

NTR-ALPE-USA

CLUE



4 GAME
PACK!



The Original Game of

Perfection

Get Rockin' before the pieces start Poppin'!



aggravation



INSTRUCTION BOOKLET

NINTENDO DS™

Destination Software, Inc.

137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

1-856-262-0065

www.DSIGames.com

PRINTED IN USA

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

▲ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

▲ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

▲ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

▲ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.



Licensed by:



LICENSED BY

Nintendo

NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

CLUE

Introduction	4
Player Select Menu	5
Playing the Game	5
The Suggestion	8
Accusation	10
Secret Passages	10
Winning the Game	11
Pause Menu	11
Game Controls	12



Introduction	12
Collecting Cheese Pieces	13
Types of Spaces	13
Building the Mouse Trap	15
Trapping Mice	16
Moving Opponent's Mice	16
Safe Space	17
Winning the Game	17
Pause Menu	17
Game Controls	18



Introduction	18
Player Select Screen	18
Playing the Game	19
Winning the Game	19
Play Again	19
Pause Menu	20
Game Controls	20



Introduction	21
Game/Player Select Screen	21
Playing the Game	21
Object of the Game	22
How to Play	22
HOME	23
Shortcuts	23
Winning the Game	24
Pause Menu	24
Game Controls	25
Credits	26

Starting The Game

Correctly insert the Game Card into your Nintendo DS™ system. Switch on the system. Press START at the title screen.

WARNING : Inserting a Game Card when the system is already on might result in damage to the Game Card.

Main Menu

From this menu, you may select the game you wish to play. By pressing the Control Pad Up and Down, you can highlight which game you want. Pressing the A Button starts the selected game. Quitting any of the games returns you to this menu.

CLUE™

Introduction

Welcome to Tudor Mansion.

Your host, Mr. John Boddy, has met an untimely end—he's the victim of foul play. To win this game, you must determine the answer to these three questions: Who did it, where and with what weapon?

The answer lies in the little envelope resting on the stairway marked X in the center of the board. The envelope contains 3 cards. One card tells who did it. The second card reveals the room in which it all happened and the third card discloses the weapon used. The player, who by the process of deduction and good plain common sense, first identifies the 3 solution cards hidden in the little envelope, wins the game. This is accomplished by players moving into the rooms and making "suggestions". These suggestions consist of which room it occurred in, the person who might have done it and the weapon used for the

purpose of gaining information. This information may reveal which cards are in other players' hands and which cards are missing and must, therefore, be hidden in the little envelope.

"Accusing" a suspect and naming the weapon and the room under suspicion is one of the most exciting features of this game. Select Single Player or Multiplayer Game by highlighting an option and pressing the A Button. Press the A Button to go to Player Select Screen.

Player Select Menu

The Player Select Screen will allow the player to set how many players will be in the game and how many of those players are human-controlled versus computer-controlled. Single player will allow the player to play against all AI players. Multiplayer will allow up to 6 human players. Each remaining player will be set to computer.

Press the Control Pad Left and Right to scroll left and right. Press the A Button to select. This continues until all players have been set to human or computer. On your turn, a 'head and shoulders' representation of your player will be seen on the screen.

Playing The Game

The game board shows the nine rooms of Mr Boddy's house. There are six colored tokens that represent each suspect in the house. The colors of the pieces are closely associated with the names of the suspects:



Suspect's Tokens:
Col. Mustard - Yellow
Miss Scarlet - Red
Professor Plum - Purple
Mr. Green - Green
Mrs. White - White
Mrs. Peacock - Blue

There are also six miniature weapons and one dice. The pack of 21 illustrated cards includes a card for each of the 6 suspects, one for each of the 6 weapons, and one for each of the 9 rooms. There is also a "pad" of detective notes to aid the players in their investigations.

Preparation

The computer will place the playing pieces on the starting squares marked with their names. All 6 pieces are placed on the board regardless of the number of players. Each of the weapons will be placed in a different room at random.

