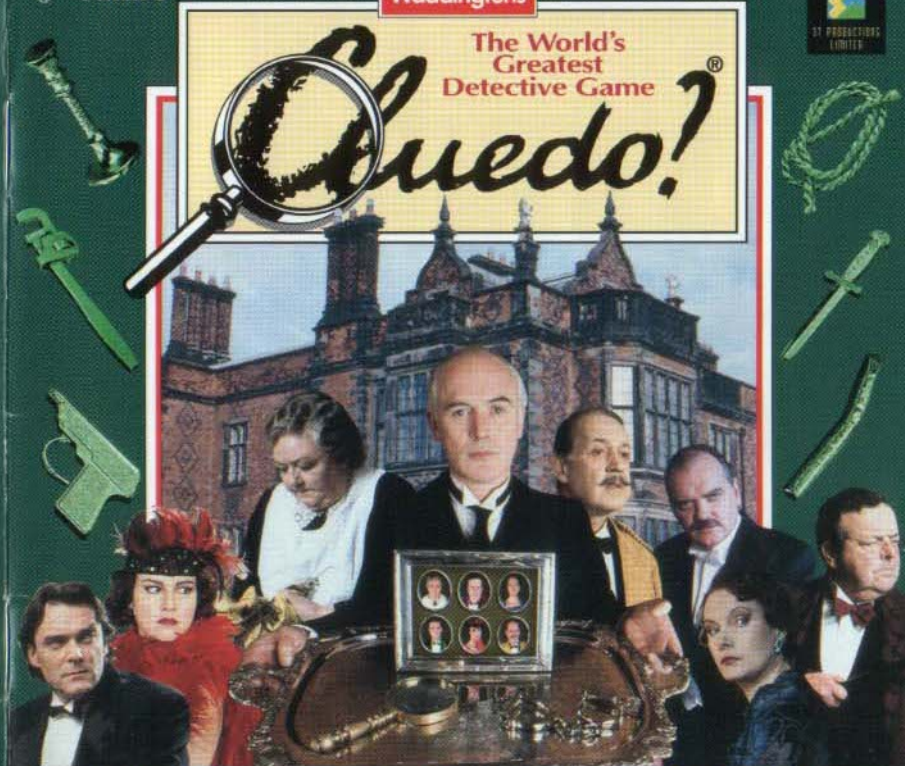


<http://www.replacementdocs.com>

Catalogue No. 819 1002

PHILIPS

Waddingtons



**DIGITAL VIDEO ON CD-I PROVIDING HOURS OF ENDLESS FUN!
FAMILY GAME FOR 1-6 PLAYERS.**



CONTENTS



Introduction
Selecting a story
Selecting Your Character
Moving on the Board
Investigating Options
Clues
Making an Accusation
Hints for the Detective
Identifying the Murderer
Finding the Murder Weapon
Identifying the Murder Room
Using your Detective Game Cards
Alibis
Weapons
Rooms

INTRODUCTION

is Cluedo, the world's famous detective game - but presented in a new and exciting way! Arlington Hall is laid out just as it's always been, with Colonel Mustard, Miss Scarlett and all your favourite Cluedo characters. Now you can ring bells to summon the butler; rummage through drawers looking for clues; interview suspects, plus much, much more. There are numerous people residing at the Hall at the time of the murder.

Mr. Boddy - Master of Arlington Hall - a rich bachelor who is feared rather than loved.

Mrs. Peacock - a rather intimidating widow, with an aversion towards arrogance, who is beginning to find her funds are not limitless.

Miss Scarlett - Mr. Boddy's niece who may appear quite dizzy at times but is actually devious and cunning.

Professor Plum - his absentminded and eccentric personality disguises a degree of stubbornness that may lead him into dangerous situations.

Are you ready? Your task is to find out who murdered Mr. Boddy, what the murder was, in which room the devilish deed took place. But be warned! You only have three hours to reach the solution.



Mrs. White - the housekeeper of Arlington Hall - a self-important woman with a tendency to be inquisitive and something of a gossip.



