



Print at Home Board Game

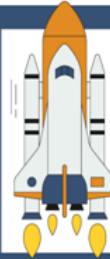
Tlyer Rose Garden



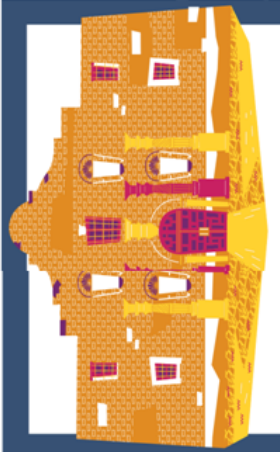
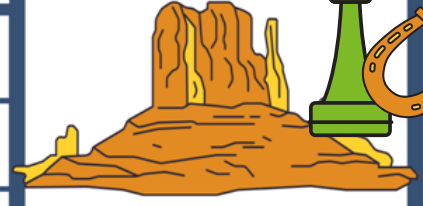
Natural Bridge
Caverns



Space
Center
Houston



Palo Duro Canyon

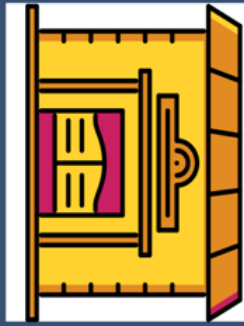


The Alamo

Texas
Clue



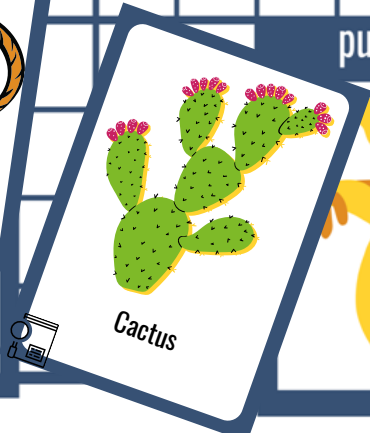
Ft. Worth Stockyards



Spindletop
Boomtown



Big Bend

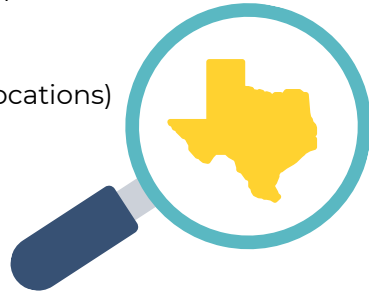


Texas Who-Done-It?

Game Instructions

Included

- Game Board (4 connectable pages)
- 6 Suspect Games Pieces
- 6 Weapons Games Pieces
- Cards (6 Suspects, 6 Weapons, 9 Locations)
- Solutions Envelope
- Checklist for Players
- Die Template



A Clue-Style Board Game

2-6 Players

Setup

1. Place SUSPECT & WEAPON game pieces in the center of the board. Each player will choose a SUSPECT games piece to play as their character.
2. Sort the cards by type into three groups: SUSPECTS, WEAPONS, LOCATIONS.
3. Shuffle each group face down, draw one card from each group and slide them into the "Solution" envelope. Set aside.
4. Shuffle the three piles of remaining cards together and deal them face down clockwise around the table.
5. Players can use the checklist to mark off the cards they've been dealt since they can now be eliminated from the crime.

Object of the Game

A crime has been committed in Texas and you must find out who-done-it, and where, and with what!

Game Play

The youngest player goes first, the turns continue clockwise.

On each turn, a player will try to reach a different location to investigate. To start your turn, move your token by rolling, or if you are in a corner location you can use a shortcut to relocated to the opposite corner. If you roll the die, you move your token that many spaces, (or fewer if you've reached a location.)

- Move horizontally or vertically, forward or backward, but not diagonally.
- You are not allowed to enter the same space twice on the same turn.
- If you use a shortcut, you don't need to roll and you can move immediately to the other location. This ends your movement.

Suggestions

When you enter a location, you can make a suggestion by naming a suspect, weapon, and the location you just entered. e.g. "The crime was committed by Suspect 1 in location 3 with weapon 6".

The named suspect and weapon are moved to the location you entered. Then your opponents (starting with the player to your left) must (if possible) prove that your suggestion is false by showing you one card that matches your suggestion.

If the first player can't disprove, the next player must try it, etc.. until all players have passed As soon as someone shows you one of the cards, it is proved that it can't be in the solution envelope and you can mark it off your checklist as a possibility. If no one is able to prove your suggestion false, you may either end your turn or make an accusation.

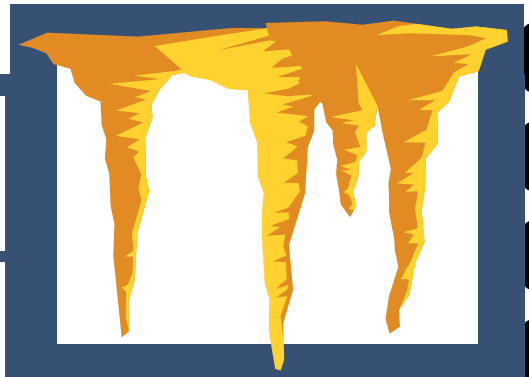
Accusation

If you think you have solved the crime (by deduction), you can end your turn by making an accusation and name any three elements you can say: "I accuse (suspect) of committing the crime in (location) with the (weapon)". Then, you must look secretly at the cards in the solution envelope to check if your suggestion is correct. If you are correct, you can place the 3 cards face up on the table as proof, and you have won the game!

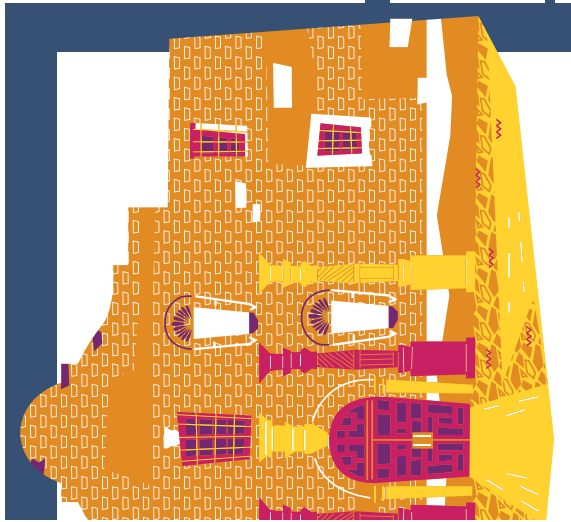
Note: You can only make one accusation during a game. If your accusation is wrong, you have lost and you are out of the game.



