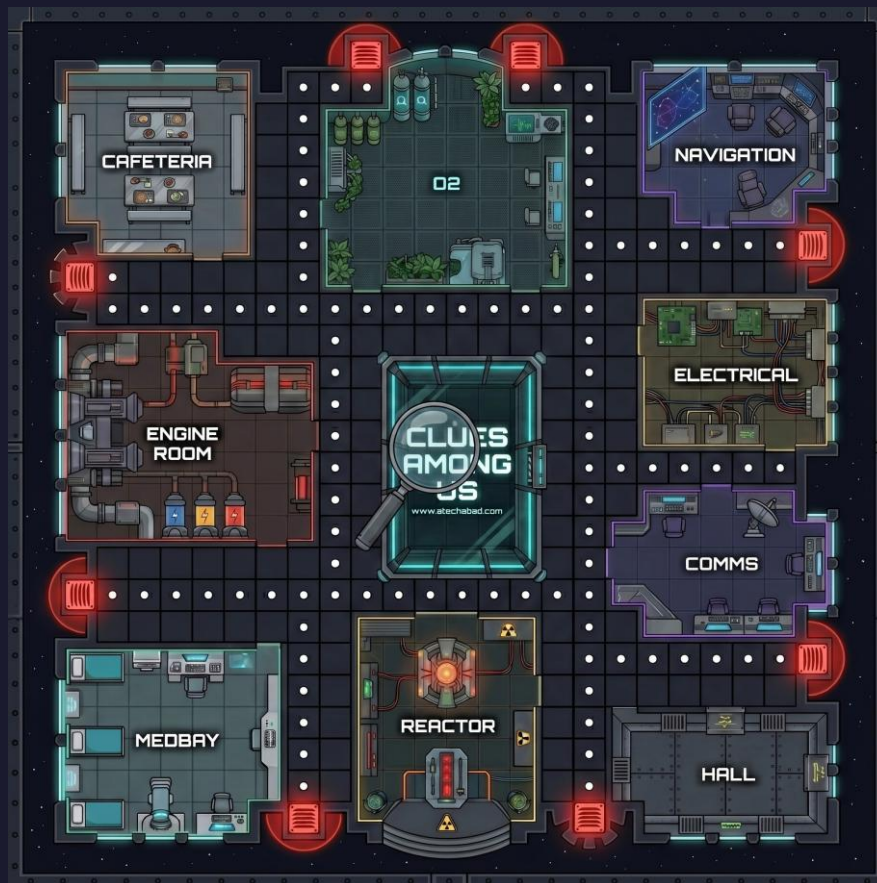


CLUES AMONG US

OFFICIAL RULEBOOK

Eliminate. Deduce. Accuse.



The Spaceship Board — 9 Rooms • 9 Suspects • 9 Weapons



6 Player Tokens (Yellow, White, Green, Blue, Black, Red)



2 Six-Sided Dice

1. GAME OVERVIEW

A crewmate has been eliminated aboard the spaceship. Deduce **WHO** did it, **WHERE** on the ship, and with **WHAT** WEAPON. Move through rooms, gather clues by questioning suspects, and be the first to make the correct accusation to win!

2. COMPONENTS

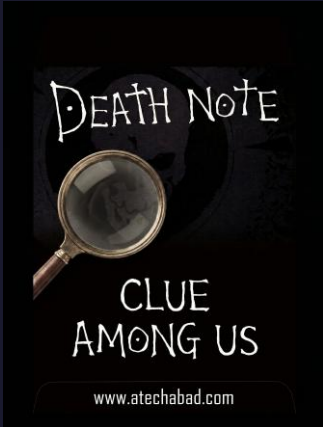
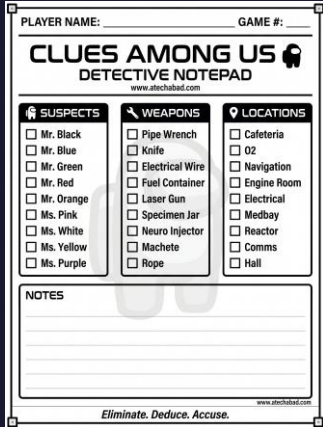
COMPONENT	QTY	DESCRIPTION
Suspect Cards	9	Mr. Black, Mr. Blue, Mr. Green, Mr. Red, Mr. Orange, Ms. Pink, Ms. White, Ms. Yellow, Ms. Purple
Weapon Cards	9	Pipe Wrench, Knife, Electrical Wire, Fuel Container, Laser Gun, Specimen Jar, Neuro Injector, Machete, Rope
Location Cards	9	Cafeteria, O2, Navigation, Engine Room, Electrical, Medbay, Reactor, Comms, Hall
Game Board	1	Spaceship map with 9 rooms and movement dots
Player Tokens	6	Coloured pawns — Yellow, White, Green, Blue, Black, Red
Detective Notepads	6+	One per player — track your deductions every game
Evidence Envelope	1	The "Death Note" — holds the 3 secret solution cards
Dice	2	Two standard six-sided dice