Arranging the Cards

The computer will randomly select one of each of the three types of cards (Room, Weapon, and Suspect) and place them in the envelope.

Dealing the Cards

The remaining cards are dealt to the players. Some players may receive more cards than others.

Starting the Game

Each player chooses a suspect to play as. The player having the red token, Miss Scarlet, rolls the dice and moves first. After Miss Scarlet has moved, the next player on the left rolls the dice and moves. Each of the other players follows in turn.

Movement of Tokens

To reach a room, players may move his or her tokens on the yellow squares anywhere on the board according to the throw of the dice. All the yellow squares on the board are available for the movement of tokens. Tokens can move forward, backwards, or crosswise, but never diagonally. A token may be moved forward and crosswise on the same turn, but it cannot move to a particular space twice in the same turn. No two tokens may occupy any one square, nor may a player move his or her token through a square occupied by another token. A room, however, may be occupied by any number of tokens and weapons.

Moving into a Room

There are three ways of entering a room:

1. Throwing the dice and moving your token along the squares entering through a doorway.
2. Via the Secret Passages by leaping across the board, corner to corner, without using the dice.
3. A player's token may be placed in a room by another player in the feature play known as the "Suggestion."



If the space at the entrance to a room is occupied by the token of one player, no other player may move into that room through that door.

Getting out of a Room

There are three ways of leaving a room:

1. By throwing the dice and moving out through a doorway onto the squares to head toward another room of your choice.
2. By using the Secret Passages.
3. By being transferred to a new room by some other player.

On the throw of the dice, players may enter Rooms by the doors only. However, one cannot leave a Room on the same turn. The move is ended upon entering the Room. It is not necessary to throw the exact number to enter a Room. If a player needs 4 to bring him or hers into a room and throws 6, the player ignores the last two units after entering the Room. Players who are already in a room may leave it by any door using the dice as usual and moving toward another room. They may also use a secret passage if they are in a corner room. The doors of each room are not counted as a square.

The Suggestion

Whenever a player moves into a room, he or she should make a "Suggestion."

A "Suggestion" consists of naming a Suspect, a Weapon and the Room into which the player has moved. As soon as a player makes a "Suggestion", the computer will move the token of the suspect named and the



weapon into the room named in the "Suggestion". No player may forfeit a turn to remain in a particular room. Players must move by a throw of the dice or by the secret passages on each turn.

Note: All tokens, spare ones as well as the players' own tokens, fall under equal suspicion and should be considered by the players making "Suggestions."

Proving the "Suggestion" True or False

When a "Suggestion" has been made, the first player to the left of the one making the "Suggestion" examines his or her cards to see if he or she is able to prove the "Suggestion" false. To disprove the "Suggestion", the player must hold one or more of the cards named. If the player holds one or more of these cards, the computer will show only one to the player making the "Suggestion".

A smart player will often deliberately make a "Suggestion" naming one or two cards that he or she holds in his or hers own hand just to gain information or to mislead the other players. If the first player to the left does not have any of the three cards, then the computer will check the next player and so on until one of the cards is found.

A player having more than one of the called cards may show whichever one he or she wishes, but only one. Obviously, if any player holds in his or hers hand one or more of the 3 cards named in the "Suggestion", it is proof that those particular cards are not in the envelope. Therefore, when a card is shown to the player who made the "Suggestion", the player's "Suggestion" has thus been proved to be false. The player may wish to make a note of this on the detective pad. The opportunity to prove the "Suggestion" false passes to the left until some player has shown ONE card to the suggesting player, whose turn then

ends, and play passes to the next player. If no one disproves the "Suggestion", the player then may either pass the turn or else make an "Accusation".

"Accusation"

When a player is satisfied that he or she knows the three cards hidden in the envelope, the player can on his or hers turn make an "Accusation". The player then states that he or she is making an "Accusation" and names the three cards he or she believes to be in the envelope. The computer will check the accusation against the cards in the envelope. Contrary to the rules for making a suggestion, a player may make an accusation whether or not the player's own piece is in the room mentioned.



