

# CLUEDO: Who Fixed it?

## You will need:

A dice  
Counters (one for each player)  
Pen/Pencil  
Copies of the player cards (Printed)  
The Board (Printed)  
Flash Cards (Printed)

The objective of the game is to find out who, fixed what, using what tool. Players accomplish this through a process of elimination.

## Set Up

Print out the board, flash cards and player cards. After printing off all of the flash cards arrange them into three piles, one pile for people, one for problems and the last one for tools. Select one card from each pile and place them in a secret location so that they are hidden from view. Combine the three piles and shuffle the cards well. After the cards have been shuffled well, distribute them evenly between all of the players.

Players can now begin to eliminate these possibilities from their player cards.

## Gameplay

Players roll a dice to see who goes first. Players begin at the “welcome” square. Players navigate the board entering any room (problem) they wish. Upon encountering a problem players may ask a question to the other players. The question should follow this format and must include the problem of the room they are currently in:

Did (Person) fix the (Problem) with the (Tool)?

Due to the random nature of the game the combination of person, problem and tool may not make sense. Feel free to change the structure for higher levels by introducing different verbs such as repair, mend, adjust, rebuild, tighten, rectify or any addition vocabulary that pertains to fixing specific problems.

Once the player has asked the question the other players must look at their flash cards to see if they have either, the person, problem or tool. If they have any of them they must show this card to the other player being careful not to show other players. If one player has more than one flash card they must only show ONE card. The player is free to choose which card they show.

The game continues until through a process of elimination the three secret cards become apparent. If a player thinks they know the three secret cards they can use their turn to guess. The player should then look at the 3 secret cards, if they are correct the game is over, they win. If they are incorrect the player is out and the game continues.



WELCOME

Gas Leak

Peeling Wallpaper

Work in Progress  
No Entry

Blocked Pipe

Mould

Blown  
Fuse  
Box

Work in Progress  
No Entry

Burst Pipe

Leaky  
Tap

Flickering Light

PERSON		PROBLEM		TOOLS	
Emily the Electrician		Peeling Wallpaper		Screwdriver	
Phil the Plumber		Leaky Tap		Hammer	
Liam the Locksmith		Flickering Light		Pliers	
Diane The Decorator		Gas Leak		Wrench	
Tim the I.T. Technician		Burst Pipe		Tape Measure	
Carl the Carpenter		Mould		Drill	
Paula the Painter		Blown Fuse Box		Saw	
Brad the Builder		Blocked Pipe		Glue Gun	
<b>NOTES:</b>					

PERSON		PROBLEM		TOOLS	
Emily the Electrician		Peeling Wallpaper		Screwdriver	
Phil the Plumber		Leaky Tap		Hammer	
Liam the Locksmith		Flickering Light		Pliers	
Diane The Decorator		Gas Leak		Wrench	
Tim the I.T. Technician		Burst Pipe		Tape Measure	
Carl the Carpenter		Mould		Drill	
Paula the Painter		Blown Fuse Box		Saw	
Brad the Builder		Blocked Pipe		Glue Gun	
<b>NOTES:</b>					

PERSON		PROBLEM		TOOLS	
Emily the Electrician		Peeling Wallpaper		Screwdriver	
Phil the Plumber		Leaky Tap		Hammer	
Liam the Locksmith		Flickering Light		Pliers	
Diane The Decorator		Gas Leak		Wrench	
Tim the I.T. Technician		Burst Pipe		Tape Measure	
Carl the Carpenter		Mould		Drill	
Paula the Painter		Blown Fuse Box		Saw	
Brad the Builder		Blocked Pipe		Glue Gun	
<b>NOTES:</b>					

