

CLUED IN

Murder Mystery Scavenger Hunt

CASE FILE

SUSPECT

- ELIZA BLACK
- BENJAMIN BLUE
- CLYDE & CLEMENTINE
- MISS GOLD
- SAMMY SILVER
- RUSTY REDMOND
- OSCAR OLIVE
- MILO MUSTARD
- MISS SCARLETT
- MISS WHITE
- MR. TANNER
- MADAME PLUM

LOCATION

- THE BEDROOM
- THE KITCHEN
- THE GARDEN
- THE BALLROOM
- THE CONSERVATORY
- THE BILLIARD ROOM
- THE DINING HALL
- THE WINE CELLAR
- THE LOUNGE
- THE LIBRARY

WEAPON

- CANDLESTICK
- WRENCH
- STATUE
- TIRE IRON
- POISON
- ROPE
- PISTOL
- AXE
- KNIFE
- LEAD PIPE

INVESTIGATE

You can present any player with this card and name one suspect, one place, and one weapon.

If they have any of those cards, they **MUST** show you only one. You then must forfeit this card to them.

If they do not have any of the three cards you named, they you can take this card and use it to investigate another player.

CARD CAN BE REFUSE/TRADED

BLACKMAIL

You can use this card on only one player of your choice. They must reveal one **new** card to you every time you show them this card, which you may only do every five minutes.

If someone with "low enforcement" card asks you for this card you must reveal three of your cards to them and forfeit the blackmail card.

If you reveal low enforcement identity to other players you must forfeit on card to the player you revealed them to and one card to the player you exposed.

LAW ENFORCEMENT

You're undercover! Do NOT advertise that you have this card.

If a player approaches you with "Bribery" card, they must forfeit it to you along with two of their cards.

If you catch a player who has used a "blackmail" card, they must forfeit the card to you and show you three of their cards.

If you falsely accuse someone, you must forfeit one card to them.

The forfeited cards cannot be played again.

BRIBERY

You can trade you "Bribery" card for a card from any other player.

If you approach someone with a low enforcement card, they will take your "Bribery" card, along with two more of your cards.

If you expose the identity of someone with a low enforcement card, you must give one of your cards to the low enforcement card owner and one card to the player who turned you in.

FORM AN ALLIANCE

When you find another player with a "form an alliance" card, both players can agree to team up and share all their cards with one another. The "form an alliance" card is only good for **ONE** alliance with **ONE** other player. You are only permitted one alliance per game.

If you do not want to form an alliance, you are permitted to trade this card to another player.

SNEAK A PEEK

You can ask any player wearing the color

to show you a card of their choosing. Once they do, you must forfeit this card to them.

They can use it on another player who fits the description, **BUT** this card can only be played against some player once per game.

FRIENDLY WAGER

If you have this card you may approach any player and ask them if they would like to make a friendly wager. If they agree:

Grab the six dice from host. Each player wagers (lays down) one card face down and then rolls two dice.

The highest roll takes both cards unless either player would like to seeger another card to roll an extra dice. Then, the player with the highest roll without going over 13 wins all the cards wagered.

CARD CAN BE REUSED/TRADE

THE ROBIN HOOD

It's time to rob from the rich and give to the poor!

First, choose a player who has no cards to their name. Next, approach a player with multiple cards and present this "Robin Hood" card.

That player must then fan all their cards. Place them in front of the player without cards. The player can then choose one card to keep, which they can choose to show you out of gratitude.

CARD CAN BE REUSED/TRADE