

13 Clues

For 2-6 players, ages 8 and up

London, 1899: The city is shaken by heinous crimes, and the solutions are shrouded in mystery. Scotland Yard is groping in the dark, and has summoned you, the best detectives, for help in resolving their inquiries. Each investigator will be assigned their own mystery to solve, and must use their instincts to identify which of the **13 Clues** match their case—before the others do!

CONTENTS

~ 30 Clue cards divided into three Categories:



Persons
(Male ♂ / Female ♀)

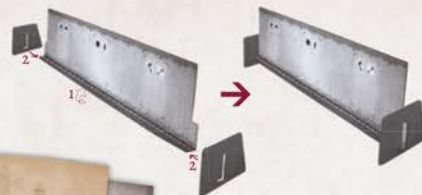


Locations
(Indoor 🏠 / Outdoor 🌳)



Weapons
(Up close 🗡️ / Ranged 🔫)

~ 6 card holders (To be assembled as shown.)



~ 6 hiding screens



~ 6 pencils



~ 6 top secret folders



~ 12 plastic card stands



~ A block of Casebook Pages for recording clues



~ 10 Magnifying Glass tokens



~ Secret Informant board



~ this rulebook

OBJECT OF THE GAME

To be the first player to solve your own Mystery, correctly identifying the Person, Location, and Weapon.

SETUP

Before your first game, carefully detach the pieces from their frames.

Note: These are the rules for three or more players. Additional rules for a two-player game can be found at the end of these rules.

Each player takes **1 hiding screen**, **1 card holder**, **2 plastic stands**, **1 Casebook Page**, **1 Top Secret Folder**, **1 Magnifying Glass token**, and **1 pencil**. Place the leftover Magnifying Glasses in the middle of the table as a general supply. Return the unused screens, pencils, and card holders back to the box.

Place the **Secret Informant** board in the middle of the table (if you are playing a six-player game, this board is not needed and can be returned to the box).

Set up your hiding screen in front of you with your plastic stands and Casebook Page inserted in the Top Secret Folder behind it (so the other players cannot see it) and your card holder in front of it, facing towards the other players. Place your Magnifying Glass in front of your screen—the number of Magnifying Glasses each player has is always known.

Take the **Clue cards**.

Depending on the number of players, remove all the cards from some suits and return them to the box, as shown on the table (and on the Casebook page, bottom right):

Players	Number of Clue Cards Used in the Game	Number of Clue Cards to Remove (all of the suits listed – see also your Casebook page-bottom right)	Secret Informant Cards
2	18	12 (belgs, brown, grey, orange)	8
3	21	9 (belgs, brown, grey)	6
4	24	6 (belgs, brown)	4
5	27	3 (belgs)	2
6	30	0 (none)	0

Divide the cards in the game into three piles by Category: **Persons**, **Locations**, and **Weapons**.



Shuffle each pile separately, then deal each player one card from each pile, face down. Then, shuffle the **rest of the cards** together and deal **two more cards** face down to each player. Each player now has a total of **5 cards**: 1 from each Category plus 2 at random. Put any remaining cards face down on the spaces of the Secret Informant board (you should have the number listed in the chart above).

Look at the five cards you were dealt. You must choose **exactly 1 Person**, **1 Location**, and **1 Weapon** card, and place them face down in front of you.

Playing Hint: You can choose any combination, but try to avoid three of the same suit.

Insert the **two cards you have left** into your plastic stands *behind* your hiding screen so only you can see them!

After all players have selected their cards, insert the three cards you picked into the **card holder of the player to your left**. Make sure that player *does not see which cards you inserted in their card holder*! Place the card holder so that **everyone except** that player can see them.

Note: you will receive on your card holder a set with one Person, one Location, and one Weapon from the player to your right that you **can't** see. Your goal is to guess the identity of these cards.



SETUP EXAMPLE FOR 3 PLAYERS

PLAYING THE GAME

Choose a starting player at random. The game is played in turns in clockwise order.

