

Cludo Cards

Miss Scarlett
Colonel Mustard
Mrs. White
Reverend Green
Mrs. Peacock
Professor Plum

Candlestick
Dagger
Lead pipe
Revolver
Rope
Spanner

Kitchen
Ballroom
Conservatory
Dining Room
Games Room
Library
Lounge
Hall
Study

Rules

Remove one card each of the murder weapon, location, and character.
Keep these three cards safe and away from any preying scouts. (this is how, where and who did the murder)

The remaining cards are handed equally between the leaders and they wander off around the playing area ready for the scouts to find.

The game starts.

The scouts either individually or in small groups run off to find the leaders.

When they get to a leader they select an item from their check list (weapon, location, character) and ask the leader if they have that card.

If the leader has the card mentioned he shows the scout it and they tick it off their list.

The leader marks the scout's check list and the scouts run off to find another leader and repeats the above.

The scouts can not ask for more than one card from the same leader, they have to find a different leader before they can return.

Once the scout is happy that he thinks he knows which three cards are missing he approaches the leader in charge and tells them his selection.

If correct and are first they are the winner.

Tips: mark the cards with a number so you know who has solved the murder in the least number of visits.

Limit the scouts to 3 guesses so they have to solve the murder and not just go guessing

Name

Guess 1	
Guess 2	
Guess 3	

Miss Scarlett	
Colonel Mustard	
Mrs. White	
Reverend Green	
Mrs. Peacock	
Professor Plum	

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Name

Guess 1	
Guess 2	
Guess 3	

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KITCHEN

**REVEREND
GREEN**

MRS WHITE

REVOLVER

CONSERVATORY

BALLROOM

**MRS
PEACOCK**

ROPE

**GAMES
ROOM**

**DINING
ROOM**

**PROFESSOR
PLUM**

SPANNER

LOUNGE

LIBRARY

CANDLESTICK

STUDY

HALL

DAGGER

**COLONEL
MUSTARD**

**MISS
SCARLETT**

LEAD PIPE