

Clued-In Board Game Template

Solve the following mystery:

Who?.....

What?.....

Where?.....

You will need:

- 'Clued In' game board
- Character cards x6
- Time cards x6
- Room cards x9
- Dice nets x2
- Coloured counters x6
- Clue sheets x6
- One pencil per player (not included)

How to play:

1. Place each coloured token at their place on the board - red counter on red square, green counter on green square etc. Shuffle the cards separately and without looking, place one Who card, one What card and one Where card in the middle of the board. Place the rest of the cards together and divide them between the group. Give each person a clue sheet and a pencil.
2. Look at your cards and cross out the Who, What and/or Where cards from your score sheet. You now know it is neither of these cards in the middle of the board.
3. Starting with the youngest player, roll both dice. Ideally, you want to be able to enter a 'Where' room every turn as once inside, you can make a suggestion.
4. Move your game token the number of spaces you roll. You can move up, down or to the side but not diagonally. You may not share a space with another character.
5. Once inside a room, you can make a suggestion to guess the character Who....., What..... and Where. The 'where' suggestion needs to be the room that you are in. The person on the left of you must reveal if they have any cards you mentioned in their hand. If so, they must show you and no one else one card; you can then cross this off your clue sheet and that's your turn over. If not, the next person can reveal one of their cards. If no cards are revealed, you may know which cards are in the middle of the board.
6. You can only make one accusation per game – be sure to do this only when you are certain you know which Who, What, and Where cards are in the middle of the board. After you've made an accusation, you may secretly look at the three cards in the middle of the board. If your accusation matches the cards, you have won! If not, the game will continue but you won't be allowed to play.

