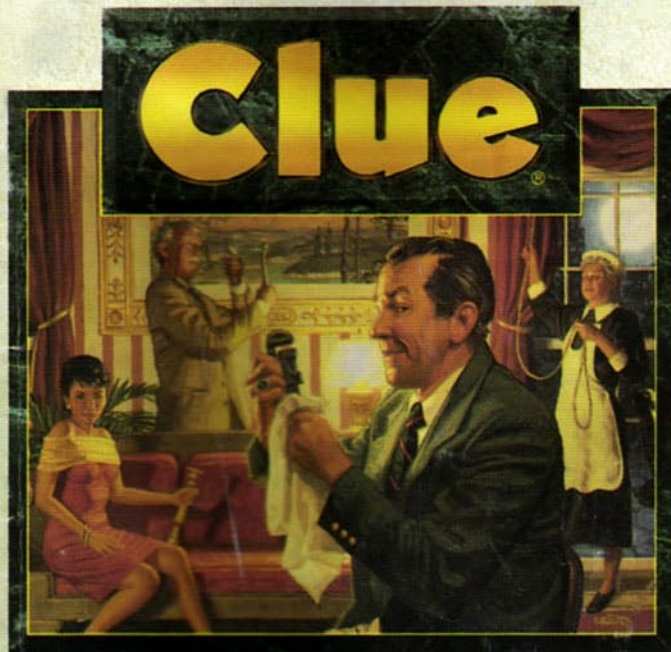
1 to 8 Players

**PARKER BROTHERS**

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Printed in USA



Parker Brothers'  
Classic Detective Game

SEGA  
**GENESIS**  
16 BIT ENTERTAINMENT



## Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

*Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.*



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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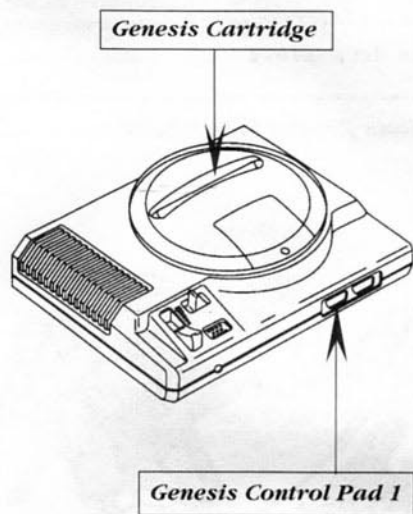
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## SET UP YOUR SEGA GENESIS SYSTEM

Set up the system as described in its instruction manual, and plug in its Controller. Check that the power switch is OFF, then insert the cartridge, pressing it in firmly.

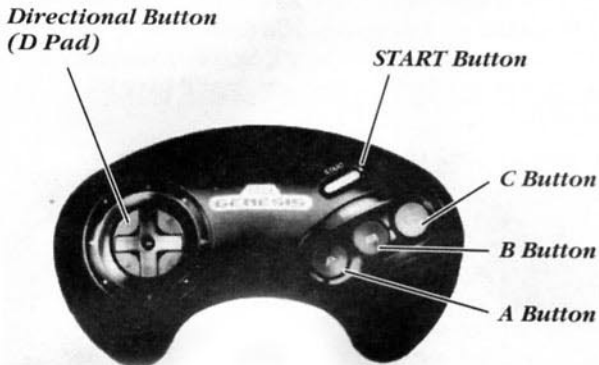
*Important: If the Sega screen does not appear, turn the power OFF, then make sure the system is set up correctly. Re-insert the cartridge, with the label facing you. Turn the power ON again. Always turn the power OFF before inserting or removing the cartridge.*



## THE CONTROLLER

- START...** To begin the game
- A Button...** To select options or move to the next screen if there are no options
- B Button...** To un-select, and to re-start a Suggestion, Interrogation or Accusation if you made a wrong selection
- C Button...** Hold it down and use Directional Pad to view the entire board on screen
- Directional Pad (D Pad) ...** To move the cursor through different options

*NOTE: There will be brief instructions and reminders on screen while you're playing.*