At the beginning of your turn, if you have *no* Magnifying Glasses, take one from the general supply. If the supply is empty, take one from the player of your choice instead.

Next, "*spend*" **all** your Magnifying Glasses. Each Magnifying Glass spent lets you choose **one** of the following actions. You can take these actions in any order you choose, and you may repeat the same action more than once. Once you've spent all your Magnifying Glasses your turn is over and it's the next player's turn.

Playing Hint: Use your Casebook Page and pencil to keep track of the cards you have ruled out and take notes. Your Hiding Screen and Top Secret Folder help you in keeping your notes secret.

THE ACTIONS

1. Question a Witness

Give your Magnifying Glass to the player of your choice, then **ask that player how many cards they see** that are of *one suit* or *one Category* or *one Sub-category*.

- ~ The number of **suits** in play depends on the number of players in the game (see "Setup").
- ~ There are always three Categories: Persons, Locations, and Weapons.
- ~ Each Category is always divided into two Sub-categories: Male or Female (Persons), Indoor or Outdoor (Locations), and Up close or Ranged (Weapons).

When you Question a Witness, you can only ask for **one** of those three choices. You cannot ask any other questions.

Examples of valid questions: "How many red cards do you see?" (suit); "How many Persons do you see?" (Category); "How many Indoor Locations do you see?" (Sub-category).

Examples of invalid questions: "How many earrings do you see?"; "How many weapons without a barrel do you see?"; "How many chairs do you see?";

The player you ask **must answer truthfully** (no bluffing is allowed!), based on *everything* they can see: all the cards on the card holders in front of the other players *and* the two cards behind their screen.

2. Consult the Secret Informant

Give your Magnifying Glass to the player who has the *fewest* Magnifying Glasses (if tied, the tied player closest to you, counting clockwise), then choose **one** of the face down cards on the Secret Informant board, look at it *secretly*, then put it back where it was, face down.

Note: This option is not available in a six-player game.

3. Make an Accusation

Give your Magnifying Glass to the player who has the *fewest* Magnifying Glasses (if tied, the tied player closest to you, counting clockwise), then **try to solve your mystery!** Name **one Person, one Location, and one Weapon** (for example: "It was the Butcher in the Park with the Sword!").

The other players compare your accusation to the three cards in the card holder in front of your screen:

- ~ If your accusation is correct, you have solved your mystery and **you win the game!**
- ~ If you're wrong, they just tell you! Your action is over, but your turn continues—if you have more Magnifying Glasses, you can still take more actions.

Important: When you respond to an accusation, **only tell the player if they are right or wrong**. Don't make any other comments so you don't give away any clues!

Example: It's Mary's turn. She has 2 Magnifying Glasses, and she is pretty confident that she has deduced the 3 cards of her mystery.



She spends her first Magnifying Glass and declares: "I'm going to solve my mystery: it was the Officer, at the Market, with the Gun!" The other players check the cards on Mary's card holder and tell her "Wrong!"



Since Mary has one more Magnifying Glass, she can spend it to try another accusation: "Then it must have been the Officer, at the Market, with the Rifle!" The other players check again: "YES!" Mary wins the game!



ADDITIONAL RULES FOR TWO-PLAYER GAMES

- ~ Ignore the Magnifying Glasses and their rules. Each player always takes only one action each turn.
- ~ When you ask how many cards your opponent sees, you **must** also specify "including the card on your left" or "including the card on your right". Your opponent *only* takes into account the card on that side behind their screen.

Example: "How many Females do you see, including the card on your left?" "I see two Females, including the card on my left."

HINTS FOR YOUR FIRST GAMES

If you rule out all of the cards removed during Setup and all the cards you can see, you will be left with 13 spaces. The solution to your mystery lies among those **13 Clues**.

If a player's answer to a question is "Zero!", then you can rule out all the cards that were asked about—no matter who asked the question—since you now know that those cards can't be on your card holder.

It is allowed (and is sometimes a good tactic) to ask different players the same question, or to try confusing the others by making an accusation that includes cards only you can see.

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