



# CLEVER ENDEAVOR<sup>®</sup>

The Game of Clever Clues

From 2 to 8 players, or teams. Ages 12 through adult.

## CONTENTS:

Playing board, clue card box with 24 blue Venture cards and 500 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 24 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 any 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:

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 statement 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 statements 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!

*Your Name*  
CLEVER CLUES

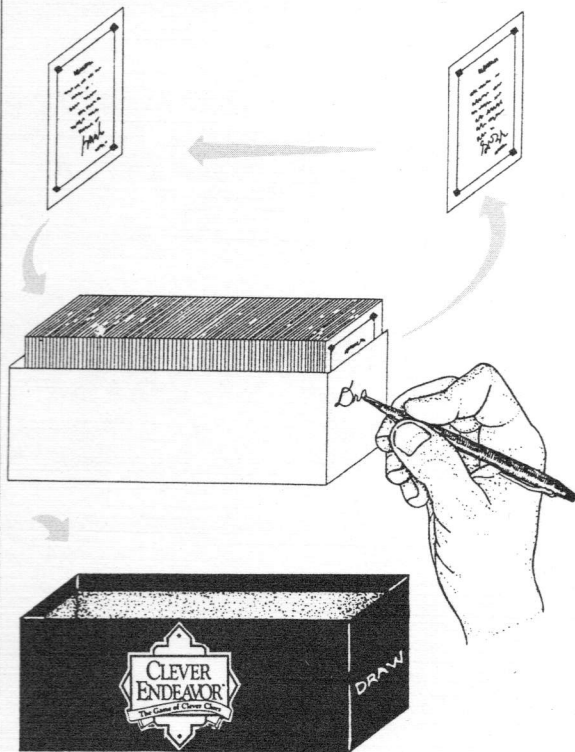


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When playing for the first time, mark either end of the white (bottom half) clue box with the word "DRAW." As you place the white box bottom into the blue inverted top, match the top end and the bottom end; marked DRAW. A specially marked clue card will advise you when all the clues in one direction have been used, and to 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.



# CLEVER The ENDEAVOR® Story

The brainstorm which gave birth to Clever Endeavor occurred at 60 MPH in the driver's seat. Designing the basic game consumed only 30 minutes, but the name took 11 months of research, late-night meetings and neighborly testing. Inspiration is not always on call.

Our first ad which read, "Calling for Clever Clues," appeared in the March, 1988, *Mensa Bulletin* requesting readers to throw caution to the wind and write Clever Clues for a new board game possessing neither name nor board. From there, more ads seeking contributors ran in various magazines, including *Harper's*, *The Atlantic*, *Writer's Digest*, several crossword puzzle magazines and more. At first the mail trickled in, but by November we were getting 3 feet of mail per day.

In all, we heard from 7,200 people from every state in the Union and several countries. People from all walks of life are represented, from creative writers and gifted thinkers to students, philosophers and heavy laborers. You are holding a slice of Americana; original literature echoing the talents of our time.

Clever Endeavor has required more hours of human toil and thought than any game ever created. Imagine the brain work represented by the more than 25,000 clues received for the first edition alone. People from ages 8 to 82 endeavored to create Clever Clues. Clever Endeavor is a tribute to the spirit and resourcefulness of these contributors, both unpublished and published.

With already greater participation, the second edition of Clever Endeavor promises to be even better. Let us know what you think of Clever Endeavor. We're always looking for comments and new ideas. And send us a clue or two. We would love to see you published. Above all, enjoy the time you spend with your friends and family. That's what Clever Endeavor is all about.



This game is dedicated to Marlyn and Banks Blackwell.