



## The case of the missing chocolate cake

FOR 2 TO 6 PLAYERS/AGES 5 TO 8



### WARNING:

CHOKING HAZARD—Small parts.  
Not for children under 3 years.

**Object:** Someone ate a piece of chocolate cake with a drink, before dinner! Play detective to find out *who* ate the cake, with what *drink*, and at what *time*. If you're the first player to solve the mystery of the missing cake, you win!

**Contents:** Gameboard, 6 Clue character pawns, 6 Furniture pawns, 7 White bases, 7 Yellow bases, Detective notepad, Die, Label sheet

### The First Time You Play

Remove the game parts from their bags and cardboard sheets. Discard all waste.

**The white bases:** Apply the green crumb label and the five time labels to the bottoms of six white bases. *One white base will have no label.*

**The yellow bases:** Apply yellow drink labels to the bottoms of five yellow bases. *Two yellow bases will have no label.*

**The die:** Apply one square label to each side of the die.

### Setting Up the Game

**The white bases:** Set aside the white base with no label and the white base with the crumbs. Mix up the five white time bases; remove one and, without peeking at the time, place it in the center of the gameboard. ***This is the time that the cake was eaten!***

Now mix up the two white bases you set aside with the remaining white time bases. Place one character pawn in each of those bases, and place them on their matching gameboard spaces. ***The character pawn in the base with the crumbs is the character who ate the cake!***

**The yellow bases:** Set aside the two yellow bases with no labels. Mix up the five drink bases; remove one and, without peeking at the drink, place it in the center of the gameboard. ***This is the drink that was taken with the cake!*** Now mix up the two bases you set aside with the remaining four. Place one furniture pawn into each base, and place each pawn off the gameboard, beside the room showing that piece of furniture. For example, place the pool table beside the room that shows the pool table.

Each player takes a sheet from the Detective Notepad and a pencil (not included). Fold your sheet in the middle, to keep it secret!

### Playing the Game

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

#### ON YOUR TURN

Your goal is to solve the mystery by discovering *who* ate the cake, with what *drink*, and at what *time*. On your turn, look for clues under the white and yellow bases. You may find a useful clue – or no clue at all! Keep track of the clues on your detective sheet (see **MARKING YOUR SHEET.**)

On each turn, roll the die, then do the following:

- **If you rolled the yellow side**, look under any yellow furniture pawn. This ends your turn.
- **If you rolled the white side**, look under any white character pawn. This ends your turn.
- **If you rolled a number**, move *any* character pawn *up* to that many spaces, along the connecting footprints. You cannot pass or land on other character pawns, or end your move on the space that you started from.

If you land on a **yellow space**, look at the piece of furniture pictured in that room (for example, the plant is on the patio). Then secretly look under the matching furniture pawn that's next to that room. This ends your turn.

If you land on a **white space**, secretly look under the character pawn that you moved. This ends your turn. If you land on a footprint, your turn is over. You don't get a clue on this turn — sorry!

#### MARKING YOUR SHEET

**The drinks and times:** Whenever you find a drink or time under a base, cross it off your detective sheet. Also cross off each character and furniture pawn you've looked under, so you'll know which ones you've already seen. The crossed-out drinks and times aren't part of the solution – the *missing ones are!* When you know which ones are missing, check the half-circles next to them.

**The guilty character:** If you find the crumbs under a character pawn, check the half-circle next to that character. That's the character who ate the cake!

#### Winning

When you know (or think you know) the solution, make an *accusation* at the end of your turn. To do this, say (for example), "Miss Scarlet ate the cake with water at 2:00." Then secretly check the two bases in the center of the gameboard, and the base of the character you're accusing. If they match your accusation, you win the game!

If they don't match your accusation, sorry – you're out of the game! (Keep the real solution secret!) The other players keep playing until one of them solves the mystery or until one player remains in the game.

**It's a new mystery every time! Remove the pawns, mix up the bases, and try again!**

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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