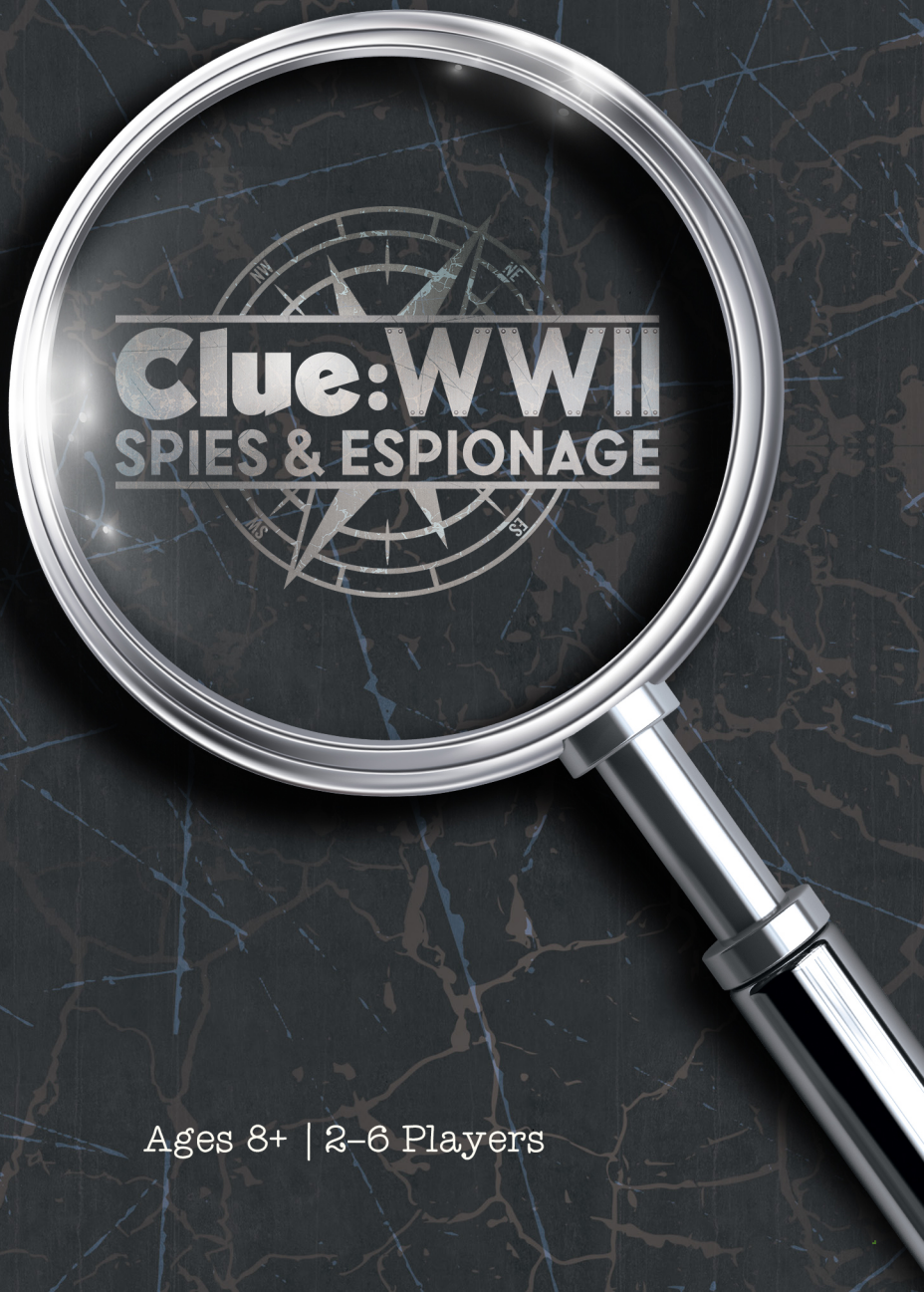


RULE BOOK



Ages 8+ | 2-6 Players

A HIGHSTAKES GAME WHERE DANGER LURKS IN THE SHADOWS...

Secret agents on a mission to carry out covert operations that will thwart the enemy and secure victory for the Allies! Players will move around Europe to determine **WHICH** mission-critical item was taken, **WHO** is the fake agent, and **WHERE** is the imposters base of operations.

WHO?

Look closely at the Agents.
One of them is an imposter!

WHICH?

One of these mission-critical items was taken!



WHERE?

The imposters base of operations is!



SET-UP

To start the game, place all 6 Mission-Critical Item Tokens and Agent Movers in the center of the board. (Even if there are less than 6 players.)

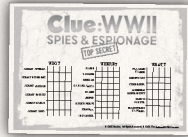
1) GIVE EACH PLAYER:



Character Ability Cards



Secret Agents



Clue Sheet

Pen or Pencil
(not included)

2) SEPARATE CARDS INTO 4 DECKS:

Secret Agents

Mission-Critical Item

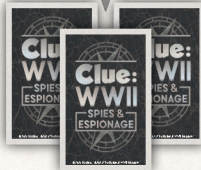
Base of Operations

Intrigue Cards



Without looking, place one Secret Agent, Mission-Critical Item, and Base of Operation card into the manila envelope. These are the cards involved in the mystery!

Shuffle the rest of the cards together, and deal them evenly to each player. If there are any leftovers, place them face up by the side of the table.

