

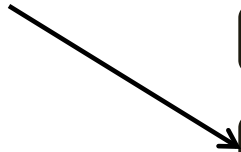
[Create Game](#)

[Join Game](#)

[Settings](#)

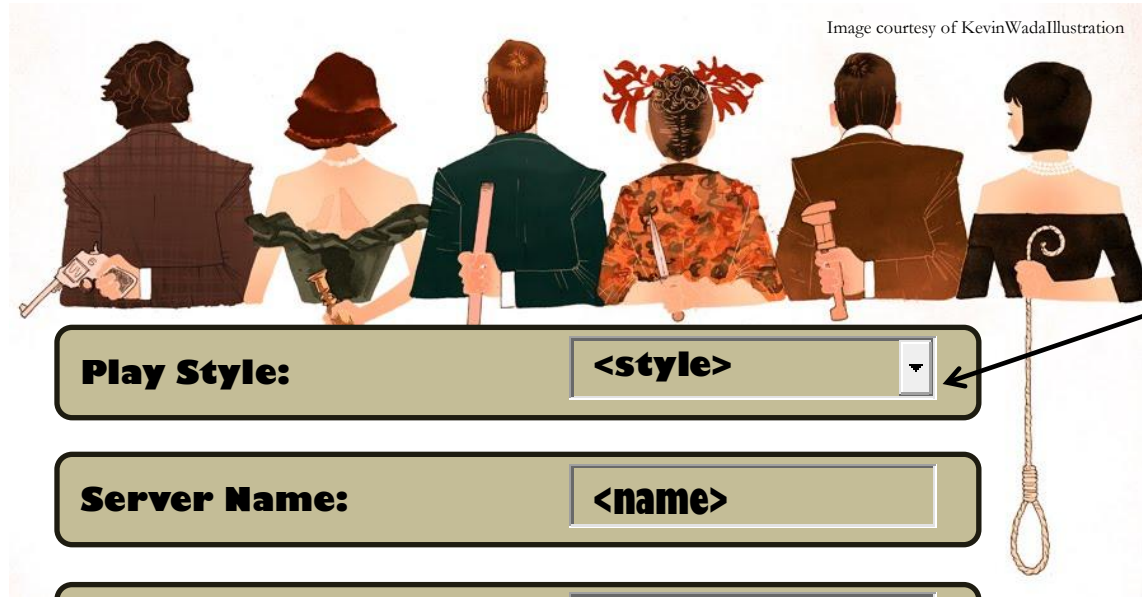
[How To Play](#)