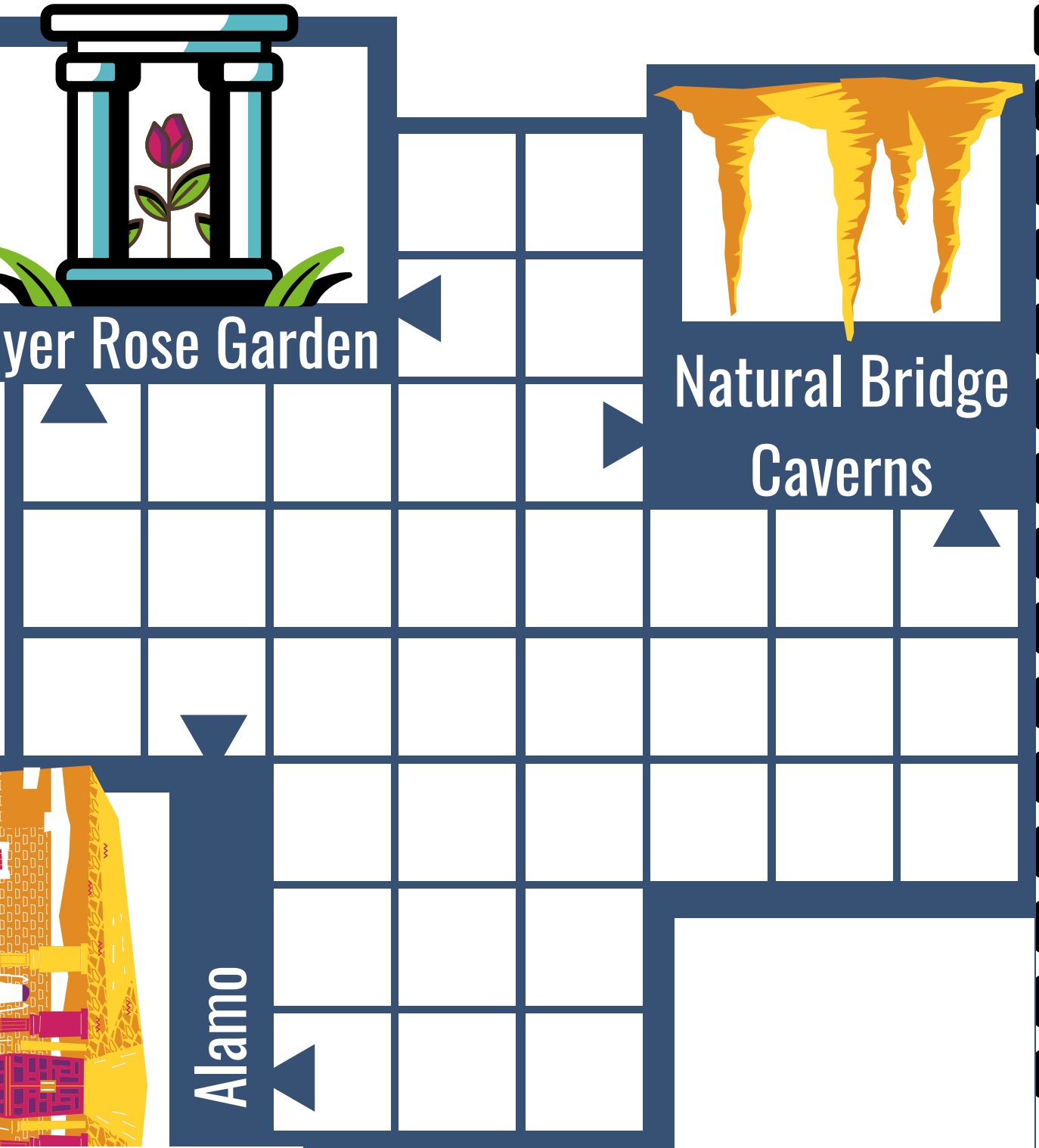
Tlyer Rose Garden

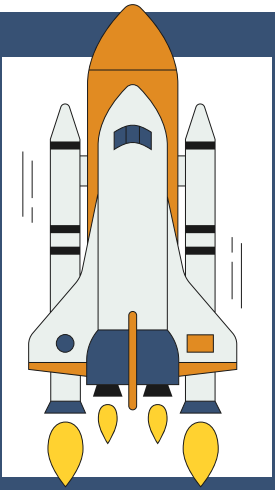


Natural Bridge
Caverns

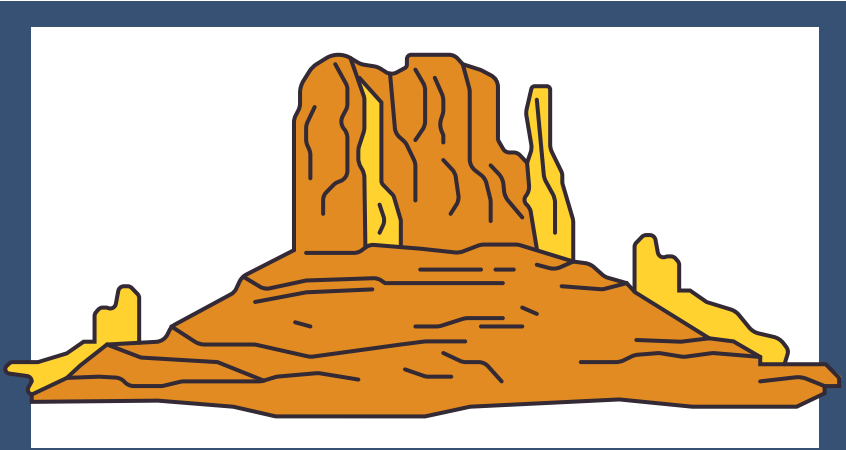


Alamo





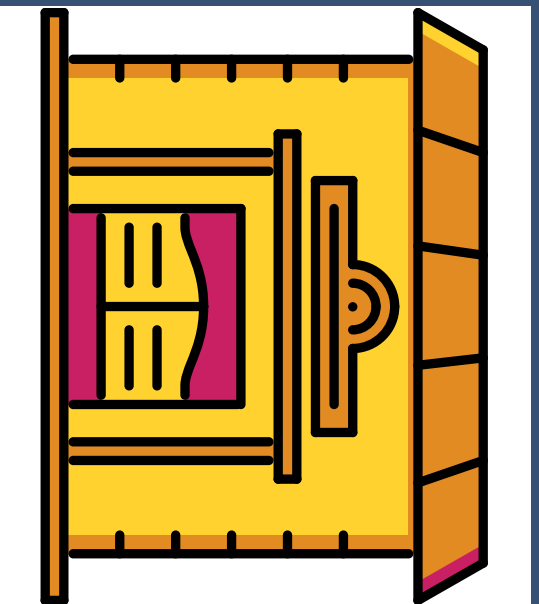