Colonel Mustard - a retired army officer, impeccable both in manner and dress, very much a ladies man, but with more than a hint of a ruthless streak!



Mr. Green - vain, weak and handsome, he displays immense charm unless his greatest love - money - is threatened.



As each story progresses you will be guided by clear instructions and be able to make your decisions and movements by using the CD-i controller to move the cursor and action your selection.

SELECTING A STORY

Every time you play the game, a story is selected for you at random - but you may have a particular favourite. You can make your own choice by simply pressing an action button during the butler's introduction and so select the story you want. **The Hooded Madonna** - This valuable painting was said to be cursed and Mr. Boddy kept it locked in his safe. **Happy Ever After** - Mr. Boddy amazes everyone with the news that he is planning to marry. **Deadly Patent** - It's said that certain precious stones are lucky, but good luck seemed to desert poor Mr. Boddy.



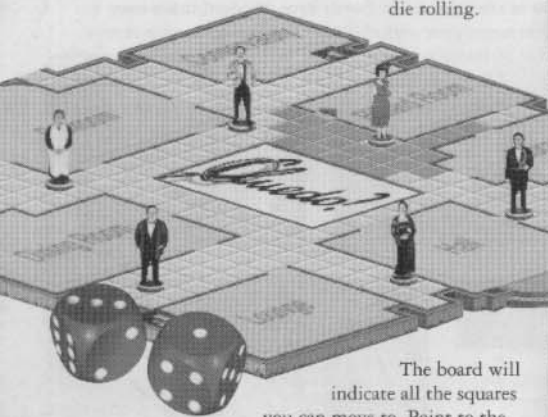
SELECTING YOUR CHARACTER

After the introduction, each player in turn points the cursor to the character of their choice on the photograph and clicks an action button. You may also select **RULES** from the same screen. Any number of players between one and six can play Cluedo. Once everyone has selected a character, click on the door and go straight through to the board.

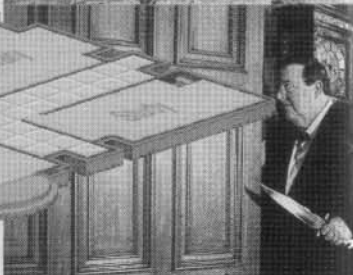


MOVING ON THE BOARD

When the board is displayed, the current player's character will be in the centre of the screen. Press an action button to start the die rolling.



The board will indicate all the squares you can move to. Point to the square or room of your choice and press an action button. You cannot pass over another playing piece, you can only go round it. Remember, if another piece is blocking a doorway, you cannot enter or leave that room.



INVESTIGATION OPTIONS

Once you have entered a room, your investigation begins. Move the cursor around to see if there is anything of interest in the room. If you go to the edge of the screen you may discover there is even more of the room to be seen. As the cursor moves over objects, it changes shape, offering each player a range of options.



When the cursor changes to this shape, it tells you there is something here worth investigating. Press an action button and a picture is revealed with a clue.



As you move over any clock in the room the cursor will change to a camera icon. Press an action button to see what happened in this room before the murder took place.



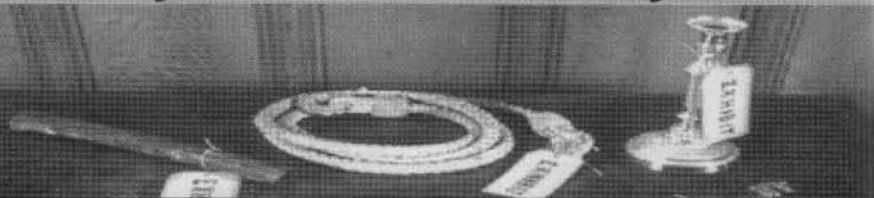
When the cursor passes over people in the room, the question mark icon indicates that you can ask them a question. If you want to ask a question of someone who isn't in the room, just summon the butler (see bell icon) and select a person to interview from the photographs. You may ask the person a question by selecting one of the objects on the desk.

Spectacles. Select the spectacles to ask the person you are interviewing for their observations i.e. did they see anything unusual just prior to the murder?

