

Cluedo Instructions

When you run the game, it will ask you to enter a number representing how many players are going to play. The game allows for 3-6 players inclusive.

You then enter the names of the players, separated by spaces, or pressing enter after each name. e.g.

Sam Darren Kevin Chris

Or

Sam

Darren

Kevin

Chris

The game is then setup. The answer cards are chosen (1 from each of the Suspects, Weapons and Room cards) and the remaining cards are distributed among the players.

For each player, a personalised notebook is created in the Cluedo folder which has the player's name, their assigned pawn, and a list of all the cards in the game. During setup when the cards are distributed, a tick is placed beside the cards that the player has in their possession. As the game progresses and the player makes hypothesis, other players will have to refute these hypotheses and the notebook will update to reflect these refutes (i.e. putting a tick beside the refuted card for the player making the hypothesis, and a note of the hypothesis for all players).

The Cluedo board is implemented as a console output. The room shapes are drawn on the board, as well as a shortened version of the room name. The doors to the rooms are marked with a hash/pound symbol (#), and the player can enter the room through these doors. The four corner rooms (Kitchen, Conservatory, Lounge & Study contain secret passages in them that lead to the opposite corner room).

Once the game is setup, an icon represents each player on the board. Their icon is the first letter of their name. The players are spread out across the board.

The players take turns in sequence. A random dice roll determines how many moves a player can make on the board (2-12 moves). The player can use the "W, A, S, D" characters to move around the board. At the end of their turn, or when they enter a room, their location is checked and some options are presented to the player. The following choices are available depending on the player's location:

Do nothing [0]:

Make accusation [1]:

Make hypothesis [2]:

Use secret passage [3]:

“Do nothing” will end the players turn.

“Make accusation” involves making a guess at the weapon/room/suspect answer combination, which ends the game if correct and removes the player from the game if incorrect.

“Make hypothesis” involves making a guess at the weapon/room/suspect combination, which the next player must refute if possible. Refuting is done automatically, picking one of the hypothesised cards at random from the next player’s cards if they have it, otherwise it moves to the next player. The notebooks of the players will update as discussed above.

“Use secret passage” transports the player to the opposite corner room (e.g. if in study, player transports to kitchen).

The game continues to run until the correct accusation is made, or all the players make an incorrect accusation.

Accusations can be made at any position on the board. Hypothesis must be made about the room the player is currently in.

