

WELCOME TO CLUE:

Normally we'd start with explaining how to set up the game, but we've taken care of that for you.

Here is the initial setup of the GUI window.

The most obvious piece of this view is the **Board** in the center-left. This square window will always display the layout of the game board and the current location of every player.

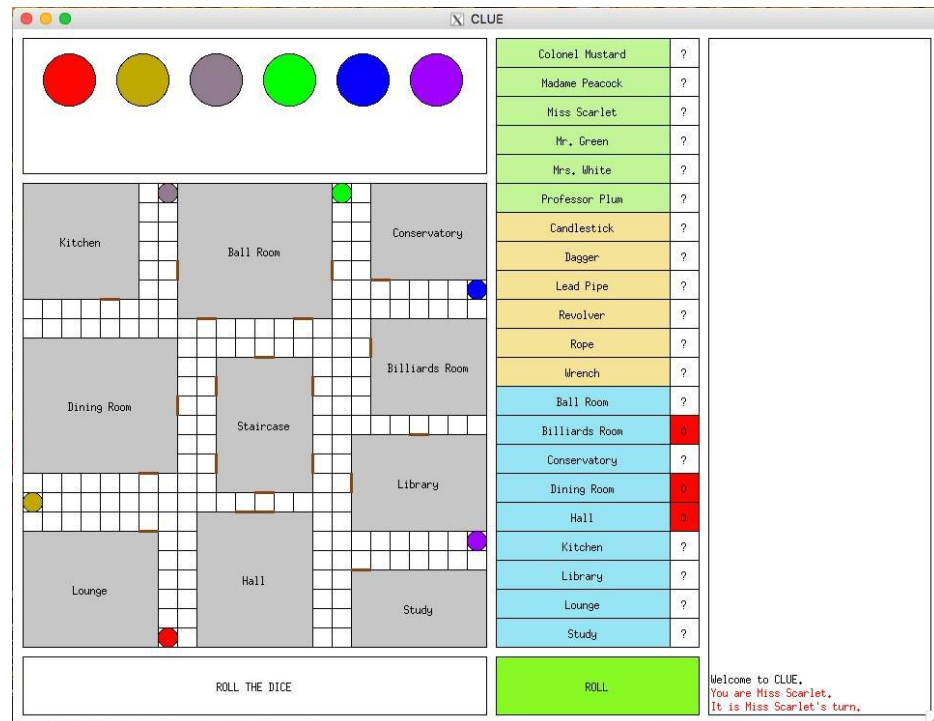
Just below the board we have the **Prompt Window**. This will show you your current instructions as well as the occasional update as to what is going on.

Just to the right of the board, that multi-colored column is the **Sheet**.

The **Sheet** displays all of the cards in the game deck and gives you information about what you've learned about those cards. Here we see a few red squares with the number 0 in them. Since we are playing as **Miss Scarlet** in this picture, the red lets us know that the card is in our hand. The 0 lets us know we have shown that card to 0 other players. If the square were a different color, we would know that the player of that color showed us that card. You will want to look back at your sheet often.

Below the sheet we have the **Roll Button**. You click this button anytime it is green to roll the dice/submit your guess/view the next turn/etc. The Roll Button is what propels you through the game.

To the right of the **Sheet** we have the **Log**. This will store a ticking log of all information you receive, so if you missed something, it's in the **Log**.



The bar on the top is the **Ticker**. The colored circle on the far left of the **Ticker** is the current player, and during the answering phase a marker will move to each player's circle in turn indicating that it is their turn to guess.

A Turn in CLUE proceeds as follows:

The Roll Phase:

The player elects to either roll the dice or take a Passage.

If the player chooses to roll they cannot take a Passage.

The Move Phase:

The player selects a space or room to move to based on their dice roll.

The Guess Phase:

The player selects 1 Suspect, 1 Weapon, and the Room in which they are located to form their guess.

The Answer Phase:

One by one, the other players choose to show any card in their hand that can contradict the Guess. They must show a card if able.

If a player goes into the **accusation room** (the room not on your sheet) then they make a **Final Accusation** of any Suspect, Weapon, and Room. If these are the cards in the envelope (and therefore in no player's hand) that player wins. If not, they are out of the game.

To the right we see the **Move Phase**. The highlighted spaces are options to the player. Clicking one moves to that location.

The screenshot shows the CLUE game interface. At the top, there is a Ticker bar with six colored circles: red, yellow, grey, green, blue, and purple. Below the Ticker is a map of the game board with rooms: Kitchen, Ball Room, Conservatory, Dining Room, Staircase, Billiards Room, Library, Lounge, Hall, and Study. A red circle is in the Kitchen, a green circle is in the Ball Room, a blue circle is in the Lounge, and a purple circle is in the Hall. To the right of the map is a list of suspects and weapons. The suspects are Colonel Mustard, Madame Peacock, Miss Scarlet, Mr. Green, Mrs. White, and Professor Plum. The weapons are Candlestick, Dagger, Lead Pipe, Revolver, Rope, and Wrench. Below the list is a log of events. At the bottom, there is a text box that says "Miss Scarlet has rolled a 7. SELECT A PLACE TO MOVE TO" and a red button labeled "ROLL".

Colonel Mustard	?
Madame Peacock	?
Miss Scarlet	?
Mr. Green	?
Mrs. White	?
Professor Plum	?
Candlestick	?
Dagger	?
Lead Pipe	?
Revolver	?
Rope	?
Wrench	?
Ball Room	?
Billiards Room	?
Conservatory	?
Dining Room	?
Hall	?
Kitchen	?
Library	?
Lounge	?
Study	?