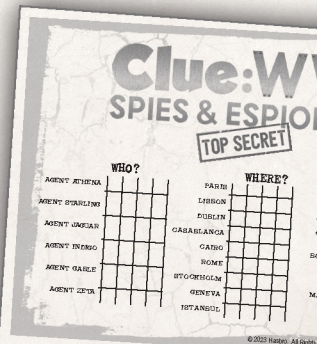


Rumor Cards

Shuffle these separately and place them face down next to the game board.

3) INVESTIGATE:

Players secretly cross off their Rumor cards along with any leftover ones on their Clue sheet. Throughout the game you will see other players' cards, which you must also cross off to determine which cards are in the envelope.

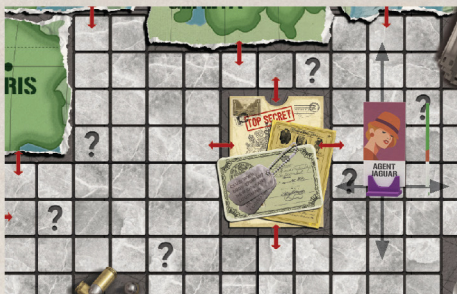


GAME RULES

Everyone rolls the dice. Highest roller goes first, and play continues left.

- 1) On your turn, roll the dice and move around the board, trying to enter a Location. You don't need an exact roll to enter a Location; you may always finish your move early. (If your mover was moved by another since your last turn, you can choose to stay in that Location and ask a question.)

You may move any direction except diagonally.



"Matchbox
Camera taken
by Agent Zeta
operating out
of Lisbon?"

- 2) Upon entering a Location, ask a question about one Secret Agent, one Mission-Critical Item, and the Base of Operations you just entered. Bring the Secret Agent's Mover and the Mission-Critical Item Token into the Base of Operations with you.

The player on your left must try to answer you. If they have any of the cards in question, they must reveal one to you secretly. If they don't they simply say "I cannot answer," and the question passes to the player on their left, and so on until you have been shown one card.

If no one can show you a card, put on a poker face! As long as you weren't bluffing by asking about one of your own cards, you've figured out which cards are in the envelope!

- 3) End your turn by crossing off the card you've been shown on your Clue sheet. Leave the Secret Agent Mover and Mission-Critical Item Token you moved where they are.



HOW TO WIN

Once you've crossed off everybody's cards on your Clue sheet, you're ready to make your accusation! Make your way to the center of the game board and say your accusation aloud, then discreetly check the cards in the envelope.

IF YOU WERE RIGHT?

You've solved the
mystery and won
the game!

IF YOU WERE WRONG?

Return the cards to the
envelope. Now you may
only answer questions.

IF ALL PLAYERS WERE WRONG?

The game is over.



INTRIGUE CARDS

If you land on a Question Mark, roll a Question Mark, or are moved into a Location to be Questioned, you may draw an Intrigue Card. There are two types of these...

Action Cards: If you draw a "Play Immediately Card" follow the direction on the card. If you draw any other card you get to keep it. These good cards are used in different ways throughout the game. You can have and play as many Intrigue Cards as you like in any turn.

Capture Cards: There are 8 Capture Cards in the Intrigue deck. The first 7 do nothing. If drawn, place the card, face up, underneath the board so all can see how many Capture Cards have been drawn. If you draw the 8th Capture Card, however, the game is over!



DRAWING THE 8TH SPECIAL CARD

If you draw the 8th Captured Card, **You are captured.**
The game is over for all players and the Allies have lost.

CHARACTER ABILITY CARDS



The front side shows an ability that each player has. This ability can be used once per game. After you use it, turn the card over to its backside. You will not be able to use the ability for the remainder of the game.

2 PLAYER OR TEAM RULES

For 2 players or teams, you may not use the Intrigue Cards, and you must make the following minor modifications to your game.

SET-UP: Set up the game exactly as you would for regular CLUE, except before dealing out Rumor Cards to players/teams, **take the top five cards and place them face down next to the game board.**

GAME PLAY: Ask questions as normal. The other player/team must always try to answer. If they cannot answer, the asking player secretly looks at one of the five Rumor Cards by the side of the board. After crossing it off the Clue Sheet, return the card to its place.

Everything else is the same as regular CLUE!





Clue: WWII SPIES & ESPIONAGE

CONTENTS:

Custom Game Board
6 Agents Movers
6 Character Ability Cards
21 Rumor Cards
25 Intrigue Cards
1 Pad Custom Clue Sheets
Envelope
6 Mission-Critical Item Tokens
2 Dice

usaopoly.



Licensed By:



USAopoly is a trademark of Usaopoly, Inc. CLUE and HASBRO and all related trademarks and logos are trademarks of Hasbro, Inc. ©2023 Hasbro. © 2023 The National WWII Museum.

Write to: USAOPOLY Customer Service
5999 Avenida Encinas, Ste. 150, Carlsbad, CA 92008
Tel: 1-888-876-7659 (toll-free)
Email: customerservice@usaopoly.com

Designed and manufactured by USAOPOLY, Inc. 5999 Avenida Encinas, Ste. 150, Carlsbad, CA 92008.
MADE IN USA with dice **MADE IN CHINA**. Colors and parts may vary from those pictured.

WARNING: Choking Hazard - contains small parts. Not suitable for children under 36 months.