Exhibit Tag. Select this to ask about any of the weapons; (you will be offered a second screen which gives you a choice of weapons to ask about).

Statement. Select this to hear the witness' version of what happened - remember the murderer can lie!

Fob Watch. Select this to find out where the person you are questioning was at the time of the murder - everyone has an alibi! Again, remember that the murderer can lie!



Perhaps the butler can help. You can summon him in order to ask to see a different person, to make an accusation or to ask for a clue. The bell or bell pull icon summons the butler. You can interview anyone absent from the room by selecting one of the butler's photographs. You can select the handcuffs to make an accusation or select the magnifying glass to inspect a clue.



To leave a room simply move your cursor over the door, press an action button when the doorway icon appears and you will be returned to the main board. Press an action button to roll the die and you will be able to move as before.



This is another way to leave a room. A secret passage! Whenever the cursor changes to this shape, you will have stumbled upon a secret passage to another room. Once in the new room you can make your selection as normal. A movement through a secret passage does not constitute a complete turn.



When you have moved to a room - either from the board, or through a secret passage - you may only select one option during each turn.

CLUES

If you find that you need help you can call the butler from any room simply by selecting the bell icon. Choose the magnifying glass from the tray in order to be offered a clue. However, every clue you ask for means you lose one of your chances to solve the mystery. You can also choose whether the clue should be the truth or a lie - just press action button one for the truth and button two for a lie; this is a great way of confusing the other players who won't know whether to believe the information or not - just don't let them see which button you press! Remember, a lie can give you just as much information as the truth. For example, if you have asked for a lie and the butler tells you the murderer was a woman you, and only you, will know that it was, in fact, a man!



MAKING AN ACCUSATION



Once you're convinced you know who committed the murder, where they perpetrated the crime and with what weapon, you must make your way immediately to the murder room. You must always make your accusation from within the room where you think the murder was committed. Then call the butler using the bell. From the tray select the handcuffs. You will then be asked who you think murdered Mr. Boddy. Select your character, and the weapon. The butler will tell you whether your accusation is correct. If you are wrong the

butler will tell you whether you are permitted to continue playing the game. If the players use up all their accusations and no-one is correct, you will all have a chance to see what really happened. You may prefer not to know, it's up to you!



HINTS FOR THE DETECTIVE



Here are some useful ways for discovering the truth about what happened at Arlington Hall.

Game strategy. When you move round a room, move the cursor about to gain a feeling for the type of things which might be hidden in the different rooms. Flashbacks - the camera icon - are useful because they give you some information about what happened before the murder and they allow you to piece together a story. The objects in a room are also useful because most objects do form some part of the story and it should be possible to work out why certain objects

are in certain places or why certain fingerprints appear on certain weapons. Watch for empty drawers - for example, if Professor Plum says he put the gun in the

drawer in the study and it is not there, where is it now? And watch out for the occasional red herring! A

good strategy is to pursue every item of information until it is verified. If someone is caught lying he or she will be the murderer because only the murderer is allowed to lie!



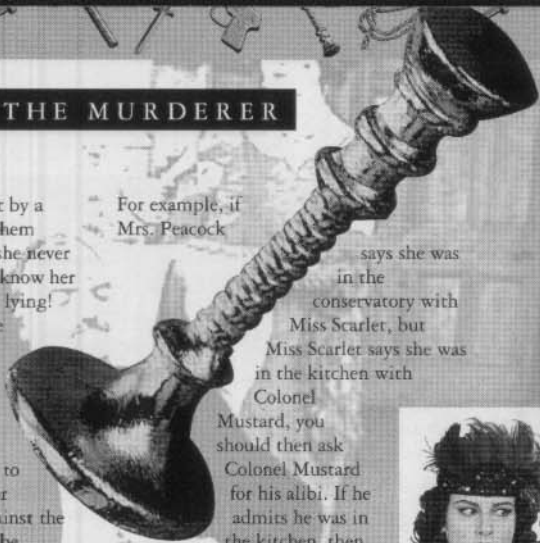
IDENTIFYING THE MURDERER

You can track down the culprit by a number of ways. You can catch them telling a lie. If Miss Scarlet says she never touched the candlestick but you know her fingerprints are on it, then she is lying! Observations can sometimes give useful clues; for example, Mrs. White says she saw Mr. Green having an argument with Mr. Boddy but when asked for his statement Mr. Green says they were good friends. The only way to nail the murderer is to ask him or her for their alibi. Check this against the alibi of the others. All alibis can be corroborated by at least one other person, so whoever is lying will be the murderer.

