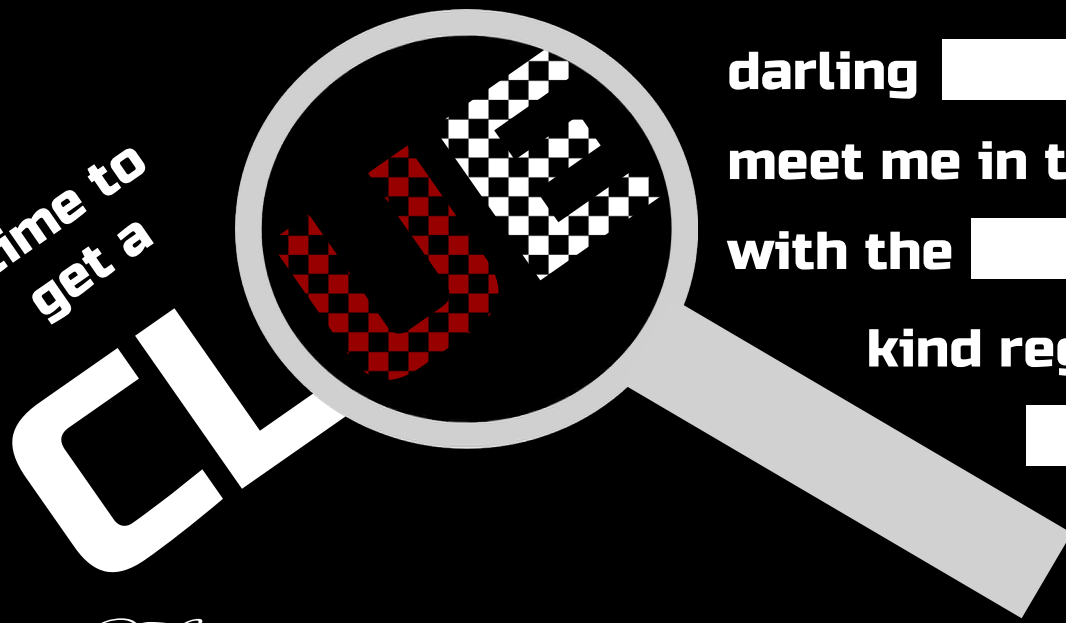


time to
get a



darling [redacted]

meet me in the [redacted]

with the [redacted]

kind regards,
[redacted]

"It will be to your advantage to be present on this date because a Mr. Boddy will bring to an end a certain long-standing confidential and painful financial liability."

Mr. Boddy's Revenge

a Bedroom Twist

Whoever wins your game gets to pick one random card from the deck.

If the card is a . . .

- ROOM -** the winner gets to choose a new room of the house to get busy in
- PERSON -** the winner gets to choose an outfit for their partner to wear tonight
- ITEM -** the winner gets to choose an item to spice up the evening

CLUE for Two

Unfortunately, CLUE's original rules do not lend well to a two-player game. Fortunately, we have compiled several variations for you to try out that are equally fun.

Three's Company

Place one of each type of card in the envelope. Then shuffle and deal 5 cards to each player. Place the remaining 10 cards in one pile next to the board. If you make a guess and your partner is unable to refute you, draw from the top of the 3rd pile. Then, discard one of your existing cards (not the one you just picked up) to the bottom of the pile.

Quick, Quick, Candlestick

After placing one of each card in the envelope, shuffle and deal four cards to each player. Then, deal nine cards face down into the rooms, one card per room. Place the remaining card face up in the "attic." It's a freebie for the both of you. If after making a suggestion no other player can refute you, you may choose to exchange one card from your hand with the face down card in the room you are in.

Sidelined

After placing one of each card in the envelope, shuffle and deal four cards face down. Place them next to the board. Deal the remaining cards to the players. If the other player cannot refute your suggestion, privately look at your choice of one of the four cards at the side of the board.

Dazed and Confused

Instead of placing one of each type of card in the envelope, shuffle all of the cards together. Then, place three random cards inside. Deal out the rest of the cards to each player. Play as usual, except you must memorize what you have seen--no pen and paper. Figure out the missing cards and think up funny explanations for the results. No murderer? Freak accident. Two weapons? Anger issues.

faux shark fin soup

Ingredients:

2 oz shitake mushrooms, sliced
2 oz rice noodles
1/2 rotisserie chicken, shredded
2 oz crab meat
4 cups chicken broth
1 tbsp soy sauce
dash of sesame oil
2 tbsp cornstarch
4 tbsp water
1 egg, lightly beaten
salt and white pepper to taste
sliced green onions to garnish

Method:

Bring the chicken broth to a boil. Add the mushrooms, cook until softened.



Reduce heat. Add the chicken, crab, noodles, soy sauce, sesame oil, and salt and pepper to taste.

In a small bowl, mix the cornstarch and water. Add the cornstarch mixture and beaten egg to the soup and mix well. Remove from heat and serve topped with green onions.

faux monkey brains

Ingredients:

2/3 cup granulated sugar
2 tsp cinnamon
4 cans refrigerated biscuit dough
10 tbsp butter
1 cup packed brown sugar
1/2 cup walnuts, chopped (optional)
1/2 cup raisins (optional)

Method:

Heat oven to 350°F. Grease a large tube pan.

Mix granulated sugar and cinnamon in a large zipper bag. Separate dough into biscuits and cut each in quarters using a pizza wheel.



Shake biscuit quarters in bag to coat. Pour the contents of bag into the pan.

In a small saucepan, bring butter and brown sugar to a boil over medium-high heat. Boil 1 minute, stirring constantly. Pour over biscuit quarters.

Bake 30-45 minutes or until golden brown. Cool 5 minutes. Turn upside down and pull apart to serve.