Hyperlink to  
Hasbro's official  
Clue © game rules



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## Main Menu



- Options:
- Casual
  - Serious

**Play Style:**

<style>

**Server Name:**

<name>

**Password (Optional):**

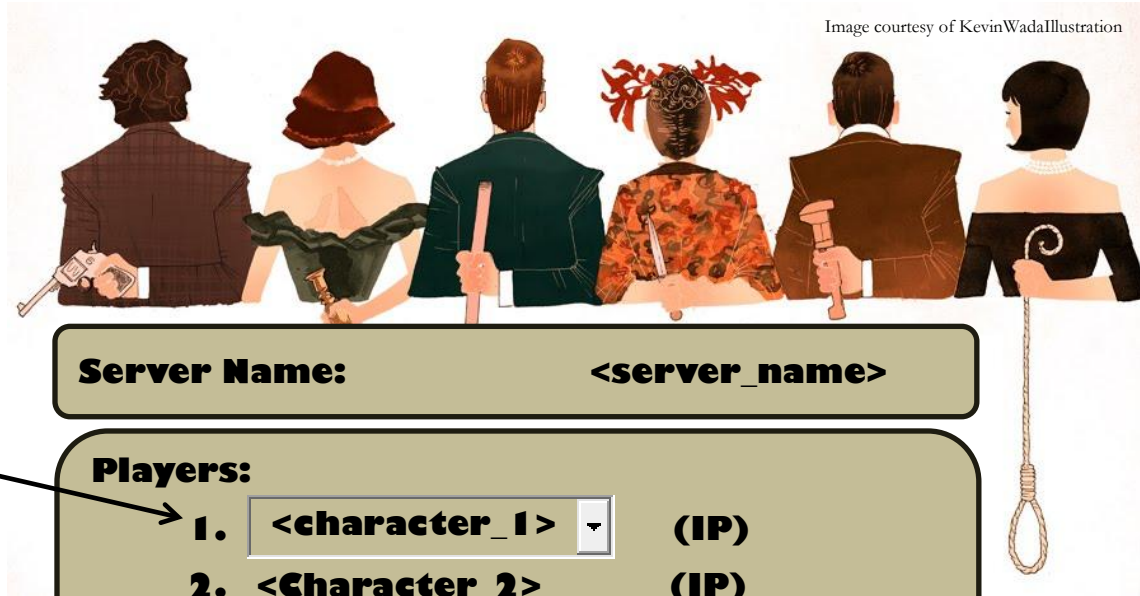
<password>

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**Create Game Menu**



Based on availability:

- Professor Plum
- Mrs. Peacock
- Mr. Green
- Mrs. White
- Colonel Mustard
- Miss Scarlet
- Random

**Server Name:**

**<server\_name>**

**Players:**

1.  (IP)
2.  (IP)
3.  (IP)
4.  (IP)

[Main Menu](#)

[Play!](#)

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## Pre-Game Screen

Image courtesy of KevinWadaIllustration

- Options:
- Casual
  - Serious

- Options:
- Yes
  - No

Note:  
Secure servers  
will require a  
password

→ **<style>** ▼ **<security>** ▼ ←

| Server List:     | Player | Secure | Style |
|------------------|--------|--------|-------|
| 1. <Server_name> | (#/#)  | Y/N    | C/S   |
| 2. <Server_name> | (#/#)  | Y/N    | C/S   |
| 3. <Server_name> | (#/#)  | Y/N    | C/S   |
| 4. <Server_name> | (#/#)  | Y/N    | C/S   |

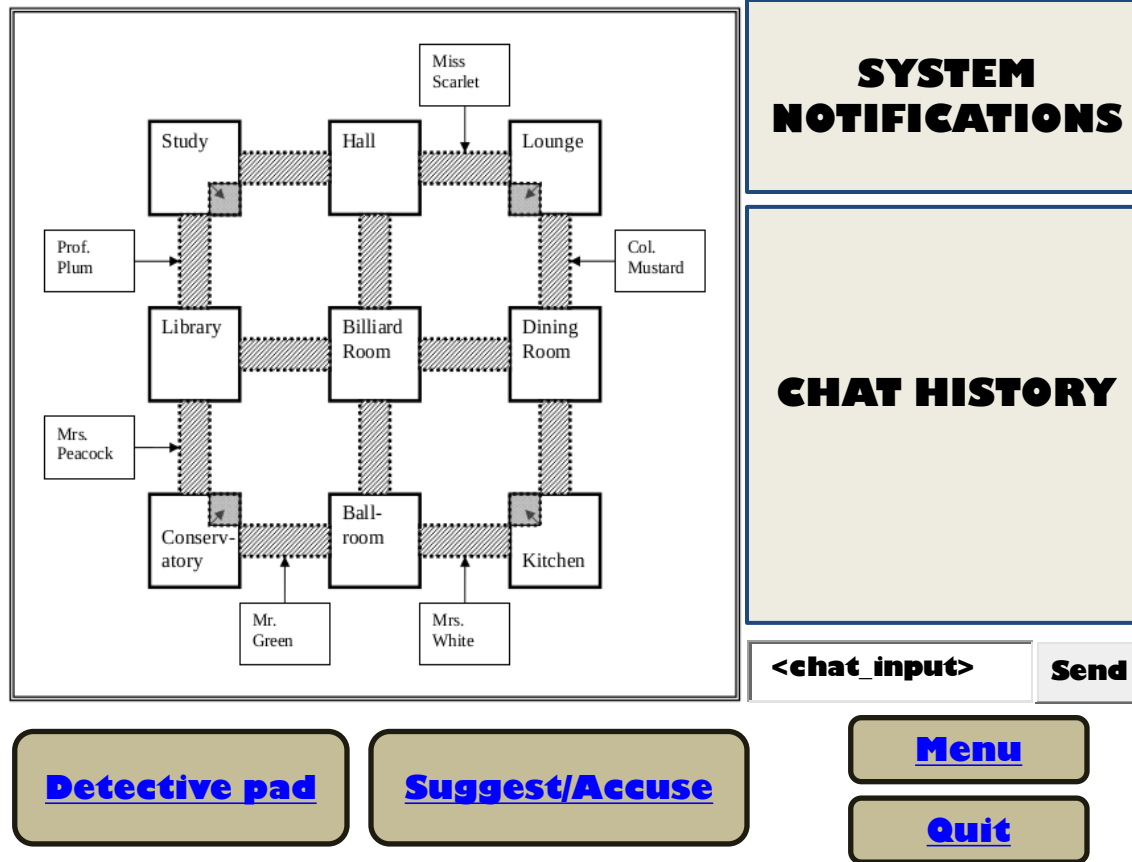
[Main Menu](#)