YOUR CARD TYPES

		
SUSPECT CARD Mr. Blue	WEAPON CARD Knife	LOCATION CARD Cafeteria

THE EVIDENCE ENVELOPE (Death Note)

The most important component in the game. Before play begins, one card from each category is sealed inside this envelope. The contents are the SOLUTION — revealed only when a correct Accusation is made.

	
The Death Note Evidence Envelope — contains the solution	Detective Notepad — track every clue here

3. GAME SETUP

STEP 1 — PREPARE THE EVIDENCE ENVELOPE

- 1. Separate all 27 cards into three face-down piles: Suspects, Weapons, and Locations.
- 2. Without looking, draw ONE card from each pile and seal them inside the Death Note Evidence Envelope. Do not peek — this is the solution!
- 3. Place the sealed envelope in the centre of the board on the Evidence Vault space.

STEP 2 — DEAL REMAINING CARDS

- 4. Shuffle the remaining 24 cards together into one deck.
- 5. Deal one at a time, face-down to all players, until the deck is empty.

PLAYERS	CARDS EACH	LEFTOVER CARDS
3	8	0 — deals perfectly
4	6	0 — deals perfectly
5	4	4 — place face-up beside the board, visible to all
6	4	0 — deals perfectly

STEP 3 — PLACE TOKENS & NOTEPADS

- 6. Each player picks a coloured token and places it on their matching START position on the board edge.
- 7. Each player takes a Detective Notepad and pen. Fill in your name at the top.
- 8. Look at your cards in secret. Tick off every card you are holding on your notepad — you already know these are NOT the solution.

IMPORTANT — MARK YOUR OWN CARDS FIRST

Before your first turn, tick off every card in your hand. These cards can never be the answer. The last un-ticked item in each column of your notepad is your solution candidate!

4. HOW TO PLAY

The youngest player goes first. Play continues CLOCKWISE. Each turn follows these steps in order:

STEP 1 — ROLL & MOVE

Roll both dice and add the numbers together. Move your token that many spaces along the white movement dots on the board. You may move in any direction but cannot backtrack in the same turn.

- ▶ Use ALL your rolled movement if possible.
- ▶ You cannot pass through another player's token — go around them.
- ▶ Entering a room ends your movement regardless of remaining steps.
- ▶ If already in a room at the start of your turn, you may stay and Suggest without rolling.

STEP 2 — MAKE A SUGGESTION (Optional but strategic)

When you are in a room, you may make a Suggestion naming:

- ▶ One Suspect
- ▶ One Weapon
- ▶ The Location MUST be the room you are currently in — you cannot suggest another room.

EXAMPLE SUGGESTION

You are in the Medbay. You say:

"I suggest Ms. Pink committed the crime in the Medbay using the Neuro Injector."

RESPONDING TO A SUGGESTION

Starting from the player to your LEFT, going clockwise — each player checks their hand:

- ▶ If they hold ANY of the 3 named cards, they secretly show you exactly ONE (their choice).
- ▶ As soon as one player shows a card, the Suggestion ends — no other player responds.
- ▶ If NO player shows a card — this is a massive clue! All 3 are strong solution candidates.
- ▶ Record everything immediately on your Detective Notepad.

STEP 3 — MAKE AN ACCUSATION (When you are certain)

At any point on your turn you may make an Accusation instead of a Suggestion. You can name ANY room — you do not need to be in it.

EXAMPLE ACCUSATION

You say:

"I accuse Mr. Red in the Engine Room with the Rope."

Then secretly check the Death Note Evidence Envelope.

