

Cluedo: Master Detective

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Manual

STARTING THE GAME

Mr. Boddy has been brutally murdered!

Which of the guests at Boddy Manor has committed this dastardly crime? Where was the murder committed and what was the weapon? Its up to you to solve the mystery.

There are ten possible perpetrators, twelve possible murder locations, and eight possible weapons. All you need to do is accuse the correct suspect of committing the murder, the location where the crime took place and the weapon that was used.

After loading, the game sets the scene by showing one possible murder scenario. Then the setup screen is displayed.

THE SETUP SCREEN

You play the part of one of the ten suspects in the game. The setup screen lets you choose the suspect you wish to play and the suspects to be played by your opponents.

Each suspect card has a panel underneath. Point to this panel with the mouse pointer and click the left hand button on the mouse. The panel will roll round from Neutral to Human, to Computer 1, Computer 2 and Computer 3 and back to Neutral. Select Human for the suspect you want to play.

Neutral players take no active part in the game. Human players are prompted by the computer to take their turn. Computer players take their turn automatically. The numbers after Computer denote the different skill levels available. Computer 3 players are the most skillful computer players.

If you are playing against other people, allow them to select the suspects they wish to play. Select any Computer players you want to play against. There must be at least 3 players taking an active part in the game, but these can all be human, all computer or a mixture of the two.

You can type in a name to be associated with any of the suspects. This will be displayed whenever that suspect is mentioned in the game. To type in a name, click on the empty panel beneath the suspect card. A cursor will be placed at the start of the text and a name can be typed in.

If you care to click on the actual suspect cards, you will be given brief background information on each of the suspects. When you are satisfied with the game that you have set up, click on the start box to start the game.

THE CARDS ARE DEALT

You will not see it happen, but the computer shuffles the pack of 30 cards, selects a suspect, location and weapon and holds these as the murder cards. The murder cards represent the who, how and where of the crime. The remaining cards are dealt out to the players.

The main board is displayed, with a menu bar at the top. The players all start in the Cloakroom. The murder never occurs in the Cloakroom. The starting player is chosen at random and then players take turns in order.

Your objective is to move around Mr. Boddys manor, going in and out of the 12 possible murder locations. Each time you enter a room or an outside location, you may make suggestions and gather valuable information about the cards that the other players hold, you can deduce the murder cards by a process of elimination.

If a computer player starts, they will attempt to move to a location and make a suggestion and who passed cards. You will find the information useful to your inquiry.

YOUR MOVE

A message will be printed to tell you when its your turn. Click on the OK box to make the message disappear. The dice are thrown for you, into a box at the top right of the screen display. This is the dice icon.

The number on the dice is the number of spaces that you can move in your turn. You may move either vertically or horizontally over the board, but not diagonally. You may change directions as many times as your dice throw

will allow; however, you may not enter the same square more than once on the same turn.

You may not land on a square occupied by another token. If your dice roll would land you there by exact count, you must stop one space behind the other players token. If you rolled a higher number, jump over the other token, counting the occupied space, and move the total number of spaces rolled.

To make your move, move the pointer to select the route you wish to take. Click on each square in turn, starting from your current position. You must enter and leave rooms using the doors, so the program will only allow you to highlight legal spaces. To select a room or other location as part of your route, click in the center of that location. A marker will be displayed to show that the location is selected.

When your route is highlighted by footprints, click on the dice to make the move. The path you have taken will be shown by a heavier footprint.

At the start of your turn your token is flashed so that you can locate it. If you click in an incorrect position-a place where you cannot legally move - a warning beep is made and the computer will again flash your token.

SUGGESTING

When you enter a location, a suggestion icon is displayed at the bottom right of the screen.

Click on this icon to make a suggestion. You will be prompted to select the character to suggest. Click on the card of the character you want. Do this again for the weapon. The location will be the one you are in when making the suggestion. Any cards passed to you will

appear face down on the screen. To turn them over against other people, be sure to cup your hand round the cards as you display them, in order to conceal them from your opponents eyes. After you have noted the cards, click on the exit box to return to the main screen.

If you do not want to make a suggestion (perhaps you are only passing through the location) click on the dice icon. This will make the suggestion icon go away and your movement will continue.

The suspect named in a suggestion is moved to the suggested location.

If you make a suggestion in a location, you may make no further movement in that turn.

SNOOPING

Snoop Spaces...Nine spaces on the board are marked by a magnifying glass.

As part of your move you may land on one of these squares and SNOOP an opponent.

When you SNOOP, you will be shown the suspects being played by your opponents. Select the player to snoop by using the mouse, joystick or keypad to move the pointer on the card. You will then be presented with all the cards held by that player, face down, so that you cannot see them. Select a card at random and click on it. The card will be displayed while you hold down the button or key so be sure to keep it covered from other human players.

Note: the cards are shuffled before being set out for the snoop.

SECRET PASSAGES

Some locations are joined by secret passages. These locations are connected-Drawing Room to Conservatory, Library to Kitchen, and the Basement Stairs to the Garden Walk. Movement through a secret passage counts as one space.

To use a secret passage between rooms, click on the room that the passage connects to. To use the secret passage between the Basement Stairs and the Garden Walk, click on the Garden Walk square when it is the destination. Click on the Basement Stairs when that is the destination.

MORE ABOUT MOVING

When entering or leaving a location, you do not have to land in the location by the exact count. You may pass through a location on a turn, counting it as a space.

You may not re-enter a room on the same turn.

You do not have to use all your dice count at once.