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## Join Game Menu

**Note:**  
If the user makes an incorrect accusation, then the user will not have access to the 'Detective Pad' and 'Suggest/Accuse' buttons.



## Game Screen

| Suspects:       |  |  |  |  |
|-----------------|--|--|--|--|
| Professor Plum  |  |  |  |  |
| Mrs. Peacock    |  |  |  |  |
| Mr. Green       |  |  |  |  |
| Mrs. White      |  |  |  |  |
| Colonel Mustard |  |  |  |  |
| Miss Scarlet    |  |  |  |  |

| Weapons:    |  |  |  |  |
|-------------|--|--|--|--|
| Candlestick |  |  |  |  |
| Dagger      |  |  |  |  |
| Lead Pipe   |  |  |  |  |
| Revolver    |  |  |  |  |
| Rope        |  |  |  |  |
| Wrench      |  |  |  |  |

| Rooms:         |  |  |  |  |
|----------------|--|--|--|--|
| Kitchen        |  |  |  |  |
| Dining Room    |  |  |  |  |
| Lounge         |  |  |  |  |
| Hall           |  |  |  |  |
| Study          |  |  |  |  |
| Library        |  |  |  |  |
| Billiards Room |  |  |  |  |
| Conservatory   |  |  |  |  |
| Ballroom       |  |  |  |  |

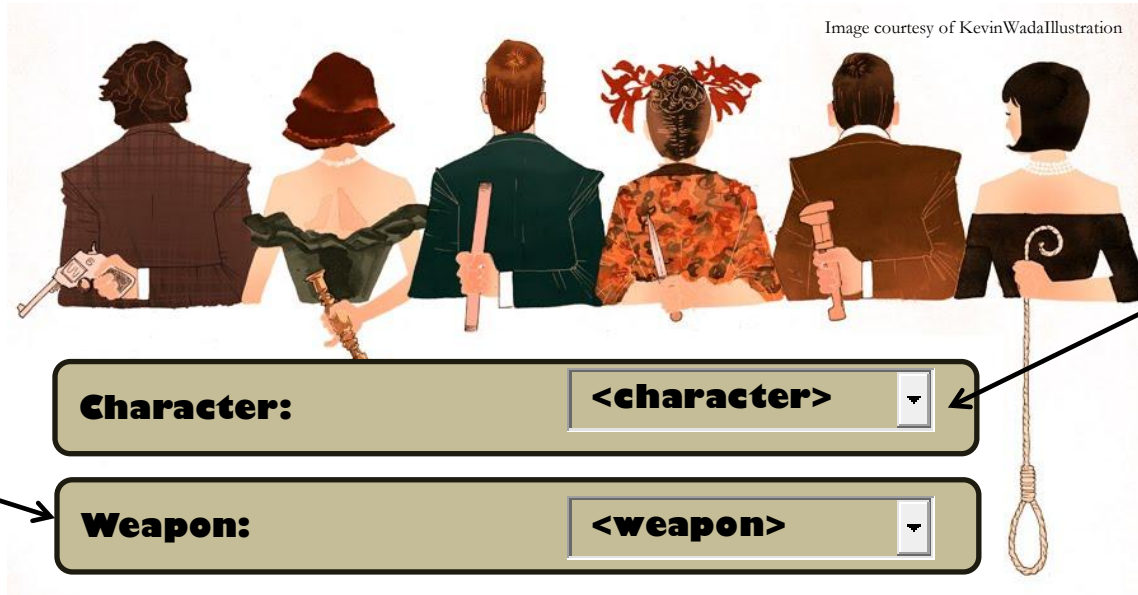
| Notes: |  |  |  |  |
|--------|--|--|--|--|
|        |  |  |  |  |

