



INTRODUCTION

Mr. Boddy has invited his six legendary friends for a “voyage to nowhere” onboard his luxury yacht. But foul play soon ensues and one of the seven onboard is murdered! This time Mr. Boddy might not be the victim; he may be a suspect!

OBJECT

To be first to solve the crime by correctly naming the **Suspect** who committed the crime, the **Room** where the murder took place and the **Weapon** used to commit the crime. *You'll catch on quickly to game play if you have played the CLUE® board game.*

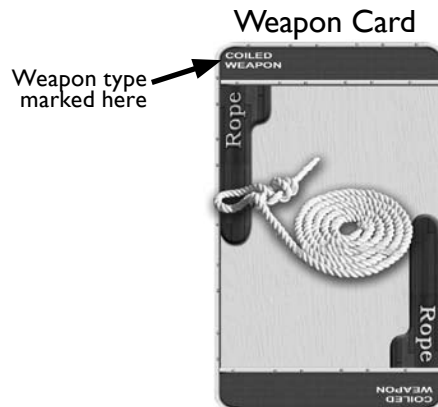
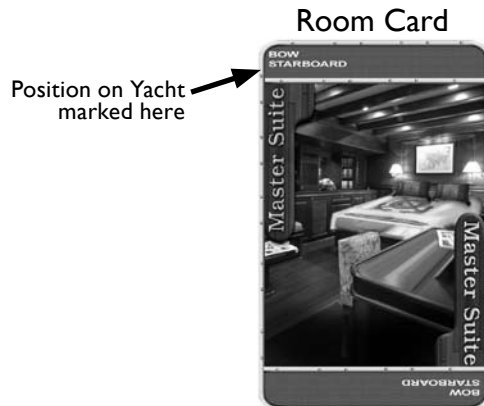
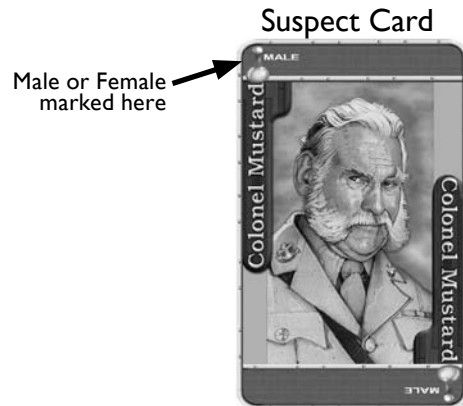
EQUIPMENT

Deck of 19 Clue cards and 36 Action cards, 7 Suspect Markers, the “Yacht” game board, and a pad of Detective Notesheets.

Action cards determine what players may do on their turns.

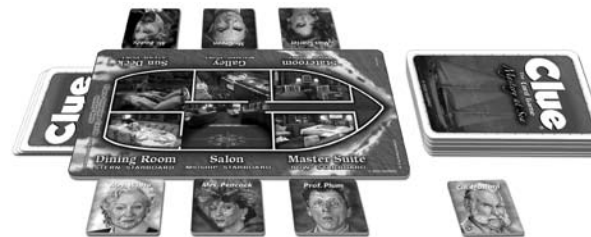


Clue cards contain Suspect, Room and Weapon cards. Each Room card notes its position on Mr. Boddy's yacht (bow, midship or stern and port or starboard side). Each Weapon card indicates if it is blunt or coiled. Each Suspect is male or female. *These features are important when “clue gathering.”*



SETUP

1. Appoint a dealer. He mixes up, face down, the 7 Suspect Markers. Now comes a suspenseful moment. The dealer turns one marker face up. This reveals the murder victim! Place it aside, face up, for all to see. Next, place one face down Suspect marker next to each of the six rooms on the Yacht board then turn them face up.
2. Remove the victim's blue backed Clue card from the deck. It is out of play during this game. Separate the remaining Clue cards by *type* – 6 Suspect cards, 6 Room cards, and 6 Weapon cards. Shuffle each type, face down, and select one of each, unseen. These three cards are the **SOLUTION** to the crime. Place these under the “stern” of the Yacht board where indicated. Shuffle the remaining cards and deal them out to each player (it doesn't matter if some players have one more than others).
3. Each player receives a Detective Notesheet and a pencil. Check off the identity of the Clue cards held in your hand. During play you'll check off additional cards whenever you learn they are not part of the solution. Write the letter “M” in the murder victim's box.
4. The dealer shuffles the Action cards (green deck) and deals one to each player. Place the remaining deck face down in front of the “bow” of the Yacht Board.



The game is now ready to begin.