You may move to a snoop square, snoop and then use up the remaining count. If you have a count remaining on the dice, and there is a place to move to, the program will not continue until this is used up.

The computer checks to see if you have boxed yourself in. If there is

no place for you to move to, you forfeit any count left on the dice. If the suggest icon is present, and you click on the dice icon to remove it, you will be required to move the remainder on the dice icon to remove it, you will be required to move the remainder of the count on the dice. So be sure you want to move before you do this.

You may move over another player during your turn, but you may not stop on a player. If you try to stop on a player, the computer will beep, and give you the option of stopping BEHIND that player when you move.

MORE ABOUT SUGGESTING

You may make a suggestion and accusation on the same turn.

After entering one of the locations, you may make only one suggestion. To make another, you must wait until another turn when you are in a

different location or, sometime after your next turn, re-enter the

If another player moved your token to a new location in the course of making a suggestion, on your next turn you may make a suggestion from that location without moving. Or, you make click on the dice icon (to remove the suggest icon) and continue to move in one of the usual ways.

ACCUSING

When you are sure that you have deduced the correct solution to the murder, you must make an accusation to win the game.

To make an accusation you must pull down the PLAY menu from the menu bar at the top of the screen. Select ACCUSE from the menu and you will be asked to confirm that you want to accuse. This is just in case you have activated the menu by accident.

Select the Suspect, Location, and Weapon that you think make up the murder cards. If you are correct, the computer will show a re-enactment of the murder.

If you incorrectly accuse, you will drop out of the game and the other players will carry on until someone gets it right. If you do not wish to wait for that, select NEW GAME from the FILE menu.

ENDING YOUR TURN

When you have finished your move, you will see that the dice icon has been replaced with an icon that says NEXT PLAYER. You may not make another suggestion or move any further at this point, but you are still able to do some other things. These will be explained in the next section. To finish your turn, click on the NEXT PLAYER icon.

THE PULL DOWN MENUS

Various options are available during the game. These can be accessed by pulling down the appropriate menu from the menu bar at the top of the screen. These operate in a similar manner to other applications on your computer.

CLUEDO

This menu has only one option-ABOUT CLUEDO
This tells you a little about the game.

FILE

Should you wish to stop playing CLUEDO MASTER DETECTIVE, or decide to alter the set-up, this menu holds the option that will allow you to do this.

NEW- Will start a new game of CLUEDO MASTER DETECTIVE. This option abandons your current game, and returns you to the set-up screen. Before this happens you will be asked to confirm you want to do this.

SAVE- Will save your game to disk, to be continued later.

LOAD- Will abandon your current game and load a previously saved game.

Quit-Will abandon CLUEDO MASTER DETECTIVE. Before this happens you will be asked to confirm that you want to do this.

OPTIONS

This options menu allows you to do a variety of things.

PRINT NOTE- If you have a standard printer connected to your computer, you can print out note sheets on which to note the information you collect during the game.

PRINT GAME - If you have a printer connected, you can print out a review of all the suggestions and accusations made by the players during the game. This includes who passed cards, but not who passed what.

COMMENTS - As the game progresses, your computer opponents will gather information in much the same way as you do. As an indication of how they are getting on, we have given them the ability to make comments. If you find this distracting you can turn this feature off by removing the check next to Comments in the Options menu. When there is no check mark, the comments are disabled.

SOUNDS - This option turns the sounds in the game on or off. A check mark next to Sounds means that the sounds are enabled.

POINTER - This option changes the mouse pointer from a magnifying glass to an arrow and back again.

FAST GAME - When this option is enabled, the program cuts out the view of the player walking into the room in order to speed up the game.

PLAY

The play menu contains the options available to each individual player.

ACCUQE - When you are sure of the murderer, weapon and scene of crime, select this option to make your accusation.

SHOW NOTES - The computer holds a complete set of notes for each player. When it is your turn, you can select SHOW NOTES and see your own notesheet. The cards that you hold in your hand are marked with a -C- . As you can see the other players cards, the computer will mark off the cards you see with and -X-.

By clicking on the note boxes, you can alter the mark associated with each item.

There is a -Y- and a -?- for you to use in the way you prefer eg. -Y- can be used to mark off those cards you are certain a player has, and

SHOW CARDS - This will display the cards in your hand. Click on the backs of the cards to see what they are.

AUTO REPLY - Sometimes you may hold more than one of the cards mentioned in a suggestion. If you wish to choose for yourself which card to show, switch auto reply off. Normally, auto reply will be on, and the computer will select and pass a card for you. In selecting which card to pass, the computer uses the same procedure as it does for the computer player, so auto reply should be no disadvantage. If you only have one card the computer will automatically show that you have no option.

If you are playing with other people as opposed to just computer players, it is probably best to keep Auto Reply switched on so that the other players do not benefit unfairly from knowing if you have more than one of the cards.

STRATEGY HINTS FOR THE SUPER SLEUTH

Do not forget to snoop....especially when your dice roll is large enough to snoop and enter a location on the same move.

Making suggestions...You may want to name one or more of your own cards in order to gain information...or mislead your opponents.

Proving a suggestion...It is possible on one turn to be shown all three cards. However this is not necessarily an advantage, because all the players heard you make your suggestion, and everyone will know that those three cards are not the murder cards. This is another reason you may want to include one of your own cards in the suggestion cards.

Sneaky Move - If an opponents token appears to be heading to an important location, on your turn you may want to include that suspect in a Suggestion in order to move him or her away from that location.

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