Space
Center
Houston

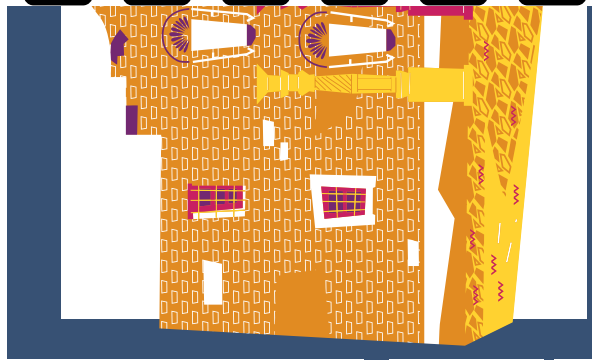


Palo Duro Canyon

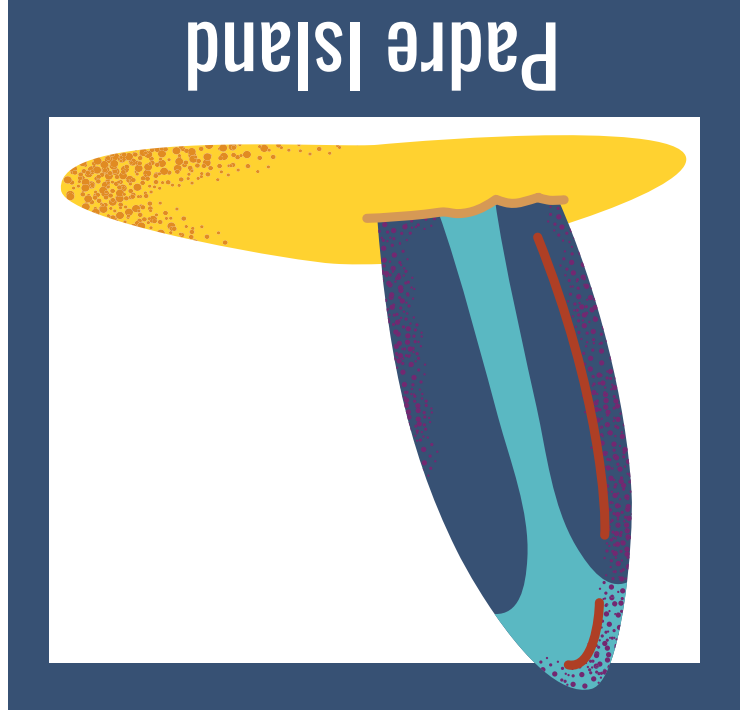
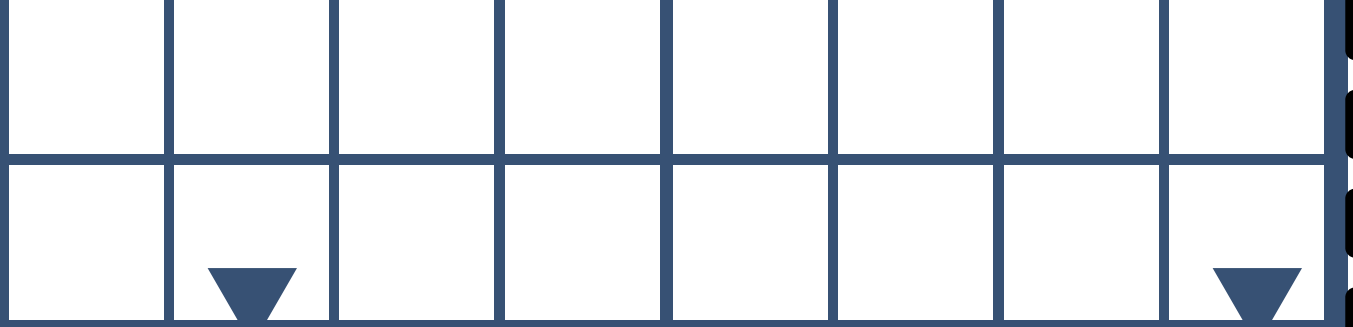
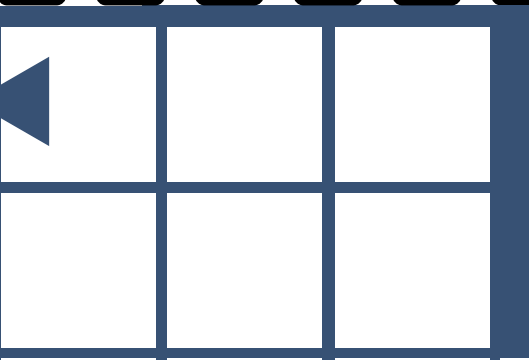