**Note:**  
The user's clues will also be identified here using color coded unique identifiers.

[Back](#)

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## Detective Pad Screen



Options:

- Candlestick
- Dagger
- Lead Pipe
- Revolver
- Rope
- Wrench

Options:

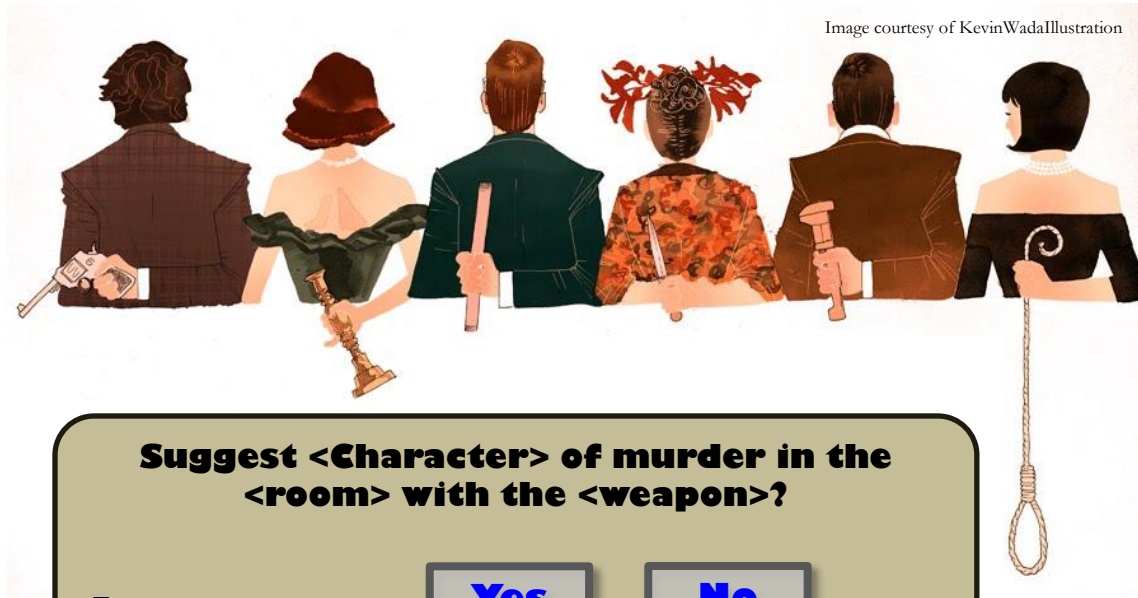
- Professor Plum
- Mrs. Peacock
- Mr. Green
- Mrs. White
- Colonel Mustard
- Miss Scarlet

Options:

- Study
- Hall
- Library
- Conservatory
- Ballroom
- Billiard Room
- Kitchen
- Dining Room
- Lounge