For example, if Mrs. Peacock

says she was in the conservatory with Miss Scarlet, but Miss Scarlet says she was in the kitchen with Colonel

Mustard, you should then ask Colonel Mustard for his alibi. If he admits he was in the kitchen, then Mrs. Peacock is lying.



FINDING THE MURDER WEAPON



There are six weapons and you will find them as you move through the house. Some have fingerprints on them and some don't. You need to ask the owners of the fingerprints what they know about the weapon. They will each tell you where they found it and where they left it. This should allow you to trace the path of the weapon and if it is in the correct location you can probably discount it as the murder weapon. For example - if the leadpipe was found in the log basket in the lounge and Colonel Mustard admits that he put it there it is unlikely that this was used as the murder weapon.

Sometimes the evidence may seem clear - Mr. Boddy's blood on the knife, for example, but unless you have looked at the flashbacks you can't be certain whether or not Mr. Boddy cut himself with the knife by accident. The secret is to locate a weapon and find out if all the fingerprints are accounted for. If there are no fingerprints check that the weapon has ended up where you would expect it to be. If the gun has been fired twice, for example, check the flashbacks to find out where and when the gun was fired.



IDENTIFYING THE MURDER ROOM



Remember, good detective work is thorough and methodical. You can call for and check the same piece of evidence as many times as you like.

There are plenty of clues about the murder room littered throughout the game. Someone's observation may be that they saw Mr. Boddy going into a certain room, and that was the last anyone saw of him, or you may find a bloodstained handkerchief stuffed behind a cushion. Similarly the murder could not have taken place where there were other people present and this can be checked by asking for alibis. Of course, the murder could have been committed in a room which someone had just left so be careful not to assume, simply because a room is mentioned at the beginning of an alibi it cannot be the murder room. The murder room will always have one piece of

inexplicable evidence in it, however innocuous it seems. A whisky glass in the billiard room may have been left there by Mr. Boddy just before he was murdered. A tea stain on the carpet may have occurred during a struggle.

Where there is evidence, look at the flashbacks to see if there is any obvious reason for it. Where there isn't you can probably assume you have found the murder room.



USING YOUR DETECTIVE GAME CARDS

Each player has been provided with a specific checklist printed on a wipe-clean surface. The dry wipe pens have ink which can easily be removed with a tissue or cloth after each game, so that the checklists can be re-used on future games. Note: It is important that the pen caps are

replaced after each use, and the cards are wiped clean after each game. The following information gives you a guide as to how to use the checklists, but some players may choose to play the game without them, relying on their own mental super sleuth deductions!



ALIBIS

When you ask for an alibi, you should listen carefully to what is being said. Tick the people who are supposed to be in each room (remembering to tick the person being interviewed). For example, Mrs Peacock says, as part of her alibi:

"I was in the lounge with Miss Scarlet and Mr Green when we heard the news"

	MISS SCARLET	MRS PEACOCK	MRS WHITE	COLONEL MUSTARD	PROFESSOR PLUM	MR GREEN	OTHER INFORMATION
LOUNGE	✓	✓				✓	

Each of the people mentioned is ticked in the appropriate box. When Miss Scarlet is asked, she may say:

"I was in the lounge with Mr Green when we heard what had happened"

	MISS SCARLET	MRS PEACOCK	MRS WHITE	COLONEL MUSTARD	PROFESSOR PLUM	MR GREEN	OTHER INFORMATION
LOUNGE	✗	✓				✗	



Put a line through the two relevant ticks to show that their alibi has been corroborated. If you wish to check further, ask Mr Green and circle those that are corroborated. This should show that Mrs Peacock has no alibi for the time in question - and is therefore the murderer!