Miss Scarlet has rolled a 7.
SELECT A PLACE TO MOVE TO

ROLL

to Kitchen
Colonel Mustard thinks
it was Colonel Mustard
with the Lead Pipe
in the Kitchen.
Mrs. White showed a card from their
hand.
It is Mrs. White's turn.
Mrs. White rolled the dice.
Mrs. White has rolled a 11.
Mrs. White entered the Billiards Room
Mrs. White thinks
it was Colonel Mustard
with the Dagger
in the Billiards Room.
Mr. Green showed a card from their
hand.
It is Mr. Green's turn.
Mr. Green rolled the dice.
Mr. Green has rolled a 8.
Mr. Green entered the Conservatory
Mr. Green thinks
it was Colonel Mustard
with the Candlestick
in the Conservatory.
Madame Peacock has nothing to show.
Miss Scarlet has nothing to show.
Colonel Mustard showed a card from
their hand.
It is Madame Peacock's turn.
Madame Peacock has taken the passage
to Lounge
Madame Peacock thinks
it was Colonel Mustard
with the Candlestick
in the Lounge.
Professor Plum has nothing to show.
Miss Scarlet has nothing to show.
Colonel Mustard showed a card from
their hand.
It is Professor Plum's turn.
Professor Plum rolled the dice.
Professor Plum has rolled a 3.
Professor Plum headed towards the
Hall
It is Miss Scarlet's turn.
Miss Scarlet rolled the dice.
Miss Scarlet has rolled a 7.

During the **Guess Phase**, click on the sheet to mark your selection and then make your guess.

CLUE

MAKE YOUR GUESS

Colonel Mustard	?
Madame Peacock	?
Miss Scarlet	?
Mr. Green	?
Mrs. White	?
Professor Plum	?
Candlestick	?
Dagger	?
Lead Pipe	?
Revolver	?
Rope	?
Wrench	?
Ball Room	?
Billiards Room	0
Conservatory	?
Dining Room	0
Hall	0
Kitchen	?
Library	?
Lounge	?
Study	?

GUESS

Colonel Mustard thinks it was Colonel Mustard with the Lead Pipe in the Kitchen.
Mrs. White showed a card from their hand.
It is Mrs. White's turn.
Mrs. White rolled the dice.
Mrs. White has rolled a 11.
Mrs. White entered the Billiards Room
Mrs. White thinks it was Colonel Mustard with the Dagger in the Billiards Room.
Mr. Green showed a card from their hand.
It is Mr. Green's turn.
Mr. Green rolled the dice.
Mr. Green has rolled a 6.
Mr. Green entered the Conservatory
Mr. Green thinks it was Colonel Mustard with the Candlestick in the Conservatory.
Madame Peacock has nothing to show.
Professor Plum has nothing to show.
Miss Scarlet has nothing to show.
Colonel Mustard showed a card from their hand.
It is Madame Peacock's turn.
Madame Peacock has taken the passage to Lounge
Madame Peacock thinks it was Colonel Mustard with the Candlestick in the Lounge.
Professor Plum has nothing to show.
Miss Scarlet has nothing to show.
Colonel Mustard showed a card from their hand.
It is Professor Plum's turn.
Professor Plum rolled the dice.
Professor Plum has rolled a 3.
Professor Plum headed towards the Hall
It is Miss Scarlet's turn.
Miss Scarlet rolled the dice.
Miss Scarlet has rolled a 7.
Miss Scarlet entered the Dining Room

CLUE

Professor Plum has nothing to show.
PICK A CARD TO SHOW

Colonel Mustard	?
Madame Peacock	?
Miss Scarlet	?
Mr. Green	?
Mrs. White	?
Professor Plum	0
Candlestick	?
Dagger	?
Lead Pipe	?
Revolver	?
Rope	?
Wrench	?
Ball Room	?
Billiards Room	0
Conservatory	?
Dining Room	0
Hall	0
Kitchen	?
Library	?
Lounge	?
Study	?

GUESS

Professor Plum headed towards the Hall
It is Miss Scarlet's turn.
Miss Scarlet rolled the dice.
Miss Scarlet has rolled a 7.
Miss Scarlet entered the Dining Room
Miss Scarlet thinks it was Professor Plum with the Rope in the Dining Room.
Colonel Mustard has nothing to show.
Mrs. White has nothing to show.
Mr. Green has nothing to show.
Madame Peacock shows you a Suspect: Professor Plum
It is Colonel Mustard's turn.
Colonel Mustard has taken the passage to Conservatory
Colonel Mustard thinks it was Colonel Mustard with the Rope in the Conservatory.
Mrs. White has nothing to show.
Mr. Green has nothing to show.
Madame Peacock has nothing to show.
Professor Plum showed a card from their hand.
It is Mrs. White's turn.
Mrs. White rolled the dice.
Mrs. White has rolled a 10.
Mrs. White entered the Ball Room
Mrs. White thinks it was Colonel Mustard with the Rope in the Ball Room.
Mr. Green has nothing to show.
Madame Peacock has nothing to show.
Professor Plum showed a card from their hand.
It is Mr. Green's turn.
Mr. Green rolled the dice.
Mr. Green has rolled a 9.
Mr. Green entered the Billiards Room
Mr. Green thinks it was Colonel Mustard with the Lead Pipe in the Billiards Room.
Madame Peacock has nothing to show.
Professor Plum has nothing to show.

During the **Answer Phase**, any showable cards in your hand will be displayed. Click the one you want to show.