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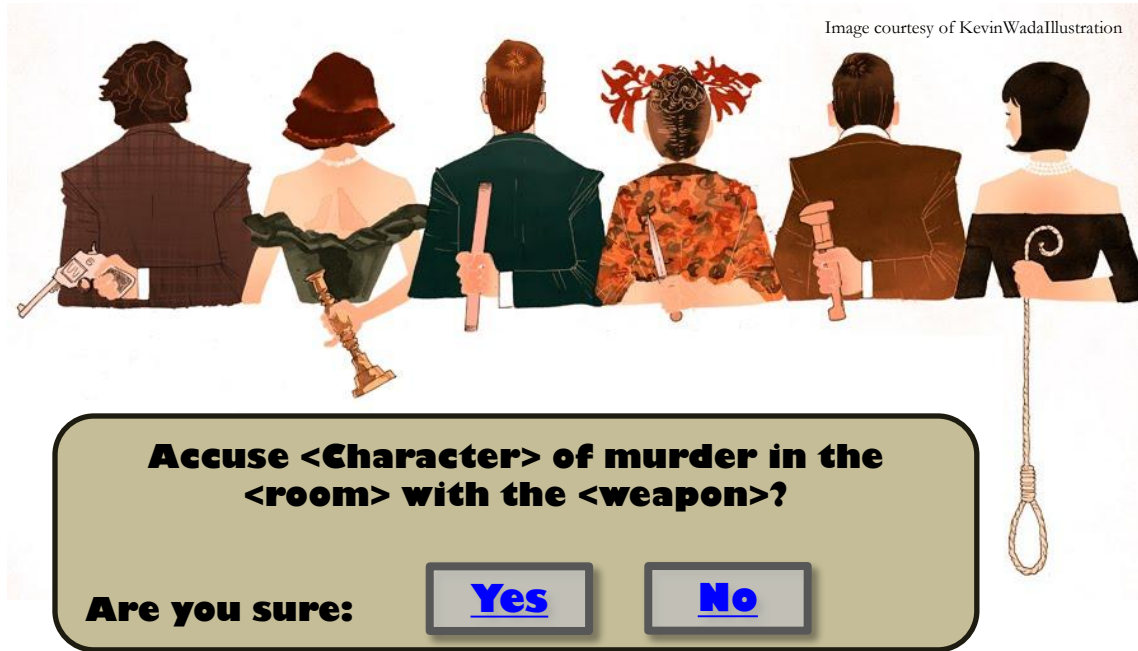
## Suggest/Accuse Screen



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**Suggest Prompt**





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## **Accuse Prompt**



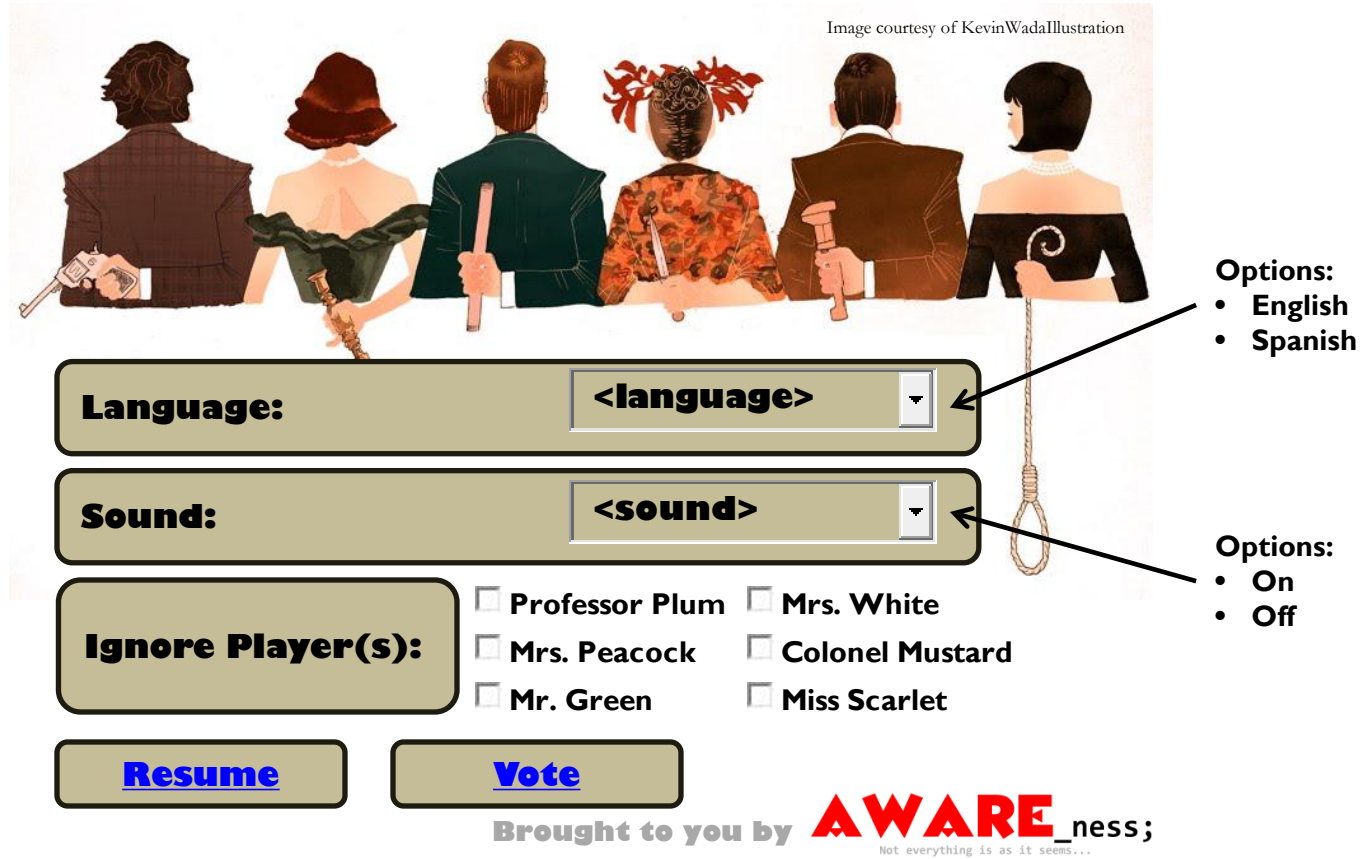
If the user's accusation is incorrect, then the user will be prompted a different message and be redirected back to the game screen.