Secret Passages

The Secret Passages shown in the corner rooms enable players to move between opposite corner rooms in one move. This can be done on a player's turn without throwing the dice merely by moving his or hers token to the

opposite corner room and announcing he or she is using the Secret Passage. A "Suggestion" may be made after this move.

Winning The Game

If the "Accusation" is correct, he or she is the winner. If the "Accusation" is incorrect, the player has no further part in the game and cannot win. However he or she does remain as a player to contradict "Suggestions" made by other players with the cards he or she holds in his or hers hand. A player can make only one "Accusation" during any one game.

Pause Menu

The Pause Menu has 5 selectable options: Resume Game, Setup, Save Game, New Game and Exit To Main Menu.

Use the +Control Pad to scroll up or down and A Button to select.

Resume Game-returns the player to his or hers previous state.

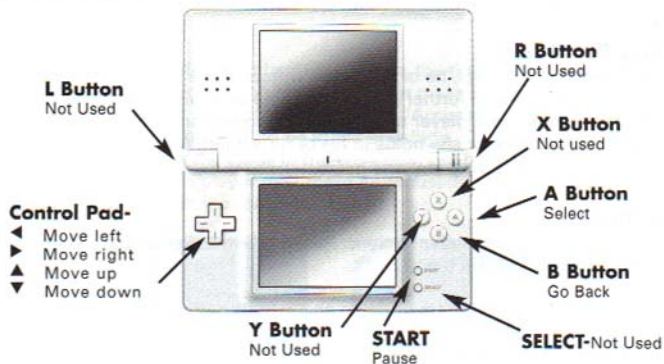
Setup-allows the player to adjust music and sound effect volumes.

Save Game-saves the current game.

New Game-starts a new game.

Exit To Main Menu-brings the player to the main menu.

Game Controls



Introduction

Can you build a better mouse trap? Find out in this fun-filled game of crazy mechanical gadgets and chain reactions! Race to the finish and nab your opponent's mouse before your own gets caught!

Select Single Player or Multiplayer Game by highlighting an option and pressing the A Button. Choose to play the 'Classic' or the 'Quick' Game'. Next

you must select the number of players (2, 3 or 4) by highlighting an option and pressing the Control Pad Left and Right. Press the A Button to go to Player Select Screen. On your turn, roll the die and move your mouse the number of game board spaces shown. You must then follow any instructions printed on the space you land on. Two or more mice may be on one space at the same time.

Collecting Cheese Pieces

As your mouse moves around the game board, you will collect cheese pieces from the cheese pile and from your opponents. You may use cheese pieces later in the game to help you spring the trap on your opponents' mice.



Types of Spaces

Build Spaces



Build spaces have numbers printed on them (2, 2 - 3, 2 - 3 - 4). When you land on a build space and the number of players in the game matches any one of the numbers on the space, then you can build one part of the mouse trap and collect one cheese piece from the cheese pile.

In a 4-player game, you can build if you land on Build space 2-3-4. In a 3-player game, you can build if you land on Build space 2-3 or 2-3-4. In a 2-player game, you can build if you land on a Build space 2, 2-3, or 2-3-4.

Go Back & Move Ahead Spaces

When you land on one of these spaces, you must go to the space indicated, but do not follow any instructions printed on that space and do not collect any cheese pieces! Your turn is then over.

Take Cheese Spaces

When you land on one of these spaces, the computer will assign the correct number of cheeses to your pile.

Lose Cheese Spaces

When you land on one of these spaces, the computer will return the indicated number of cheese pieces to the cheese pile. Your turn is then over.

Dog Bone Space

Do nothing when you land on this space. Your turn is over.

The Loop

These are the six spaces at the end of the path beginning with the Safe space and ending with the Cheese Wheel space. This section of the path is called The Loop and it is where mice are captured. Once you arrive at The Loop, you and your opponents will take turns circling it as many times as necessary until the mouse trap is completely built and only one mouse remains uncaptured on the game board.