## INTRODUCTION

### *The Manner—and Manor—of Murders*

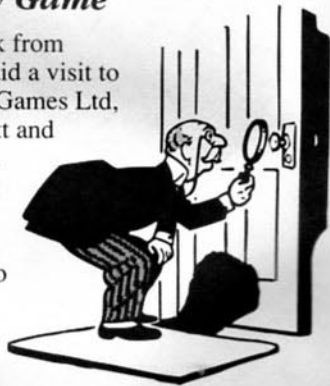
For nearly 40 years, the unfortunate Mr. Boddy has been murdered daily at Boddy Mansion. But Who? Where? What Weapon? were involved in the dastardly deed? Well, with every day—and every game—the mystery changes, and it's up to you to figure out Whodunit!

You will assume the identity of one of those famous CLUE suspects, then move through the Boddy Mansion collecting clues. Whether you're a rank Amateur, or you've elevated your rank to Gumshoe, Sleuth, P.I., or full-fledged Detective, you've got to ask the right questions, collect the right information and make the right deductions in order to solve the mystery.

Unlike other games, each CLUE game depends on a lot more than blind luck to win. So get out your Detective Notepad and start sleuthing. When you've collected enough evidence to prove which Suspect, Weapon and Room were involved in the crime, you'll have the answer!

### *A Brief History of the World's Favorite Mystery Game*

In 1946, a solicitors' clerk from Birmingham, England, paid a visit to the firm of Waddingtons Games Ltd, in Leeds. Anthony E. Pratt and his wife had come, with a couple of game-inventing friends, to present their idea and prototype of a mystery detection game to the game manufacturers.



They met and played the game with some Waddingtons employees while the firm's managing director looked on. Fortunately for all of us, the people at Waddingtons liked what they saw and agreed to produce the game.

Only three years later, Parker Brothers brought the game to American mystery lovers—and it's been a family favorite ever since!

## YOUR ASSIGNMENT

Moving through the Boddy Mansion, you will enter various Rooms in order to make "Suggestions" and collect circumstantial evidence about exactly what was happening at the time of the murder. You are trying to ascertain which three cards are not in any player's possession: *they* are the solution to the mystery.

Twice during the game, when you're close to the solution, you may hold an "Interrogation" to prove the innocence of a person, place or thing, so that you can eliminate it from your suspicions. Once—and only once—you may make your "Accusation" and state, for all to hear, Who did it, with What, and Where. If you're correct, you win!

In the words of Sherlock Holmes: "*The game is afoot!*"



## THE USUAL SUSPECTS...

### **Colonel Mustard**

Ret., D.S.O., B.E.F., Q.E.I.

Colonel Mustard, late of the Bengal Lancers, held regimental honors as a marksman with both elephant gun and small caliber pistol. After he was mustered out, the Colonel travelled halfway around the world to see Mr. Boddy on a matter of grave importance.



But why does Mustard sleep with a revolver under his pillow?

### **Mrs. Peacock**

After single-handedly saving the loggerhead shrike from extinction, ornithologist Peacock turned her beady eye on the pied-bill grebe. Spotting a pair nesting near the manor house, she has come to beseech Mr. Boddy to donate his entire estate to her to create a bird sanctuary.



Does Mrs. P. have her eye on more than the grebe?

### **Professor Plum**

Professor Plum, Ph.D., head of Archaeology at a correspondence school, came to the manor to solicit financing for a bone-hunting expedition. He knows just where to unearth a prehistoric skeleton to rival the Piltdown Man—he says he can feel it in his bones.



But why does the Professor clam up whenever anyone digs into his past?

## ...WHODUNIT?

### **Miss Scarlet**

Called the Mercenary of Macao—but never to her face—the sultry and sinister Scarlet will entertain any proposition that makes her a profit. After reading a how-to piece in *Fortune Hunters Quarterly*, she decided to try her hand at gold digging.



But could the price of gold be murder?

### **Mr. Green**

Mr. Green, reputed kingpin in the “family” business, is a whiz at the numbers, but he finds himself dangerously short of cash at the moment. He figured he’d get out of the jam with Mr. Boddy’s help.



