

Basic Instructions for All Clue Junior Games

Game Set-up

1. Place the gameboard on the surface you will use to play the game.
2. Set aside specific bases, depending on the version you are playing.
 - For The Case of the Missing Cake, set aside the white base with no label and the one with crumbs (face down) as well as the two yellow bases that do not have labels.
 - For The Case of the Broken Toy, set aside the white base with the toy chest on it (face down). Do not set aside any of the yellow ones.
3. Mix up the remaining white bases and place one in the middle of the game board. (Do not look at it.)
4. Mix up the yellow bases that have not been set aside and put one in the center of the game board. (Do not look at it.)
5. Place a character token in each remaining base, including the ones that were set aside in step two. These become the game pawns.
6. Place each game pawn next to its corresponding image on the game board.

Clue Junior Rules and Instructions

Once setup is complete, it's time to begin playing the game. Follow these instructions if you are playing either of the current versions.

1. Take a piece of paper from the notepad that's included with the game. You will use it to make note of the clues you discover as you play the game.
2. Decide who will go first. You can roll the die to see who goes first, let the youngest player go first, or stick with the theme of the game version by letting the person who most recently ate cake or broke a toy be first.
3. When it is your turn, spin the spinner and proceed based on what shows on the die.
 - If the die lands on yellow, look under any yellow pawn for a clue.
 - If the die lands on white, look under any yellow pawn for a clue.
 - If the die lands on a number, advance any pawn the designated number of spaces. You cannot jump another pawn or land in the same space as a pawn, nor can the move end in the same place it started.
 - If you land on yellow, look under the token that matches the piece of furniture in that room.
 - If you land on white, look under the character pawn that you moved if you are playing the cake version. If you're playing the toy version, landing on white allows you to look under any pawn that you want.

- If you land on another type of space, you don't get to look at a clue this time.
4. Players should keep taking turns until someone is ready to solve the mystery.
 5. A player can guess at any point during their turn by speaking up and stating what they think took place to solve the mystery.
 - For The Case of the Missing Cake, the player will need to state who they think ate the cake, what time they did it, and what they drank with it.
 - For The Case of the Broken Toy, they will need to specify which toy was broken, what time it was broken, and who did it.
 6. The person who is guessing will need to secretly look at the bases located in the middle of the board and check under the character they are accusing to find out if they are right.
 7. If the player guesses correctly, they win. If they are wrong, they are out of the game and the other players will continue playing.
 8. The game keeps going until someone solves the mystery, or until there is only one player left.

Source: <https://www.lovetoknow.com/parenting/kids/clue-jr-game-instructions>