Cheese Wheel Space

Every time you land on the Cheese Wheel space, you automatically take two cheese pieces from the cheese pile.

Turn Crank Space And Safe Space

See the Trapping Mice section below for details.

Building the mouse trap

If you are the first player to land on a Build space, the computer will place part #1 (Base A) on the game board. The next player to land on a Build space would see the computer put part #2 (Gear Support) in place and so on until the mouse trap is completed. Immediately after a part of the mouse trap is placed on the game board, you will receive 1 cheese piece from the pile. Your turn is then over.

Whenever you land on a Build space that's located on The Loop section of the game path, the computer will add two parts to the mouse trap and you will receive 2 cheese pieces from the cheese pile. Your turn is then over. Once the mouse trap is complete, you do nothing when you land on a Build space.



Trapping Mice

Once the mouse trap is complete, use it to try to capture your opponents' mice. When you end your turn by landing on the Turn Crank space (in The Loop) and there is an opposing mouse on the Cheese Wheel space, you will be given the option to turn the Crank. This will set the trap in motion. The opposing mouse will be captured and is out of the game. Any cheese pieces held by the captured player must be turned over to you. If more than one mouse is on the Cheese Wheel space, they may all be captured together. If there is no opposing mouse (or mice) on the Cheese Wheel space, try to move one or more mice there.



Moving Opponents' Mice

When you end your turn by landing on the Turn Crank space and there is no opposing mouse on the Cheese Wheel space, you will be given the option to try to move an opponent's mouse onto the Cheese Wheel space and then try to trap that mouse. Select the opponent's mouse you wish to move. Roll the die and then move that opponent's mouse the indicated number of spaces. Each roll will cost you 1 of your cheese pieces. After each roll you will again have the

option to turn the Crank or move a mouse.

You may continue doing this as many times and to as many opponents as you like as long as you have cheese pieces to return to the pile. If you manage to move a mouse (or mice) onto the Cheese wheel, you may then turn the crank as described above. You may only use your cheese pieces when you are on the Turn Crank space. If an opponent's mouse is on the Cheese Wheel space when you land on the Turn Crank space, you may still use your cheese pieces to try to get other opponents' mice onto the Cheese Wheel space before setting the mouse trap in motion.

Safe Space

When an opponent's mouse is on the Safe space (located on The Loop), you cannot try to move that mouse onto the Cheese Wheel space.

Winning the Game

If your mouse is the last one left uncaptured on the game board, you win!

Pause Menu

The Pause Menu has 5 selectable options: Resume Game, Setup, Save Game, New Game and Exit To Main Menu.

Use the +Control Pad to scroll up or down and A Button to select.

Resume Game-returns the player to his or hers previous state.

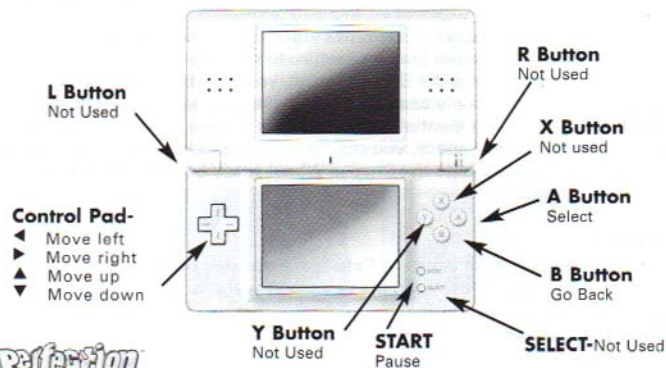
Setup-allows the player to adjust music and sound effect volumes.

Save Game-saves the current game.

New Game-starts a new game.

Exit To Main Menu-brings the player to the main menu.

Game Controls



Perfection

Introduction

Test your memory and your reflexes...be the quickest to fit all 25 shapes into the matching spaces. Choose between 60, 55, 50 or 45 seconds! That's all the time you have to complete this, otherwise...out they pop!!! See if you can beat your friends' or your own fastest times. Select Single Player or Multiplayer Game by highlighting an option and pressing the A Button. Press the A Button to go to Player Select Screen.