WEAPONS

Whenever you find a weapon in a room, you should fill in the weapons check list. Fill in the room in which it was found, and whose fingerprints are on the weapon. You should also fill in any other information, such as whether the gun has been fired, or whether there is blood on the lead pipe. For example, the gun is found in the billiard room drawer. It has one bullet fired. Fingerprints Mrs Peacock and Professor Plum.

	LOCATION	MISS SCARLET	MRS PEACOCK	MRS WHITE	COLONEL MUSTARD	PROFESSOR PLUM	MR GREEN	OTHER EVIDENCE
GUN	BILLIARD ROOM		✓			✓		FIRE D ONCE

You ask Professor Plum about the gun and he admits that he did find it in the ballroom but:

"I took it to Mr Boddy's Study where I thought it would be safe"

	LOCATION	MISS SCARLET	MRS PEACOCK	MRS WHITE	COLONEL MUSTARD	PROFESSOR PLUM	MR GREEN	OTHER EVIDENCE
GUN	BILLIARD ROOM		✓			✗		FIRE D ONCE

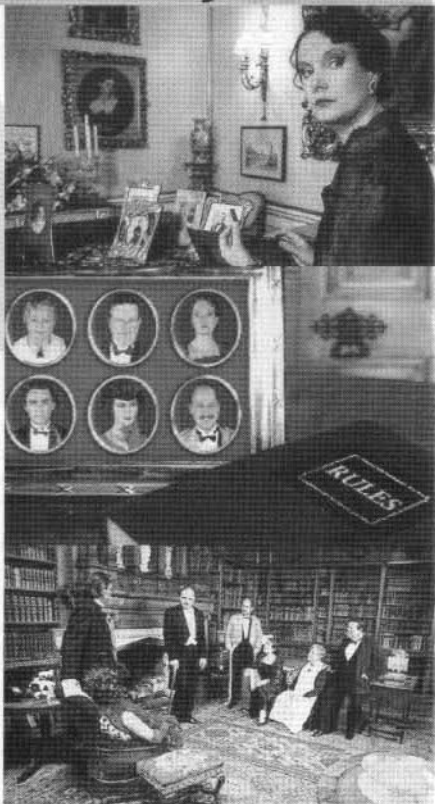
Professor Plum can therefore account for his fingerprints on the gun, but why is it in the billiard room? How did it get there from the study? You must continue to investigate, and if there is no explanation, this may be the murder weapon.



ROOMS

When you examine a room, there may be evidence of a different sort - overturned furniture, blood stains, spilt drinks etc. Write the evidence you find in the box of your Game Card and then see if you can find an explanation. If you can, you may take this evidence as being corroborated. Unexplained evidence could well indicate the location of the murder!

Good luck!



COMPACT
disc
Interactive

The Compact Disc Interactive System brings a new experience to television: interactive programming using digital video and superior sound reproduction that audiences have come to expect from the Compact Disc medium. In using CD-I discs, viewers will operate a remote controller for three basic functions:

- **Cursor movement** Allows the viewer at designated times to position the cursor anywhere on the screen to select a programme activity, or in any other way select an active zone or object on the screen.
- **Action Button One** Identified by one dot •, this button is used to initiate a given program activity selected by the cursor.
- **Action Button Two** Identified by two dots ••, this button may either duplicate the functions of Action Button One or offer additional functionality.

To locate the cursor and action buttons on your remote controller, please refer to the Instruction Manual of your CD-I player. Please note: functions may vary according to the title played. For more information, you may select special "Help" programs available on most CD-I titles.

In storing and handling your CD-I program, you should apply the same care as with conventional Compact Discs. No further cleaning is necessary if the Compact Disc is always held by the edges and is replaced in its case directly after playing. Should your CD-I disc display artifacts or playback problems, please remove it from the player and wipe it with a clean and lint-free, soft, dry cloth, always in a straight line from the centre to edge. No solvent or abrasive cleaner should ever be used on the disc.

CD-i