**Congratulations!**  
**You've solved the murder mystery!**

[Main Menu](#)

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## **Correct Accusation Screen**

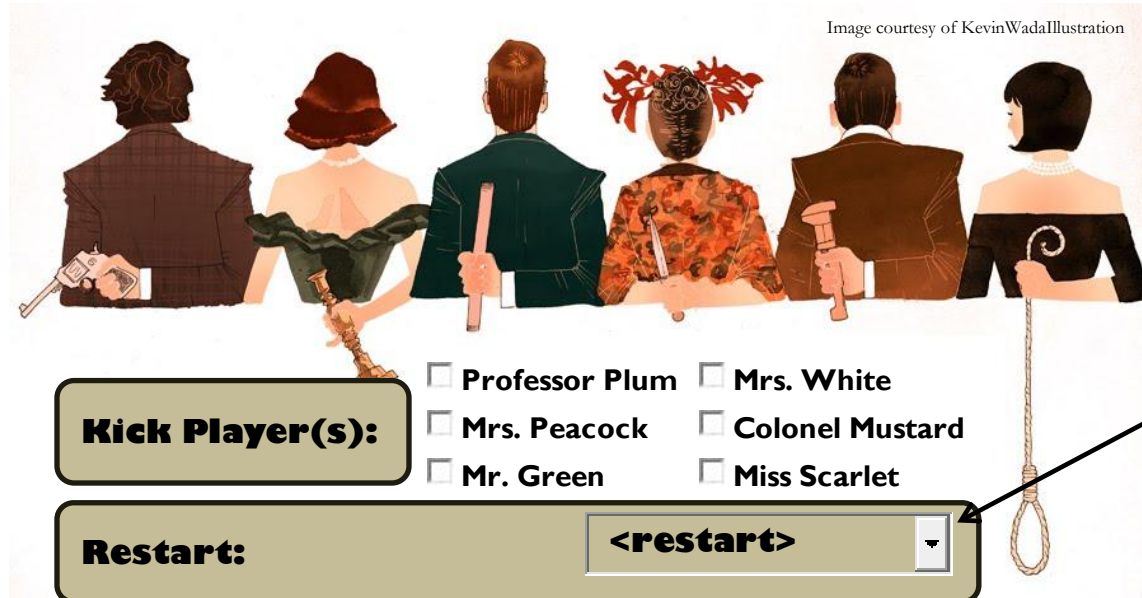


## In-Game Menu



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## In-Game Quit Prompt



- Options:
- Yes
  - No

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[Vote](#)

