



From 2 to 8 players, or teams. Ages 12 through adult. Team play is particularly fun with 3 or more teams.

CONTENTS:

Playing board, clue card box with 25 blue Venture cards and 475 clue cards, 8 playing pieces with storage bag, instruction sheet and list of contributors.

IMPORTANT REMINDERS:

- Clue statements may be read in any order.
- Information in parenthesis is not to be read aloud until the clue card is answered.

OBJECT OF THE GAME:

To be the first player to move one's playing piece from START to the Winner's Circle by solving the Clever Clues as they are read aloud.

SET UP:

Each player selects a playing piece and places it on a START space. Remove the 25 Venture cards from the front of the card box and place them where they are accessible to all players. The card box cover is marked on each end with the words "DRAW" and "DISCARD." Insert the box of clue cards into the lid of the card box cover to show players from which end they will draw cards. (See Illustration on page 3.)

RULES FOR PLAY:

1. Each clue card consists of six statements which as a whole describe a Person, Place, Thing, Event or Mystery subject. The playing area for each player consists of $\frac{1}{8}$ of the octagon, and is divided into two zones: red and non-red.
2. Each player in the non-red zone may offer two free guesses to each clue card without penalty. For each additional incorrect guess, the player must

immediately move back one space.

3. Once a player enters the red zone only one free guess is allowed. For each additional incorrect guess the player must immediately move back one space.

4. For each clue a player solves, the player may move his or her game piece forward according to the following arrangement: 7 minus the number of statements read or partially read by the time the clue is solved. Therefore, a correct guess will move the player ahead between 1 and 6 spaces. For example, if two statements have been read, the player moves ahead 5. If all six statements have been read, the player moves ahead 1. For an answer to be correct, it must specifically identify the answer, but need not be the exact words of the written answer.

STARTING PLAY

The youngest player starts the game as the first Clue Reader by drawing a clue card from the front of the deck marked "DRAW." The six statements may be read in any order. Since it is to the advantage of other players to solve a clue as early in the reading as possible, the Clue Reader should attempt to read the vaguest statements first. The first few statements of each clue card are usually more general than the last statements.

The Clue Reader first reads aloud the category (e.g. Place), then reads aloud the statements one at a time. The Clue Reader should pause momentarily (3 to 6 seconds) between each statement, allowing for players to offer answers if they desire. After the fourth statement is read, the Clue Reader may repeat the previously read

statements. Information in parenthesis is for the Clue Reader's information only and should not be read aloud until the clue card is solved. After the clue card is solved, it is placed at the rear of the deck marked "DISCARD" (with the color of the diamonds matching those of other cards facing in the same direction).

The player who correctly answers the clue card becomes the next Clue Reader. If the clue card is not solved, then the player to the left of the Clue Reader becomes the next Clue Reader. If two or more players offer a correct answer at exactly the same time, the clue is passed and the same Clue Reader reads the next clue card.

If a Player lands on a space with a triangle (▲) at any time during the game, the player draws a blue Venture card and follows the instructions accordingly. The player then returns the used Venture card to the bottom of the deck.

If a player lands on the red space with the arrow pointing to another red space, the player must move back to the space indicated.

WINNING CLEVER ENDEAVOR

A player may enter the Winner's Circle with more than the exact number of advances required. The first player to enter the Winner's Circle wins the game.

OPTIONS FOR PLAY

You can enjoy Clever Endeavor two different ways, playing it as individuals or teams. Each way offers a different style of play. Try both to determine which you like best.

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For hearty souls who relish a difficult challenge, try one of the following options: 1) Reduce the number of statements read from six to four, or any other number players choose. The Clue Reader selects which statements to read. 2) Never reveal the category. 3) Each Clue Reader must create an obviously false statement and pass it off as real! Accompany it with only five of the six given statements, and insert your own false statement at any time.

As with any small object, please keep the game pieces out of the reach of small children.

HOW TO BE PUBLISHED IN THE NEXT EDITION OF CLEVER ENDEAVOR

If you would like to create Clever Clues for the next edition of Clever Endeavor,

Send for a free clue format packet by forwarding a #9 or #10 self-addressed, stamped envelope to:

MindGames, Inc., P. O. Box 1429,
Pine Bluff, AR 71613.

Contributors receive \$30 per published six-statement clue, and

Prize money will be awarded for the best clues.

Come on and join the fun!

CLEVER CLUES



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When playing for the first time, mark either end of the white (bottom half) clue box with the word "DRAW." As you place the white box bottom into the blue inverted top, match the top end and the bottom end; marked "DRAW". Use the chipboard divider as a marker for the beginning of the deck. When all the clues in one direction have been used, begin drawing from the other end of your clue box.

Be sure to keep clues facing in the same direction as they are drawn (all red diamonds should face one way, and blues the other). This will prevent you from repeating clues.

