

# How to Play Clue

---

Adapted from the Parker Brothers Game, Copyright 1998. Note: The rules for this game are slightly different from the official Clue rules.

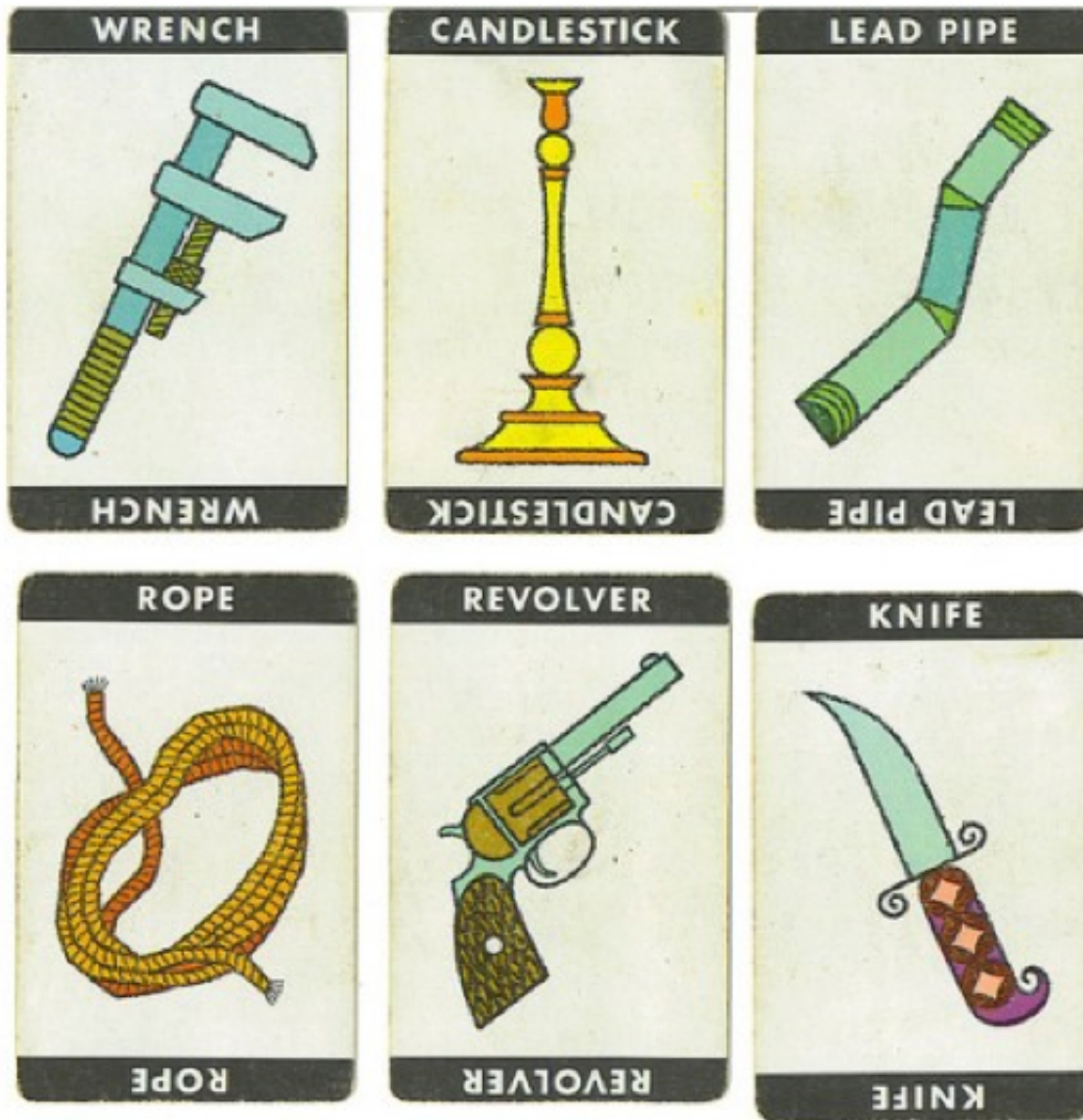




[jacobcohen.me](http://jacobcohen.me)

from

[flickrriver.com](http://flickrriver.com)



from

witsendnj.blogspot.com

## Objective of the Game

The objective of the game is to solve a murder mystery. One of six dinner guests has murdered a fellow diner (Mr. Boddy) in one of the nine rooms of a mansion, using one of six possible weapons. Who did it? Where did they do it? And with what weapon? The answer to all three questions lies in a "case file", the contents of which each of the six guests (the players) attempt to deduce. The first player who correctly identifies the contents of the case file wins the game.