Did he make him an offer he couldn’t refuse?

### **Mrs. White**

The maid at Boddy Mansion since before the War—she won’t divulge which one—Mrs. White has seen ‘em come and go. Trouble is, she’s seen ‘em when and where they weren’t supposed to be comin’ and goin’.



Did she finally spy something that made her see red?

## TO START A GAME

Give each player a Detective Notepad page from the back of this booklet.

Turn the power ON. When the title screen appears:

**1. Press START** to begin

**2. SELECT GAME LEVEL...** You can assume one of five ranks, from Amateur up to Detective. Depending on which you select, you will be given more—or less—obvious clues to help you solve the mystery. In an Amateur scenario, the solution is easier... a Detective has to work harder to reach the correct conclusion!

**Amateur...** The quickest-playing game. The clues are obvious, such as “Mr. Green had the Knife” or “Mrs. White was in the Lounge.”

**Gumshoe...** This level introduces the “negative clue,” such as “Mr. Green was not in the Lounge.” With clues like these, it takes more time and more deduction to solve the mystery.

As you rise through the ranks of **Sleuth, P.I.** and **Detective**, you will get more and more negative clues, revealing things that could not be, rather than things that are, true!

**3. SELECT NUMBER OF PLAYERS...**

Use the D Pad to pick a number and hit any button to confirm it. If you are playing alone, select up to 5 computer opponents to play against you. Or play with up to 5 human opponents—or a combination of both!



**4. SELECT A CHARACTER—HUMAN or COMPUTER...** For the duration of the game, you will be one of the classic CLUE game characters. You may actually be the murderer, but you'll only find that out at the end, whenever somebody solves the mystery! For a bit of biography about these famous personalities, see pages 6-7. Which one will you be?

Use the D Pad to move to your character, then identify it as a human or computer opponent. Press any button to confirm your selection; to re-do a selection, press Back Up. Select Next Player and repeat for all players' characters.



**5. SHOW CARDS...** You must be discreet! With the D Pad, select which character's cards will be revealed; that player—and that player alone—is allowed to look at the screen to see his or her “hand.” All others must look away until their own turn. With the D Pad, move to a card, then “turn it over” by hitting any button to reveal the face of it. Repeat for all the cards in your hand. Note: The number of cards varies depending on the number of players; fewer players means more cards per hand, and vice versa.

**6. MARK DETECTIVE NOTEPAD...** When you see your own cards, mark your Detective Notepad: put an X through any Suspect(s), Weapon(s), and Room(s) you hold in your hand. You know that, because you've got these, they couldn't possibly be involved in the murder. Keep your notes secret from the others! See pages 10 and 11 for more information on how to use your Notepad.

**7. Press START** to begin the game.

# TO USE YOUR DETECTIVE NOTEPAD

Example: You were dealt Miss Scarlet, the Knife and Lead Pipe, and the Ball Room and Dining Room: Cross them all out, with an X.

## Positive Clues:

During gameplay, you learn that Professor Plum had the Knife: Draw a line from each of these. Because you already had the Knife in your own hand, now you know that Professor Plum could not have been the murderer. (You may now X him out, if you wish.)







Next, you learn that the Lead Pipe was located in the Hall: Write in the word Hall at the right.

## Negative Clues:

When you are told that "Mr. Green does not have the Candlestick," fill in the small corner square under his picture to show he did not have it. This example also shows that Colonel Mustard did not have the Knife or the Lead Pipe; Professor Plum did not have the Candlestick; and Miss Scarlet did not have the Knife.

When you learn that a Suspect or Weapon was not located in a particular Room, draw a line through that person or thing on the bottom part of the Notepad. The example reveals that neither Mr. Green nor the Knife, Lead Pipe, Revolver, Rope or Wrench was in the Ball Room at the time of the crime; since Ball Room was one of your own cards, you've eliminated all of these.

You have also learned that the Candlestick was not in the Billiard Room, and neither Mrs. Peacock, Miss Scarlet nor Mrs. White was in the Conservatory. If you find out later that the Conservatory was not the scene of the crime, you will know that none of those three charming ladies is a murderer!