Ft. Worth Stockyards

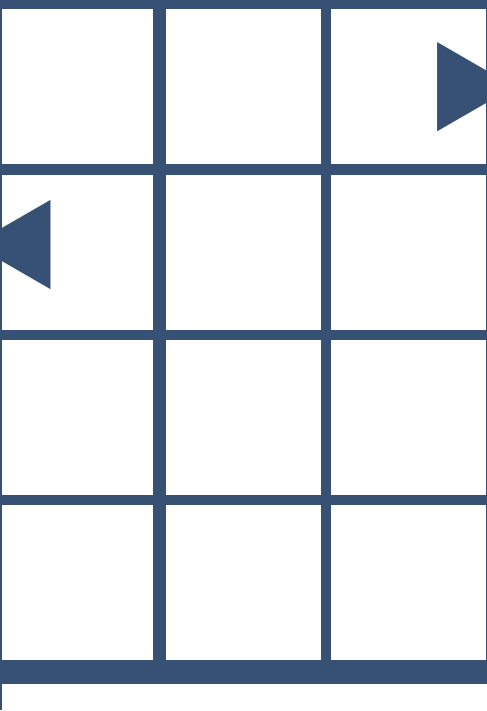




The

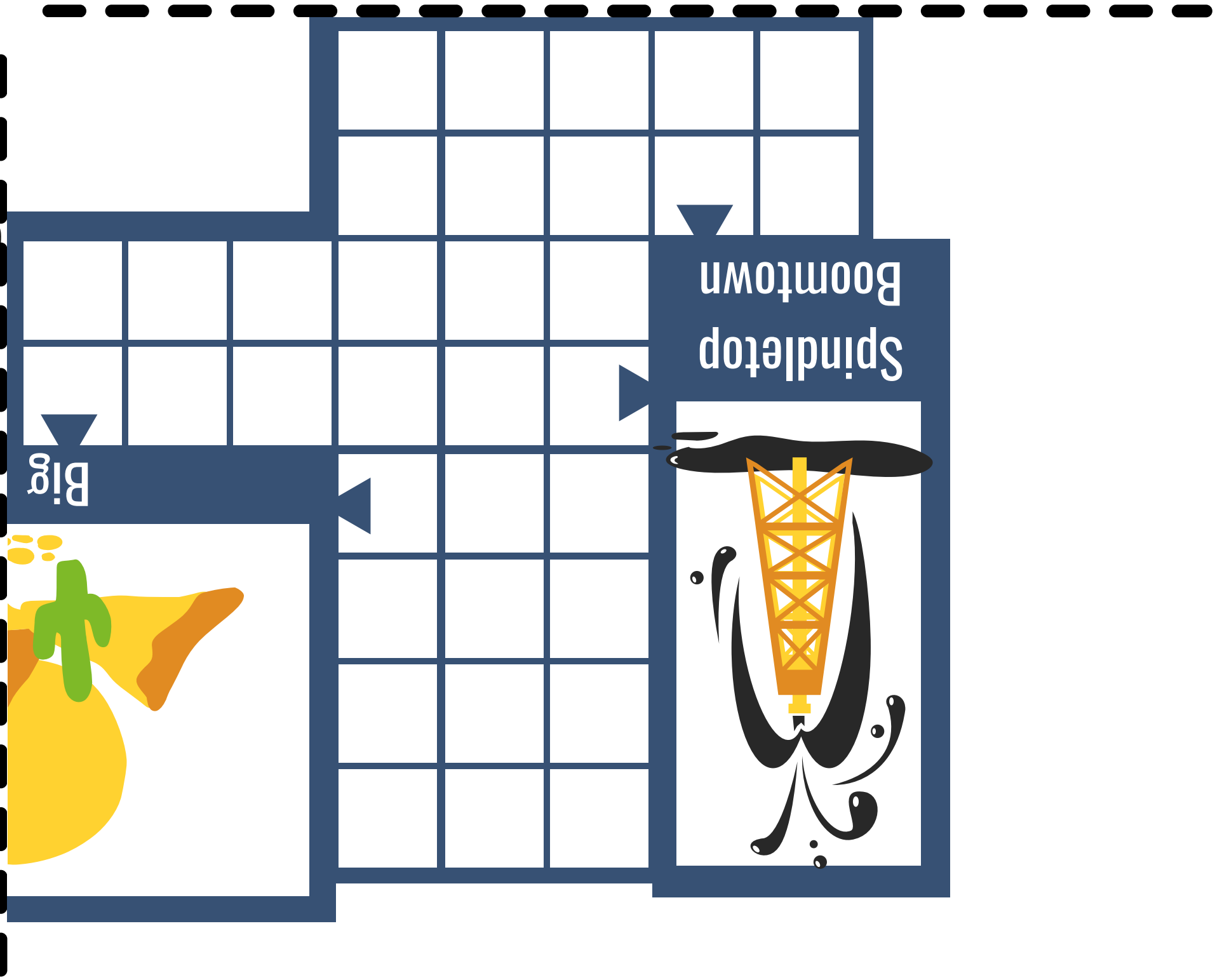


Padre Island



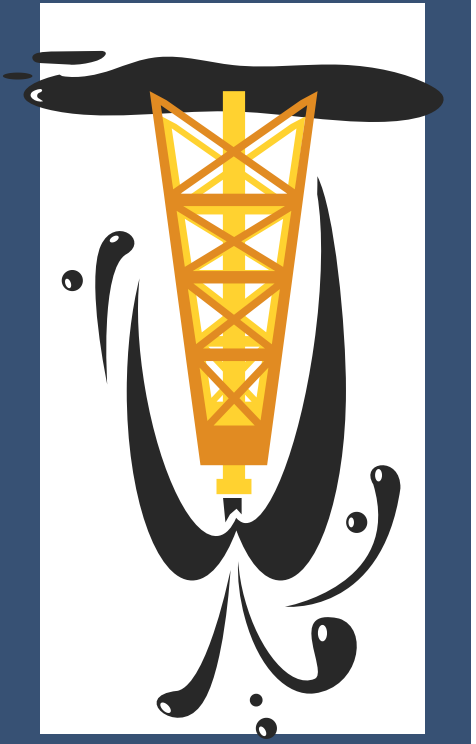
Bend



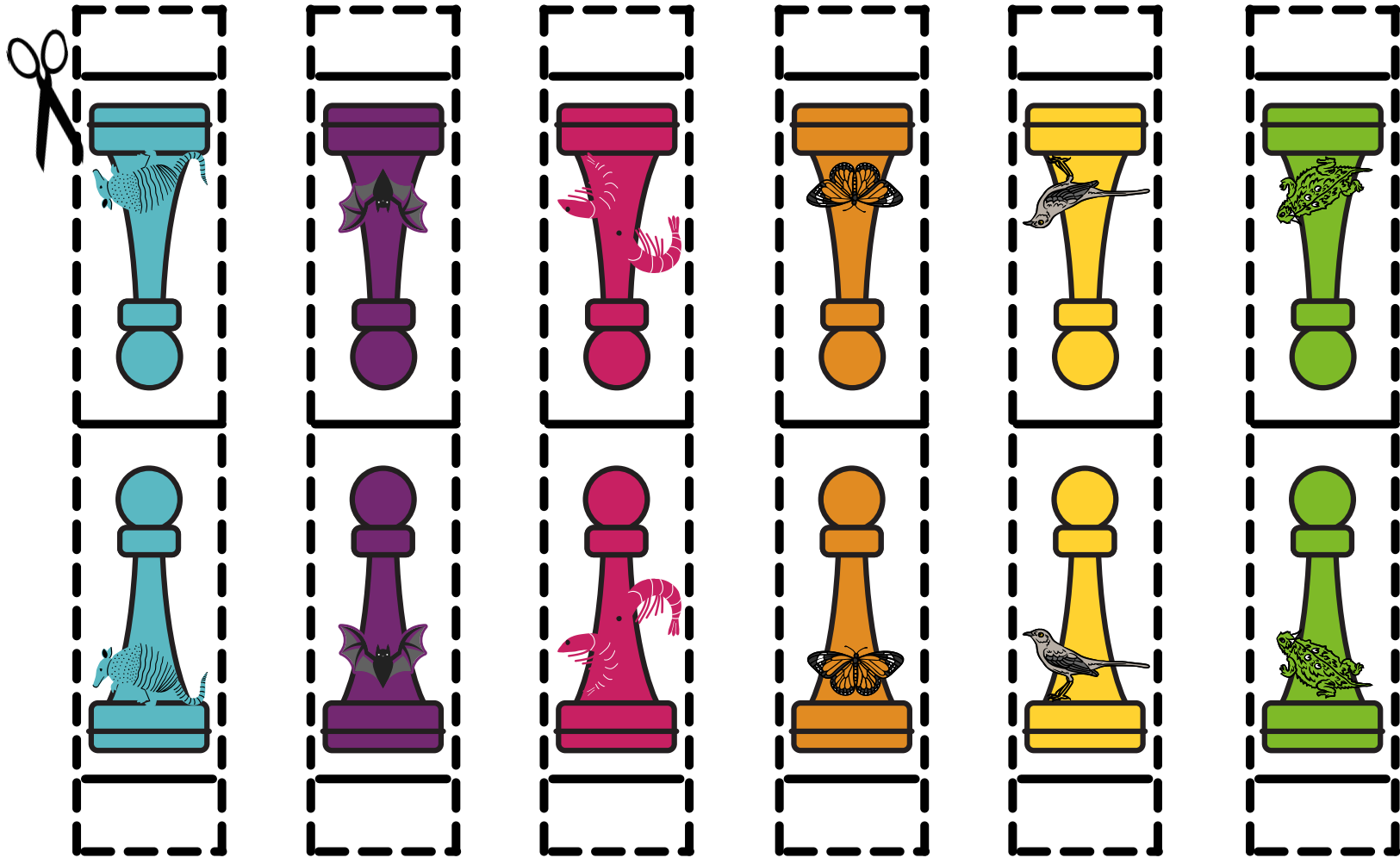


Big

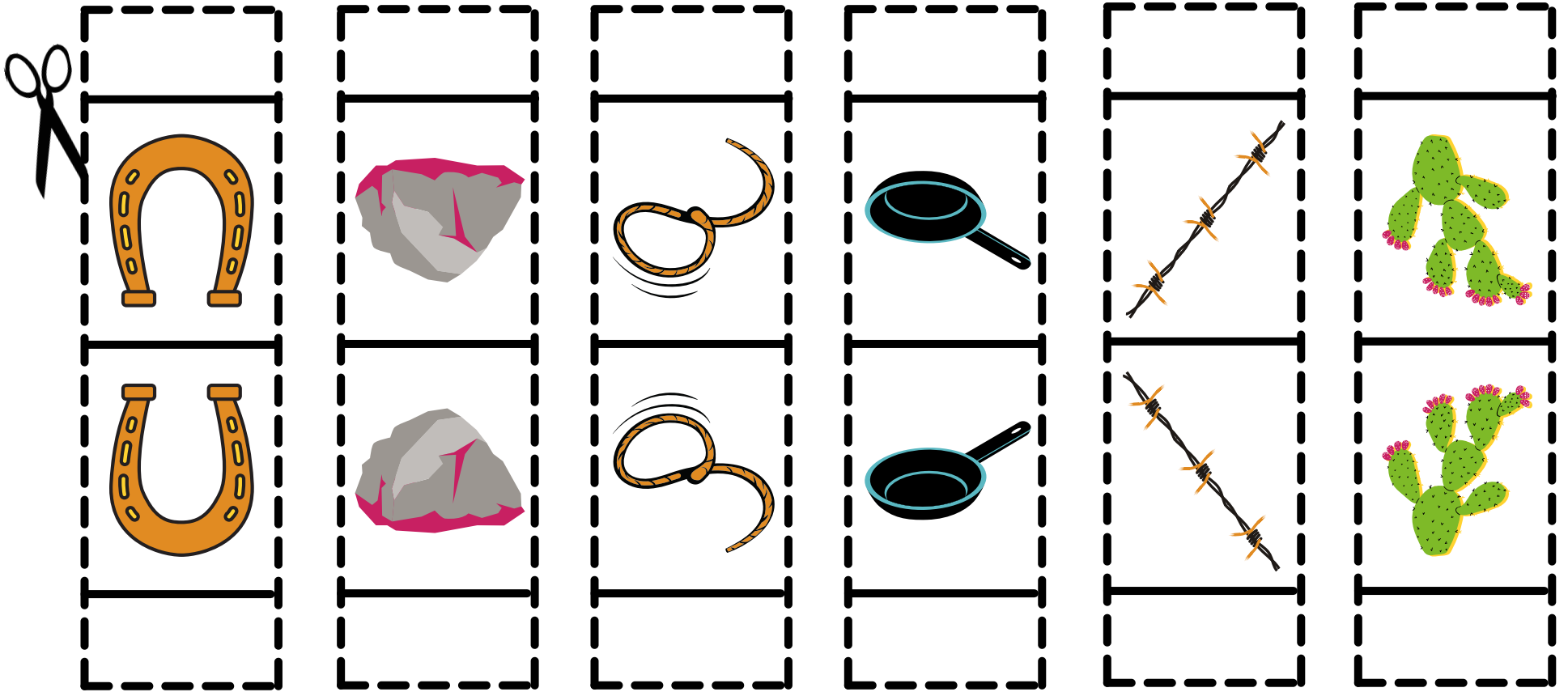
Spindletop