HOW TO PLAY

The dealer plays first. Play passes to the left. On your turn, you:

1. Take the top card in the Action card deck and add it to your hand.
2. Play one of your two Action cards (see “Playing Action Cards” below).
3. Conclude your turn by checking off the identity of any Clue cards you were shown during your turn. *Feel free to keep other notes on your notesheet, such as what you see happening during other players' turns.*
4. Unless you are ready to make an Accusation (see “Making an Accusation”), your turn now ends. Discard the Action card you just played face up onto the discard pile (next to the draw pile). The player to your left now takes his turn.

Playing Action Cards

There are **five** different types of Action cards. *When playing any Action card (except a Private Tip), announce it and temporarily place it face up on the table in front of you.*

MAKE A SUGGESTION in the current room (do not move suspect).

You must accuse the suspect already in this room. You may specify any weapon.

For example, you decide to make a suggestion from the Galley where Mr. Green is located. You think the Oar was used. Your suggestion would be “I accuse Mr. Green in the Galley with the Oar.”

(The outcome of a “Suggestion” is explained on the back page.)

MAKE A SUGGESTION in any room. May Exchange Suspects.

Decide which room will be part of your suggestion. Decide which suspect you will accuse. Move its marker into the room in exchange for the marker currently in it. Move that marker next to the vacated room.

Now make your accusation, including this room and suspect and whichever weapon you wish.

SNOOP

Select an opponent to lay his hand, face down, on the table. Pick any one Clue card and look at it, taking care that no other player sees its identity. Return the card to the opponent who then picks up his entire hand.

ALL SNOOP means that each player will place his hand face down towards the player indicated on the card. Each player then snoops on the hand offered to him.

SUPER SLEUTH

Read aloud the card and show it to your opponents. Each, in turn, must now show you *one* Clue card with the specified feature. (For example, “Show me a Blunt Weapon.”) If a player doesn’t have a card of the kind specified, he shows nothing.

PRIVATE TIP

Pass this card face down to an opponent who picks it up and reads its “demand” to himself. He then returns this card, along with one Clue card of the type requested (or *all* cards held of this type if so instructed by the Private Tip card). The opponent’s Clue card(s) are then returned. If the opponent has no cards of the type requested, he returns only the Private Tip card.

Ending your Turn

After you have played an Action card, place it *face up* on the discard pile, unless you played a **Private Tip**. The identity of these cards need to be kept secret from your opponents, so slip them under the pile **face down**, as shown in the illustration.



Making a Suggestion

Each “Suggestion” you make, according to the play of a Suggestion Action card will help you deduce—by process of elimination—which three cards comprise the SOLUTION.

Proving a Suggestion True or False

As soon as you make a Suggestion, your opponents, in turn, try to prove it false. The first to try is the player on your left. That player looks at his cards to see if he has at least one of the three cards you just named. If so, he must show any one of these to you (and no one else).

If that opponent has none of the cards that you named, then the chance to disprove your Suggestion passes to the next player on the left, etc.

As soon as any opponent shows you one of the cards you named, it is proof that your suggestion cannot be the Solution. (No other opponent may show you a card to further refute your Suggestion.) End your turn by checking off this card on your notesheet. *Some players also find it helpful to mark the initials of the player who showed the card.* If no one is able to prove your Suggestion false, you may either end your turn or make an Accusation.

Making an Accusation

When you think you have figured out which three cards comprise the Solution, you should make an Accusation. You may do so after you play an Action card, or if you are convinced you know the Solution, you may make an Accusation without playing an Action card. Do so by naming the three elements you believe will be in found in the Solution. Begin by saying, “I accuse (Suspect) of committing the crime. The murder took place in (Room) with the (Weapon).” Then, taking care that no one else sees, look at the three Clue cards of the Solution. (*You may make only one Accusation per game.*)

WINNING THE GAME

If your Accusation is correct (that is, the three elements you named are in the Solution), show the other players the cards and claim your victory. Great detective work! You win!

If you’re Accusation is incorrect...

Return all three cards of the Solution face-down below the stern of the Yacht gameboard. Be careful not to blurt out any part of the solution.

You remain in the game but make no further plays; you cannot win but you continue to try to prove your opponents’ Suggestions false.

Special Note about Suggestions

When you make a Suggestion, you may, if you wish, include one or more of the cards that you hold in your hand. This can help to pinpoint information or mislead your opponents.

PLAYING AGAIN

To play again, the deal passes to the left of the prior dealer. The new dealer rebuilds the decks and begins the new game.

Note: A Detective Notesheet may be used to play six games before it is filled up.

Tournament: You may wish to play until one player has solved two or three crimes (decide on this before your first game). That player is acclaimed as “Master Detective” and becomes the overall winner.

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To download additional Detective Notesheets, please visit our website.

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