	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
						Hall

	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
<del>BALL ROOM</del>	<del>CANDLESTICK</del>	<del>KNIFE</del>	<del>LEAD PIPE</del>	<del>REVOLVER</del>	<del>ROPE</del>	<del>WRENCH</del>
BILLIARD Rm	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
CONSERV.	<del>CANDLESTICK</del>	<del>KNIFE</del>	<del>LEAD PIPE</del>	<del>REVOLVER</del>	<del>ROPE</del>	<del>WRENCH</del>
<del>DINING Rm</del>	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
HALL	<del>CANDLESTICK</del>	<del>KNIFE</del>	<del>LEAD PIPE</del>	<del>REVOLVER</del>	<del>ROPE</del>	<del>WRENCH</del>
KITCHEN	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
LIBRARY	<del>CANDLESTICK</del>	<del>KNIFE</del>	<del>LEAD PIPE</del>	<del>REVOLVER</del>	<del>ROPE</del>	<del>WRENCH</del>
LOUNGE	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
STUDY	<del>CANDLESTICK</del>	<del>KNIFE</del>	<del>LEAD PIPE</del>	<del>REVOLVER</del>	<del>ROPE</del>	<del>WRENCH</del>

## Additional Detective Notepads

To order one additional Detective Notepad, send \$1.50 (postage and handling included) to: CLUE SEGA GENESIS Notepad, Attn: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

## TAKING YOUR TURN

Use the D Pad to move through the following options, then press the A Button to select one. If you change your mind, press the B Button to pick a different option. The screen will only reveal options that are “legal” at the time; you will never be able to make an illegal move!

- Roll
- Take Secret Passage
- Suggestion
- Interrogation
- Accusation
- Cards



*Note: The black box shows what you see on-screen. Hold down the C Button and use the D Pad to scroll around the entire playing board and check where the other players are before you make your move.*



## ROLL THE DIE...

When the hand appears, hold down the A Button to shake the die. (Your alternative is to Take a Secret

Passage; see below.) Release it to stop the roll. Use the D Pad to move your token (it's flashing, so you can spot it) that number of spaces; the red dots will show your tracks.



### NOTES:

- You may move your token horizontally, vertically, forwards or backwards (but not diagonally). You may change directions as many times as your roll will allow.
- You may retrace your steps to un-do part of a move.
- You may never land on a square occupied by another token: If you come up to another player's token, move AROUND it! If at any time you are blocked by another player and can't finish your move, press Start to end your turn.
- When Entering a Room...
  - You do not have to land in a Room by exact count.
  - A door does not count as a space.
  - You may not re-enter a room on the same turn.

## or TAKE A SECRET PASSAGE

If you select this option instead of rolling, you will automatically be moved to the room at the other end of the passage, where you may make a Suggestion. (You do not roll the die.)



## TO MAKE A SUGGESTION

Once you've entered a Room, make a Suggestion in order to collect a clue.

### *Who did it?*

Use the D Pad and the B Button to suggest a Suspect (you may, of course, name yourself). Note that the person you suggest, other than yourself, is automatically pulled into the Room with you.



### *With what?*

Next, select a Weapon. (You've already selected the Room by virtue of being there!)



*For example: "I suggest the crime was committed by Mr. Green with the Knife in the Dining Room."*

Now sit back, hit the A Button, and get the clue! The animated sequence will reveal a clue, and the written message will confirm it.

Depending on the play level, it might say "Mr. Green had the Wrench."



If you are holding the Mr. Green card—so you know he wasn't the murderer—then you now know that the murder could not have been committed with the Wrench! Remember, all players get the same clue at the same time. Press the A Button to end the vignette.

## NOTES:

- After entering one of the Rooms, you may make only one Suggestion. To make another, you must wait until another turn when you are in a different Room or, sometime after your next turn, re-enter the Room you most recently left. You may not forfeit a turn to stay in a particular spot.
- If another player included you in a Suggestion, you will find yourself in the "suggested" Room at the start of your next turn! You may either move out of it in one of the usual ways, or you may make a Suggestion from that Room. If the latter, you do not roll the die or move your token. Just select the Suggestion option and proceed.
- There is no limit to the number of Suspects that may be in one Room at the same time.
- If you make a mistake entering the Suspect or Weapon, and you catch your error before the curtain rises on the vignette, hit B and re-start your Suggestion.

