

Answers to the Clue Cards can be found around the sides of the game box.

Pigeon Path Code

AB	CD	EF
GH	IJ	KL
MN	OP	QR
UV	WX	YZ



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THE 39 CLUES™



SEARCH FOR THE KEYS RULES



Contents:

- Game Board
- Tokens and Chips
- 198 Cards
- 4 Moving Pieces
- 1 Die
- Instructions

How to Win:

The first player to gather 4 keys wins the game. To win keys, players must successfully solve clues in various cities within a continent. Once a clue is solved in a key city, a key to that city is won.

Game Description:

Each player is a Cahill with their own plane to use to travel. Players roll a 6 sided color die to determine which continent they will visit on each turn. The 6 continents share the same colors as the sides of the die. Once a player arrives at a continent by moving his or her plane, that player places the plane at the first city or first city on the left (if 2 rows of cities) appearing on that continent.

The player then selects a card from the deck and reads it to the group. The player either answers the question, decodes a message or follows the directions on the card. Selected cards are always placed in a discard pile to the side of the game board after use.

Correct Answer: If the clue is solved correctly, the player moves his or her plane to the next city on the continent and picks another card. As long as the player continues to answer **Clue Cards** correctly, that player's turn continues until he/she earns a key.

Incorrect Answer: When an incorrect answer is given, play shifts to the left and the next player rolls the die and starts his/her turn.

Game set-up:

1. The **Clue Cards** are shuffled and put to the side of the game board.
2. The keys are punched out and two keys are placed at the southern tip of each continent. The color of the keys should match the color of the continents.
3. Each player selects a family to represent and takes 6 chips of that family's color: Tomas (blue), Ekaterina (yellow), Janus (green) and Lucian (red).
4. Players select a plane and place it in the center on top of the "Man in Black": Tomas (copper), Ekaterina (silver), Janus (grey) and Lucian (black).
5. Place the die within reach of all players.

Playing the game:

1. The Lucian player (black plane) goes first and rolls the die. The Lucian player then moves the black plane to the first city on the continent that matches the color rolled on the die. (For example, if red is rolled the plane would be placed in North America on Vancouver.)
2. A card is picked off the deck and play commences:

Clue Card: If the card is a **Clue Card** then the player has 1 minute to solve the clues given on the card. If they solve correctly, the player then moves to the next city on the continent (Los Angeles) and selects another card. Play continues in this manner until a **Clue Card** is answered incorrectly. A key is won by arriving in a key city (Boston) and answering correctly, or if

a **Spy Secrets, Travel Gear or Adventure Card** forces the player to leave their city or continent. A correctly solved clue in the key city (Boston) will win the player a key and end his or her turn.

Spy Secrets, Travel Gear and Adventure Cards: When one of these cards is selected the player must immediately follow the directions on the card and end his or her turn. (Sometimes the cards move the player forward and sometimes the cards send players to cities they have already visited.)

3. Play rotates to the left after a player is unable to answer the **Clue Card** question or after a player is directed by a **Spy Secret, Travel Gear or Adventure Card**.

Leaving a chip:

Upon moving to a new continent or upon being directed to a continent by the **Spy Secret, Travel Gear or Adventure Card**, a colored family branch chip is left in the city that the plane departs from. If directed to the city by a card or another player, the player must answer a **Clue Card** correctly for the city even if he/she has already done so earlier in the game. When returning to a continent that has already been visited, the plane starts at the city where the chip sits. Each player has 6 chips so it is easy to track progress on each continent as players solve clues and earn keys.

Winning a key:

Once a player lands on a key city and answers a clue correctly, that player wins a key. There are only 2 keys per continent (12 total keys) so players must match wits with the other Cahills in the game and be ready for the many twists and turns that greet those who risk their lives to solve *The 39 Clues*.

Take a Key or Give a Key Cards: These cards can only be acted on when players have keys and only when those keys are from different continents than the keys (if any) of the player who has chosen the card. If a player cannot act on a **Take A Key or Give a Key** turn, that player shows the card to all of the players and draws a new card from the deck.

Notes:

- A. If a card moves a player to a key city the player may move his/her chip to that city but is not awarded a key until a clue is correctly solved. Since players must roll the die at the start of each turn and since players may **not** select a **Clue Card**, it is possible for a chip to sit in a key city for several turns without a key actually being awarded.
- B. If a player is sent to a city for any reason that has already been visited, that player's family branch chip must be moved back to that city and new clues must be correctly answered before that player can move from city to city on his or her quest to earn a key.
- C. Once 2 keys from a continent are earned, other players visiting that continent cannot earn a key.
- D. No player can possess more than one key from any continent at the same time.
- E. On a **Clue Card**, all words in all capital letters will reveal clues if unscrambled.