

Blue's Clues™

Game Instructions

(for both Blue's Clues Game: Joe Edition and older version with Steve)

OBJECT

To find all of Blue's Clues and figure out the link between them.

CONTENTS

Clue Card
Game Board
Spinner
Playing Pieces and Stands
Handy Dandy Note Pad

BEFORE PLAYING FOR THE FIRST TIME

1 – Remove the clue cards from the nicked sheet. Group them so that all cards with the same number are together.

2 – Punch out the spinner card. From the back side of the spinner card (the side with Blue), push the circular base through the hole. From the front of the spinner card (the side with the numbers), snap the arrow into the base.

For safety, make sure that an adult assembles the spinner securely, and that it remains assembled.

3 – Punch out the playing pieces. Put each playing piece in a stand.

SET UP

1 – Choose a clue set. Each clue set is a group of 4 cards with the same number below the paw print on the icon side.

2 – Each clue set has a card labeled with the clue set number and the letter "A." That card is the answer card. Place it face down on START.

3 – Place one clue card, face down, in three of the four rooms, on top of the largest object in that room (i.e. on the refrigerator in the kitchen, on the bathtub in the bathroom, on the bed in the bedroom, on the toy chest in the living room). One room will not have a clue card in it.

STARTING THE GAME

- 1 – Each player chooses a playing piece and places it on START.
- 2 – The youngest player goes first.
- 3 – Spin the spinner and move ahead at most the number of spaces indicated by the arrow. Players may, at their option, move fewer spaces than indicated by the arrow.
- 4 – Players may move to either the bedroom or the kitchen from START. After that, play continues on the board in a clockwise direction.

LANDING ON ACTIVITY SPACES

- 1 – When a player ends his or her turn on an activity space, he or she acts out the activity pictured on the space.
- 2 – The activities the correspond to the pictures are:
 - Wink
 - High five
 - Dance
 - Make a muscle
 - Rub stomach
 - Patty cake
 - Clap
 - Look between the legs
 - Smile

LANDING ON SKIDOO SPACES

- 1 – When a player ends his or her turn on a skidoo space (framed space), that player may choose to jump to the room shown on the space.
- 2 – When a player chooses to jump to the other room, the player places his or her playing piece on the skidoo space in the other room.

LANDING ON BUBBLES OR BLOCKS SPACES

- 1 – When a player ends his or her turn on a bubble or block space, that player may jump ahead to the other end of the bubble or block path.
- 2 – When a player chooses to jump ahead to the other end of the bubble or block path, his or her turn is over.

LANDING ON CLUE SPACES

- 1 – When a player lands on a paw print, the player gets to look at the clue that is in that room, if there is one.
- 2 – After a player looks at the clue card, that player gets to draw the clue in the Handy Dandy Note Pad. The player then shows the clue to the other players.

WINNING THE GAME

1 – When a player thinks he or she knows the link between the clues, that player moves his or her playing piece to the START and announces what the link is on his or her turn.

2 – After the player announces what he or she thinks the link is, that player looks at the answer card (the one with the A on it that is face down on START. If the player is correct – he or she wins. If the player is incorrect, he or she may continue to play the game and participate in activities but may not guess again.

3 – The first player to correctly announce the link between the clues wins!

TRY THIS FOR FUN ON A RAINY DAY!

Place the clues in the rooms in your house which correspond to the rooms on the game board. When a child lands on a clue space on the game board, all children go to that same room in the house and search for the clue card.

FREE PLAY ZONE

The back of the game board is a free play zone! Have fun with Blue in front of Steve's house. Help Blue eat an apple, swing in the tire, sit on a cloud and do many other fun activities!