## Clue Rules

The game board consists of an 18 x 18 grid of squares, with rooms and the doorways into those rooms occupying specific squares. The game begins with each player located on a square. The players are: Miss Scarlet (red), Colonel Mustard (yellow), Mrs. White (white), Mrs. Peacock (blue), Mr. Green (green), and Professor Plum (magenta). Three sets of cards - 9 room cards, 6 suspect cards, and 6 weapon cards - are shuffled separately and the top card from each shuffled set is placed in the case file, which is kept secret from all the players. The remaining 18 cards are shuffled together and dealt one at a time to the 6 players.

Each player ends up with 3 cards and keeps their cards hidden from the other players. Each player also has "detective notes" to keep track of possibilities; detective notes are also hidden from the other players.

Each player in turn rolls a six-sided die to move around the board. Miss Scarlet always goes first, followed in turn by the other players clockwise around the board. On a turn, a player must move the number of squares indicated by the die roll - up, down, left, or right - starting at their current position. A player may not move into a room except through a doorway, and may never enter the center stairwell indicated by 'x'. If a move takes a player through a doorway into a room, then the player just stays in the doorway. More than one player may be in a room at the same time, and any number of players may be on any square outside of a room.

When a player enters a room, he or she must make a "suggestion". A suggestion is a guess consisting of a suspect, a room, and a weapon that might be in the case file. The "room" part of the suggestion must be the room that the player is currently in, but the weapon and the suspect can be any of the 6 possibilities of each, including the current player or any of the cards in the current player's hand.

When a player makes a suggestion, he or she "queries" the other players by asking them one at a time to show her a card that proves the suggestion is wrong (thus, it cannot be in the case file). The other players do this by going around the board clockwise from the suggester, and one at a time, showing the suggester a card from the suggestion if they have one (they must show it if they have it, but they only need to show one if they have more than one). If a player does not have a suggested card, then the next player clockwise is asked until either a card is shown to the suggester or no player is able to do so. If a player shows a card, it is shown only to the suggester and no other player sees it, and the turn ends. If no player is able to show a suggested card, then either the suggestion is correct (solves the mystery) or the suggester is holding one of the suggested cards.

If, after querying a suggestion, a player believes that he has solved the mystery, then he can choose to make an "accusation" consisting of a suspect, a room, and a weapon. Accusations, if made, are made by the suggester immediately after the suggester's query, on the same turn. If the accusation matches the case file, then that player has won the game, the other players lose, and the game ends. If the accusation is incorrect then the accuser loses the game, but continues to participate by moving around the board and responding to other's suggestions (but he is not allowed to make any suggestions).

## Rules Summarized:

1. There are always six players in the game.
2. On a turn, a player can only move up, down, left, or right.
3. If a player cannot move anywhere on his turn, then he may roll the die again.
4. A player can move into a room only through a doorway.
5. Once in a room, a player must stay in the doorway until his or her next move.
6. More than one player may be in a room or on a square outside of a room at the same time.
7. A player cannot enter and leave the same room on the same turn.
8. If a room has more than one door, then a player must enter and leave by the same door.
9. Players can move over other players, but not over a room.
10. A player must make a suggestion when they enter a room.
11. The room suggested must be the room the player is currently in.
12. A player may suggest herself as a suspect.
13. A player may not forfeit his turn to remain in a room.
14. During a query, if a player has more than one of the suggested cards, then she only has to show one of them to the suggester.
15. If a player is going to make an accusation, then she must make it immediately after querying the other players.
16. A player does not have to be in the room that is accused (an accusation can be for any room).
17. A player may choose to not make an accusation.