Boomtown



Cut along dotted lines, and fold on solid lines to create game pieces.



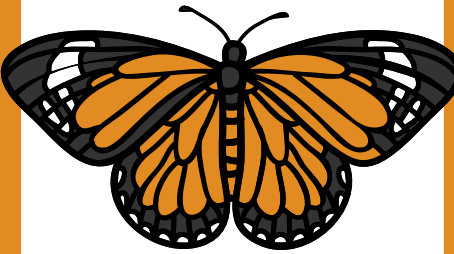
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Cut out SUSPECT cards.



Mexican Free-Tailed Bat
State Mammal (Flying)



Monarch Butterfly
State Insect



Armadillo
State Mammal (Small)



Texas Horned Lizard
State Reptile



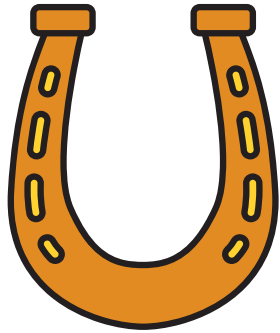
Texas Gulf Shrimp
State Crustacean



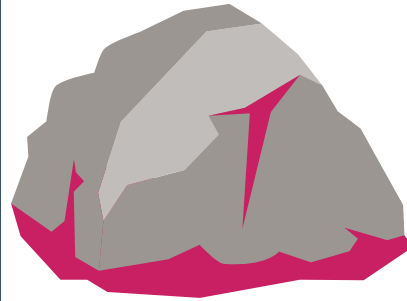
Mockingbird
State Bird



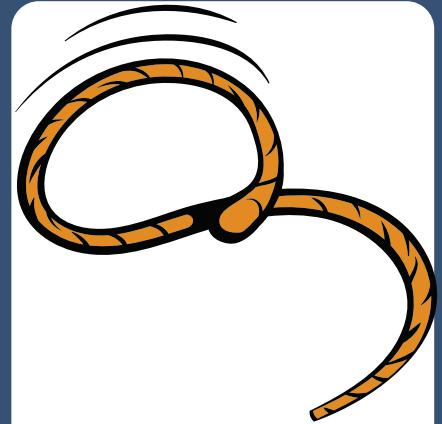
Cut out WEAPON cards.



