

# Clue Rules & and General Info

Related to game set up:

- This game will be played by 1 human and 5 computer players.
- People, weapons, rooms and board layout will all be read from configuration files
- The rooms, people and weapons do not need to match the original Clue game (have fun!)
- The board layout must have 9 rooms, and you should include a "closet" in the middle of the board for players to move around.
- A few of your rooms should not be simple rectangles.
- We are not including secret passageways.
- The deck of cards will include 6 people, 6 weapons and the 9 rooms.

Related to game play:

- *Player movement*
  - Players may move up, down, left and right but not diagonally.
  - After the human player rolls the die, the program will highlight all possible target locations.
  - Targets are all the possible grid squares that are on a path that has *exactly* that number of steps, *unless* you can enter a room (e.g., you can't roll a 3 but only move 2 squares, unless you are 2 squares from a doorway to a room).
  - A cell may not occur more than once on a path (e.g., I can't move from (0,0) to (1,0) and then back to (0,0))
  - The player must choose one of the highlighted locations.
  - It is OK for multiple players to be on the same square (or in the same room) at the same time.
  - Players may *not* move around within a room. They *must* exit out of the same door they entered.
  - If a door is multiple cells wide, players may exit one door and enter through another (they may not come out and enter again through the same door, as that would be backtracking).
- A *suggestion* is a guess of room, person and weapon. The purpose of a suggestion is to eliminate possibilities. So a player says something like "I suspect Mrs. Peacock with the knife in the library" and other players try to "disprove" that suggestion by showing a card.
  - Suggestions may only be made when a player enters a room
  - The suggested room must match the room the player is in (e.g., you can't be in the ballroom and suggest the library).
  - A suggestion is "disproved" if another player holds a card that matches one of the suggestions (e.g., a player might have Mrs. Peacock).
  - Unlike the real board game, a disproved card is shown to all players *and* the human.
  - At most one card will be shown per suggestion (e.g., if Mrs. Peacock is shown, the Knife will not be shown, even if one of the players has it).

- An *accusation* is made when the player thinks s/he knows the solution.
  - Accusations should be made at the start of the player's turn
  - The player does not need to be in a room.
  - An accusation consists of a room, weapon and person. We will be using a dialog to gather that information from the human player.
  - If the accusation is correct, that player wins.
  - In the board game, if the accusation is incorrect play continues without that player. In our game, the player will just be informed that the accusation is incorrect, and play will continue with the next player's turn. Why? Because unlike the board game, the player doesn't need to see the solution; the computer just says "correct" or "incorrect."

## Helpful links

- General information about Clue can be found: <http://en.wikipedia.org/wiki/Cluedo> (Links to an external site.)Links to an external site.
- Rules of the game: <http://www.cs.nmsu.edu/~kcrumpton/TAClasses/ClueRules.html> (Links to an external site.)Links to an external site.
- Board layouts and other potentially helpful information: <http://www.cluedofan.com/cmerch/computer.html> (Links to an external site.)