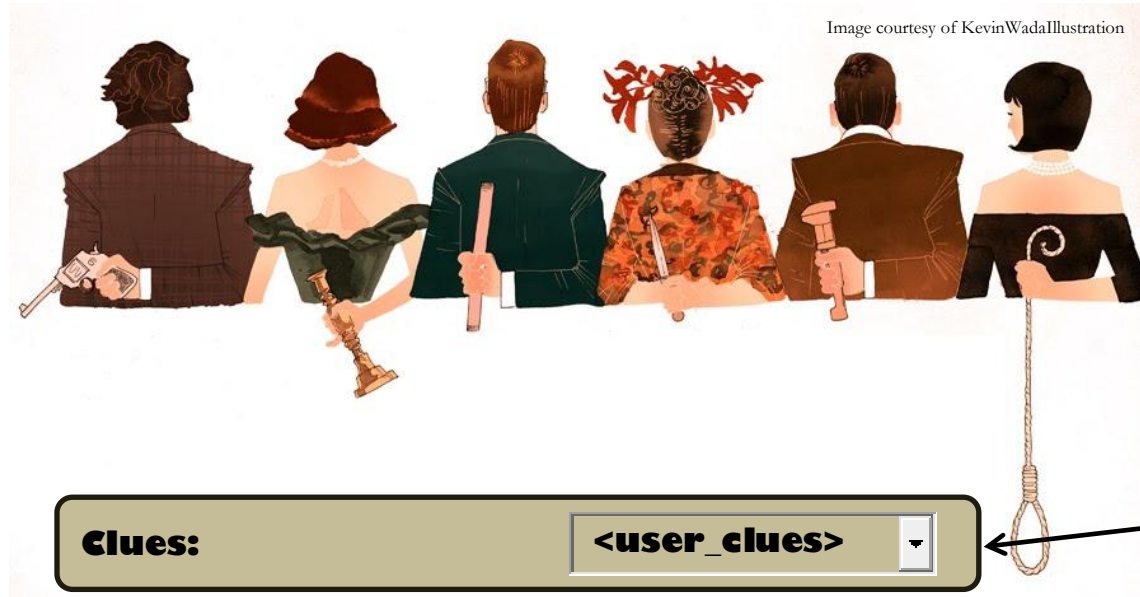
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## Vote Menu



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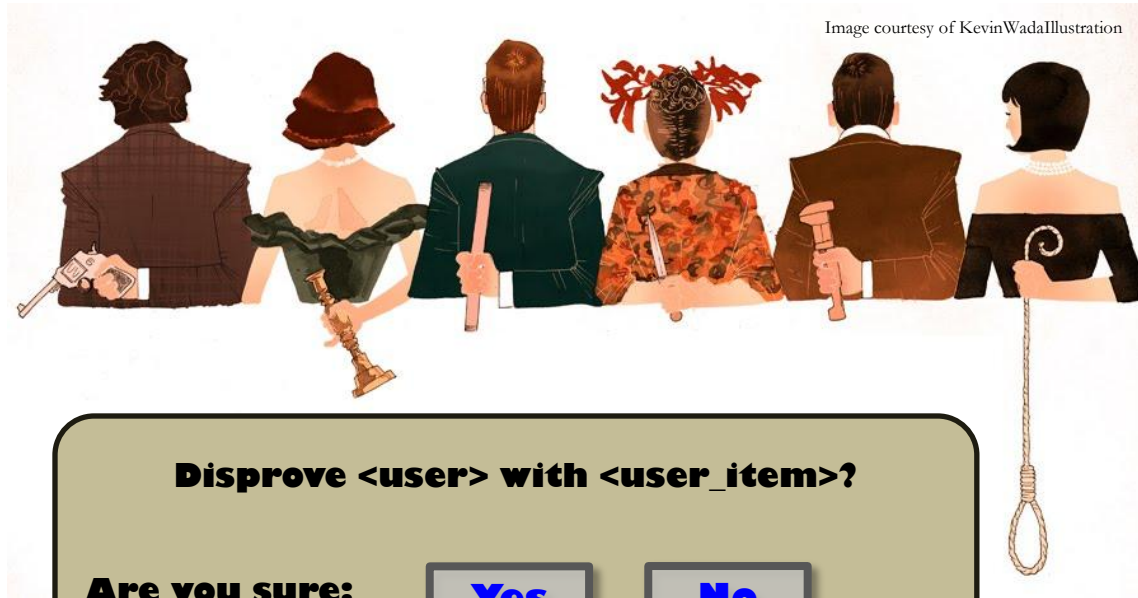
## Settings Menu



**Disprove**

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## **Disprove Screen**



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## Disprove Prompt