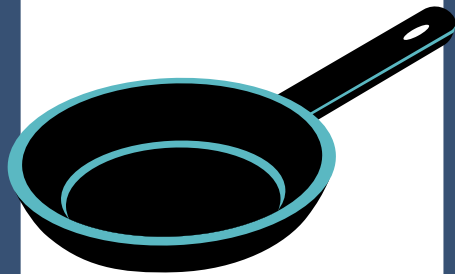
Horseshoe



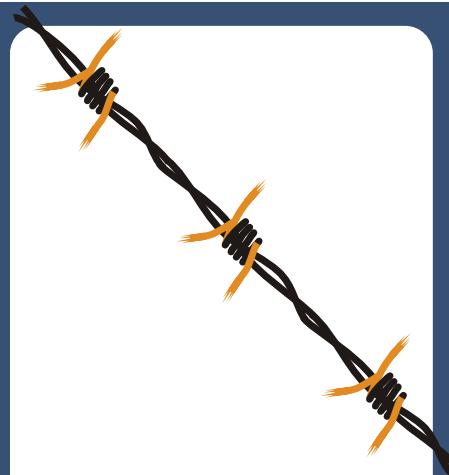
Enchanted Rock



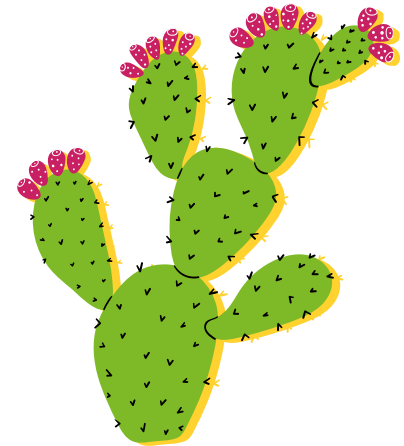
Lasso



Cast Iron Pan



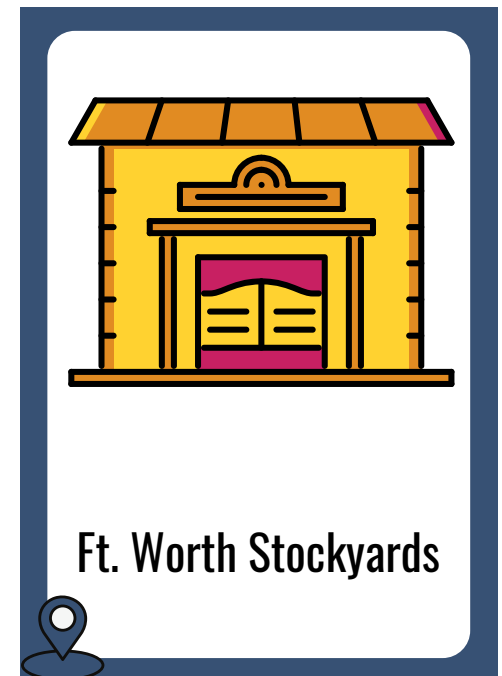
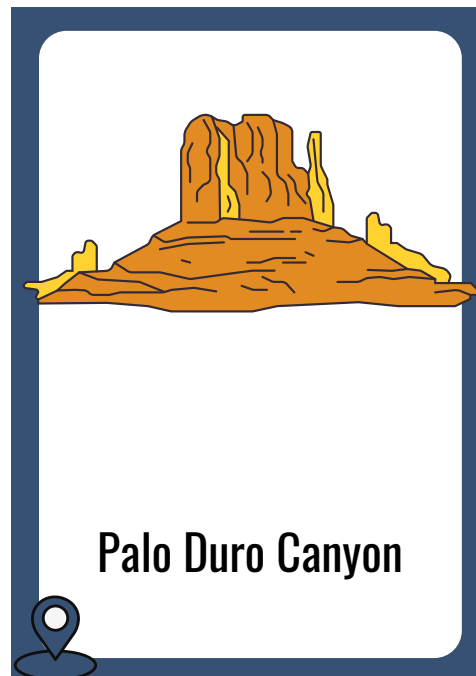
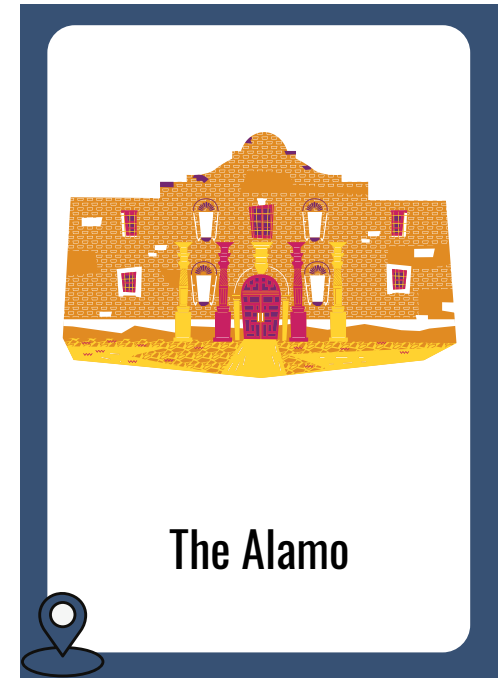
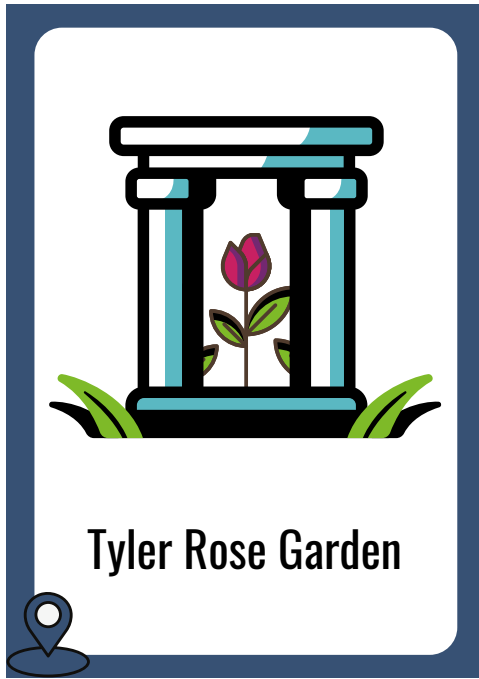
Barbed Wire

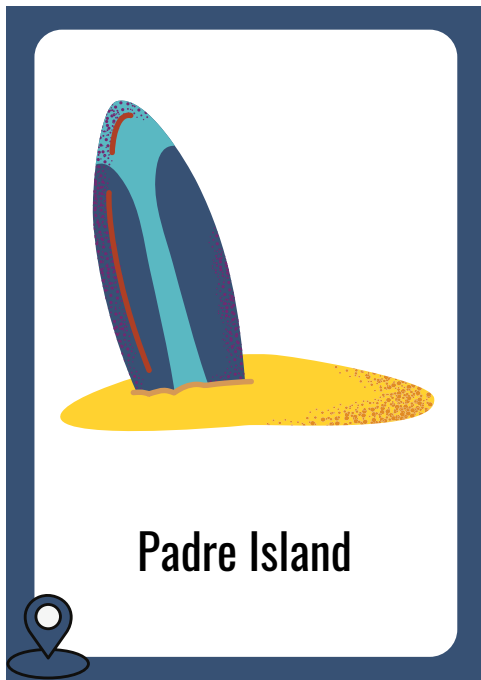


Cactus



Cut out LOCATION cards.