Player Select Screen

The Player Select Screen will allow the player to set how many players will be human-controlled versus computer-controlled. The first player will then select

their player (up to two human players). Each remaining player will be set to computer. This continues until all players have been set to human or computer.

Press the Control Pad Left and Right to scroll left and right. Press the A Button to select.

Playing the game

The object of the game is to place all 25 shapes, in the correct orientation, in their respective spaces before the timer runs out. Start the timer (press the A Button), using the +Control Pad to move the cursor select shapes one at a time, rotate them with the L and R Buttons to find the correct orientation, and place them in the spaces on the game board (press the A Button). The timer is set (default) to sixty seconds. If all the shapes are not placed before the timer runs out, out they pop!

Winning The Game

The player who places all 25 shapes correctly in the fastest time is the winner. If that player's time is faster than those in the 'Fastest Times' table, then the player will be prompted to enter his or hers initials.

Play Again

After completing the game, the player will be asked if they wish to continue playing. YES returns them to the game with a shorter time limit; NO returns the player to the 'Fastest Times' display screen.



hole, the only way out is to roll a 1 on a future turn. Once a 1 has been rolled, the player may exit the center hole onto the Star Hole closest to the path that leads to his or hers HOME.

Winning The Game

The first player to move all four of his or hers marbles around the board and into HOME wins the game.

Pause Menu

The Pause Menu has 5 selectable options: Resume Game, Setup, Save Game, New Game and Exit To Main Menu. Press the +Control Pad Up and Down to scroll up or down and the A Button to select.

Resume Game-returns the player to his or hers previous state.

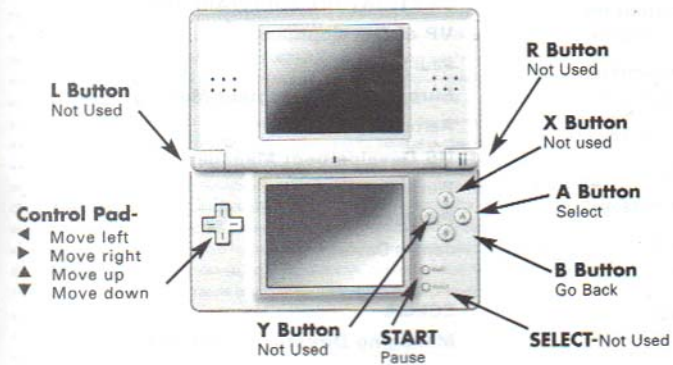
Setup-allows the player to adjust music and sound effect volumes.

Save Game-saves the current game.

New Game-starts a new game.

Exit To Main Menu-brings the player to the main menu.

Game Controls



CREDITS

Developed by:

GRAVITY-I Ltd

Programmers:

Nigel Speight

Stefan Walker

Audio:

Mark Cooksey

Manual:

Pete Frith

Artists:

Greg Harris

Pete Tattersall

Production Co-ordinator:

Martin Smith

Published by:

DESTINATION SOFTWARE INC

VP of Development

Paul Tresise

European Development Manager

Aeron Guy

US Development Manager

Pierre Roux

Producer

James Davis

ECI/QA

Managing Director

Rupert Young

Testing Managers

Sharad Chaturvedi

Rajesh G.S.

QA Leads

Jeffin Raj

Debdeul Baul

QA Team

Vishal Karkera

Salil Patankar

Vivek Salunke

Shashank Ambre

Rohit Suvarna

Mahesh Gaud

Krishna Gupta

DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.DSIGames.com

DESTINATION SOFTWARE, INC. Consumer Service Dept. (856) 262-0065

137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

END-USER LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Destination Software, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Card ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety

(90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

HASBRO and its logo and **CLUE**, **MOUSETRAP**, **AGGRAVATION**, and **PERFECTION** are trademarks of Hasbro and are used with permission. © 2007 Hasbro. All Rights Reserved.