Emily the Electrician

Phil the Plumber

Liam the Locksmith

Diane the Decorator

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Peeling Wallpaper

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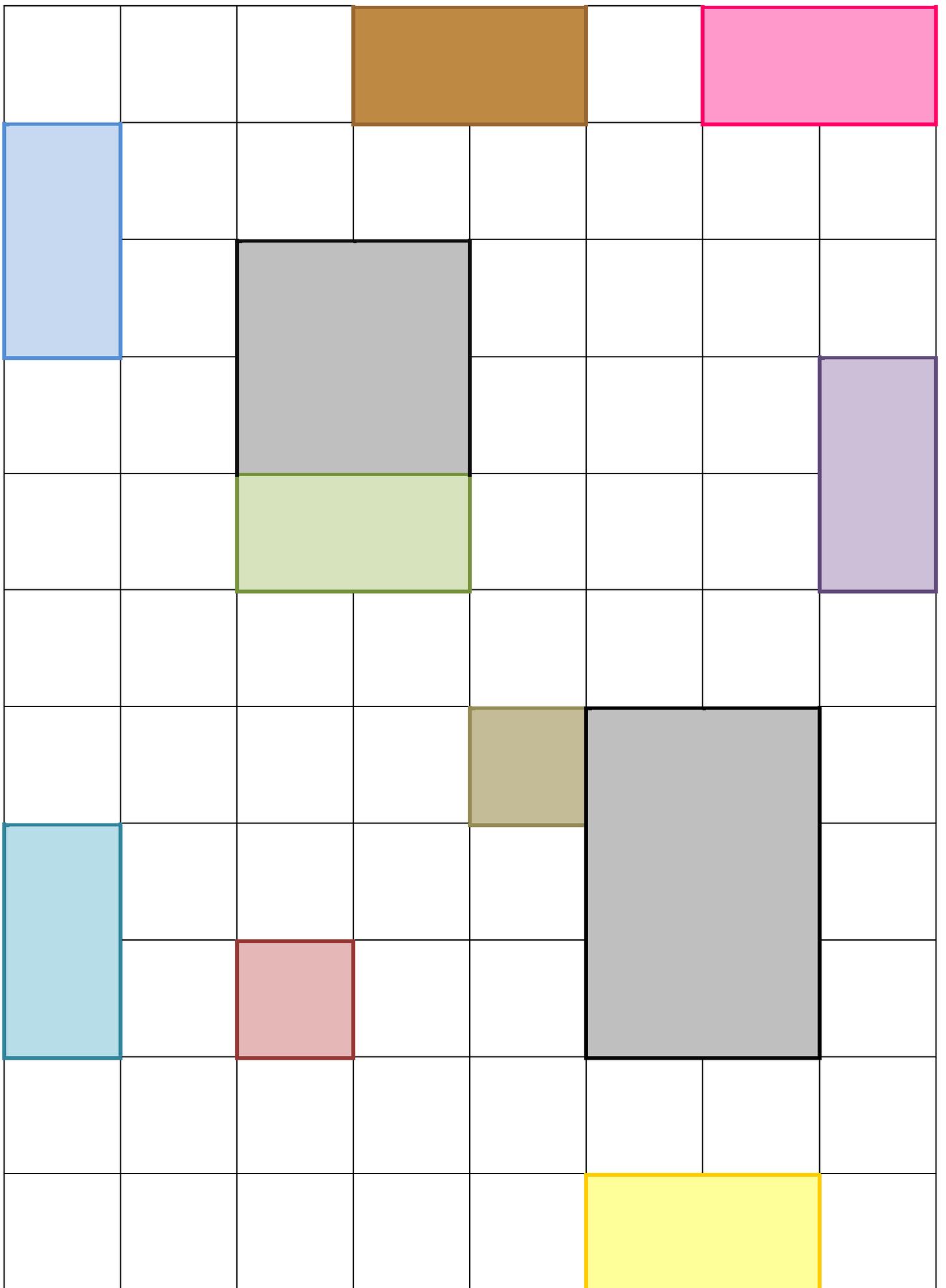
Wrench

Tape Measure

Drill

Saw

Glue Gun




**NOTES:**


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