## MARK YOUR DETECTIVE NOTEPAD

Mark your notepad with whatever information you have just collected. (The other players, of course, got the same clue!)

## TO CONDUCT AN INTERROGATION

Each player may make an Interrogation only twice during a game.

When you made a Suggestion, you were looking for circumstantial evidence—what or who was where at the time of the

murder. In an Interrogation, the innocence of a person, place or thing will be proved by the system, as it searches all players' hands and lets you know if another player can prove (by virtue of having been dealt the card) that one of the three elements of your Interrogation was not involved in the murder.

To make your Interrogation, use the D Pad to select one item from each screen: Suspect, Weapon AND Room. The system will show you an enactment of your Interrogation and prove or disprove one aspect of it.

*Example: Mrs. White might say, "WAIT! I am certain it could not have been Mrs. Peacock. I have proof." This means that the player who is Mrs. White was dealt the Mrs. Peacock card—so he or she has "proof" it could not have been Peacock!*

Remember, quickly press B to re-start your Interrogation and change a selection before the curtain rises.

Press A to progress through the vignettes.

If you want, you may now immediately make an Accusation—but you'd better be sure you've got it right! Otherwise, wait until your next turn.



## TO MAKE AN ACCUSATION

When you think you've solved the mystery, you may, on your turn, make an Accusation. You may do this only once! If you're right, you win the game. If you're wrong, you're out!

To make an Accusation, select Who, What and Where and announce that "It was (Suspect) with the (Weapon) in the (Room)." The system will let you know if you're right—or wrong!

If you were Miss Scarlet, as shown above, your Accusation was not correct. You've lost your chance to win, and you take no more turns yourself. But your character is still involved in other players' Suggestions, and others may still move you into locations when they make Suggestions.



## Remember...

- To make a Suggestion, you must be in the Room you name.
- You may make only two Interrogations per game.
- To make an Interrogation or an Accusation, you may name any Room without actually being in that place.
- As long as the curtain has not gone up on a vignette, you may press B and re-start your Accusation and change it.
- Press A to progress through the vignettes.

## WINNING

*"When you have eliminated the impossible, whatever remains, however improbable, must be the truth." —Sherlock Holmes*



The first player who correctly identifies the Suspect, Weapon and Room, wins.

## STRATEGY HINTS FOR THE SUPER SLEUTH

- 1. Making Suggestions:** You may want to name one or more of your own cards in order to gain information... or mislead your opponents.
- 2. Your Detective Notepad:** Be sure to note what you've learned on your Detective Notepad.
- 3. Sneaky Move:** If an opponent's token appears to be heading to an important Room, on your turn you may want to block that player, or include that person's character in a Suggestion in order to move him or her away from that Room.

We will be happy to answer your questions or comments about our CLUE SEGA GENESIS game. Write to:

Consumer Relations, Parker Brothers,  
P.O. Box 1012, Beverly, MA 01915.

# Clue®

Parker Brothers'  
Classic Detective  
Game



KNIFE						
LEAD PIPE						
REVOLVER						
ROPE						
WRENCH						

BALL ROOM	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
BILLIARD Rm	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
CONSERV.	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
DINING Rm	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
HALL	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
KITCHEN	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
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	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH

# Clue

Parker Brothers'  
Classic Detective  
Game

GREEN MUSTARD PEACOCK PLUM SCARLET WHITE



CANDLESTICK						
KNIFE						
LEAD PIPE						
REVOLVER						
ROPE						
WRENCH						

BALL ROOM  
BILLIARD Rm  
CONSERV.  
DINING Rm  
HALL  
KITCHEN  
LIBRARY  
LOUNGE  
STUDY

GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
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GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH

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Hong Kong No. 88-4302; Singapore No. 88-155;  
Japan No. 82-205605 (Pending)