5. ACCUSATION RESULTS

RESULT	OUTCOME
All 3 cards match ✓	YOU WIN! Reveal the cards to all players and celebrate your deduction!
Any card is wrong ✗	ELIMINATED — return cards to envelope secretly. You stay on the board to block others but CANNOT Suggest or Accuse again. Do not reveal what you saw.

6. TURN SUMMARY

#	ACTION	NOTES
1	Roll both dice & move	Move token by total rolled — use all movement
2	Enter / stay in a room	Must be in a room to make a Suggestion
3	Suggestion (optional)	Suspect + Weapon + current room only
4	Players respond clockwise	Left player first — shows 1 card if possible
5	Record clues on notepad	Update immediately after each Suggestion
6	Accusation (optional)	Correct = WIN Wrong = Eliminated

7. THE ROOMS

ROOM	POSITION	NOTES
CAFETERIA	Top-left	Multiple entrances, easy to reach
O2	Top-centre	Central top position — key traffic zone
NAVIGATION	Top-right	Starmap and helm controls
ENGINE ROOM	Middle-left	Pipes and heavy machinery
ELECTRICAL	Middle-right	Wiring panels and circuit boards
MEDBAY	Bottom-left	Medical tables and specimen storage
REACTOR	Bottom-centre	Power core — restricted access area
COMMS	Bottom-right	Satellite dishes and communication arrays
HALL	Bottom-wide	Wide corridor junction — easy to pass through

8. SUSPECTS & WEAPONS

#	SUSPECT	WEAPON
1	Mr. Black	Pipe Wrench
2	Mr. Blue	Knife
3	Mr. Green	Electrical Wire
4	Mr. Red	Fuel Container
5	Mr. Orange	Laser Gun
6	Ms. Pink	Specimen Jar
7	Ms. White	Neuro Injector
8	Ms. Yellow	Machete
9	Ms. Purple	Rope

9. STRATEGY TIPS

TIP	ADVICE
Cross off your cards first	Before turn 1 tick every card in your hand — they can never be the answer.
Track who shows what	Note which player showed a card each round in NOTES — patterns emerge quickly.
Suggest known-innocent cards	Suggest cards you know are safe to extract info without revealing your deductions.
No-response = huge clue	If nobody shows a card, all 3 named are strong solution candidates. Note immediately.
Don't rush the Accusation	You only get one shot — wait until you are certain of all three cards.
Block opponents	Park your token in a room or corridor your rivals need to reach.
Watch others' movement	Players repeatedly visiting the same room are hunting a specific clue there.

10. FREQUENTLY ASKED QUESTIONS

QUESTION	ANSWER
Can I Suggest on turn 1?	Yes — if you roll into a room on your first turn, Suggest immediately.
Can I stay in the same room two turns?	Yes — remain and make another Suggestion next turn without rolling.
What if I cannot reach a room?	Move your rolled amount in the corridor. No Suggestion this turn.
Can two players share a room?	Yes — multiple players can occupy the same room simultaneously.
Does the Suspect token move?	No — only player pawns move. The named Suspect is for deduction only.
Can I Accuse without Suggesting?	Yes — you may Accuse on any turn, even without entering a room.
What happens after elimination?	You keep moving to block others but cannot Suggest or Accuse again.
Can I lie when showing a card?	No — you must show a real card from your hand if you hold one of the 3 named.
What if everyone is eliminated?	The last player checks the envelope — correct = win, wrong = no winner.

QUICK REFERENCE CARD

Cut out and keep beside the board during play

YOUR TURN — IN ORDER	
1. Roll both dice & move your token	Move by total rolled — use all movement
2. Enter a room (or stay in current room)	Must be in a room to make a Suggestion
3. SUGGESTION (optional): Name Suspect + Weapon + THIS room	Player to your left shows 1 card if they can
4. Record clues on your Detective Notepad	Update immediately
5. ACCUSATION (when certain): Name ANY Suspect + Weapon + Location	Correct = WIN Wrong = ELIMINATED

9 SUSPECTS	9 WEAPONS	9 LOCATIONS
Mr. Black	Pipe Wrench	Cafeteria
Mr. Blue	Knife	O2
Mr. Green	Electrical Wire	Navigation
Mr. Red	Fuel Container	Engine Room
Mr. Orange	Laser Gun	Electrical
Ms. Pink	Specimen Jar	Medbay
Ms. White	Neuro Injector	Reactor
Ms. Yellow	Machete	Comms
Ms. Purple	Rope	Hall