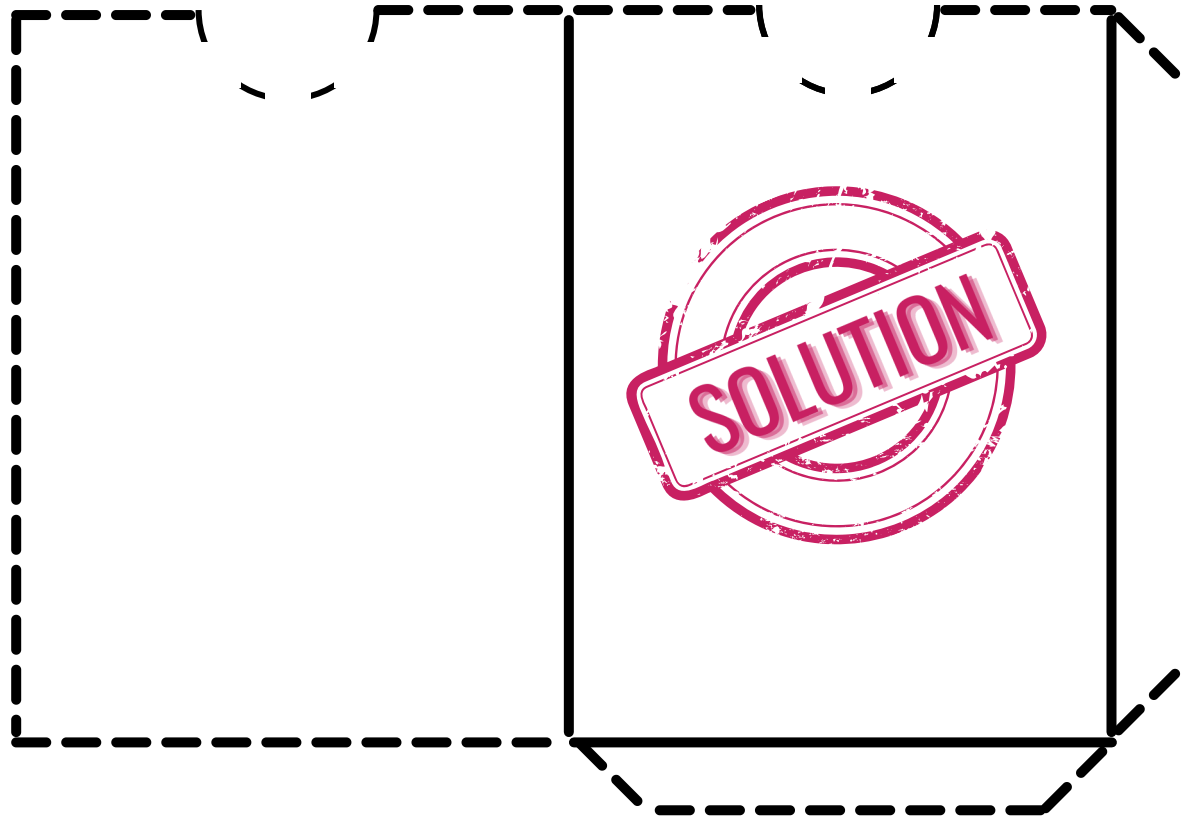
Padre Island



Big Bend



Spindletop Boomtown



Cut along dotted lines, and fold on the solid lines to create the solution envelope.

Suspects

- Mexican Free-Tailed Bat
- Monarch Butterfly
- Armadillo
- Texas Horned Lizard
- Texas Gulf Shrimp
- Mockingbird

Weapons

- Horseshoe
- Enchanted Rock
- Lasso
- Cast Iron Pan
- Barbed Wire
- Cactus

Locations

- Tyler Rose Garden
- Natural Bridge Caverns
- The Alamo
- Space Center Houston
- Palo Duro Canyon
- Fort Worth Stockyards
- Padre Island
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Suspects

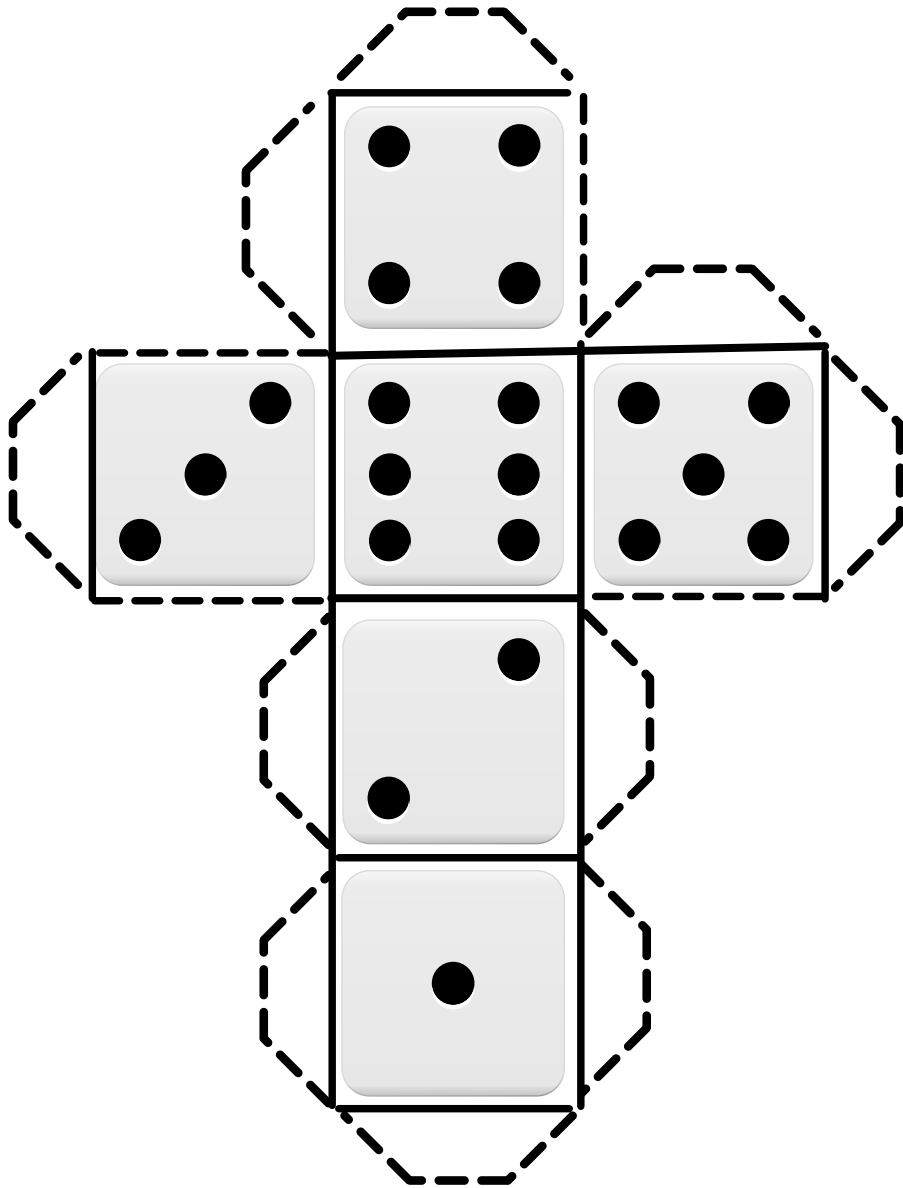
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Cut along dotted lines, and fold on the solid lines to form a 6-sided die.