--Goals--

The aim of Clue is to investigate the murder at Archers Avenue. There are 9 possible murder locations, 6 possible murder weapon and 6 possible murderers. The murder cards are chosen randomly from these and the aim of the game is to correctly deduce who committed the murder, where the murder was committed and what the murder weapon was. The remaining non murder cards are distributed to the players of the game, by working out who has what cards, you can deduce what cards are in the murder deck.

--Turn--

A turn consists of 5 phases, roll, move, suggest, accuse and end turn. These are ordered as shown previously, upon entering one of these phases, you cannot return to a previous phase. You can attempt to perform any turn action in future phases, i.e. you can immediately make an accusation when your turn starts.

--Rolling & Moving--

You can roll the dice once per turn, after rolling the dice, you can move the number of units horizontally or vertically that you rolled.

You cannot move to a non-room tile that is already occupied by another player.

You cannot ‘jump’ over other players blocking tiles.

You can enter rooms through doors, entering a room ends your movement phase.

You can use hidden shortcuts to go from one room to another room, you cannot use shortcuts if you left the room during your turn. Using a shortcut also ends your movement turn.

You cannot leave and enter the same room in the same turn.

--Suggestions—

You can suggest of what you think the murder cards could be, suggesting one room, one weapon and one person.

You must be in a room to suggestion and the room you are in is the room you suggest in your suggestion.

Each other player is then checked one by one, if they contain at least one card that you mentioned in your suggestion, they must refute your suggestion by secretly showing you the card that they have that is in your suggestion.

You can only make one suggestion per turn, after suggesting you must either make an accusation or end your turn.

The person who is being suggested to be the murderer will be placed

--Accusations—

Like a suggestion, you can accuse a person of the murder using a weapon in a room. If those three cards match the murder cards, you win the game. If they did not match the murder cards then you are removed from play, however you must still reply to other players suggestions.

Unlike suggestions, other players do not refute your accusation and you can accuse any room in the game, but you must still be in a room.

--Intrigues--

Intrigue tiles are a special feature of this version of Clue. You may receive up to one random intrigue card per turn by ending your movement turn while standing on top of an intrigue tile. There are 4 intrigue cards, these are used automatically as soon as you receive them.

Extra turn intrigue will give you an additional turn after your current turn is over.

Throw again intrigue will allow you to throw the dice again.

Teleport intrigue will allow you to teleport to any valid location on the board, you cannot teleport to occupied tiles.

Avoid suggestion intrigue will be used on the next players turn, if they suggest you are skipped in the process of revealing a card to the player if you contain a card in the suggestion.