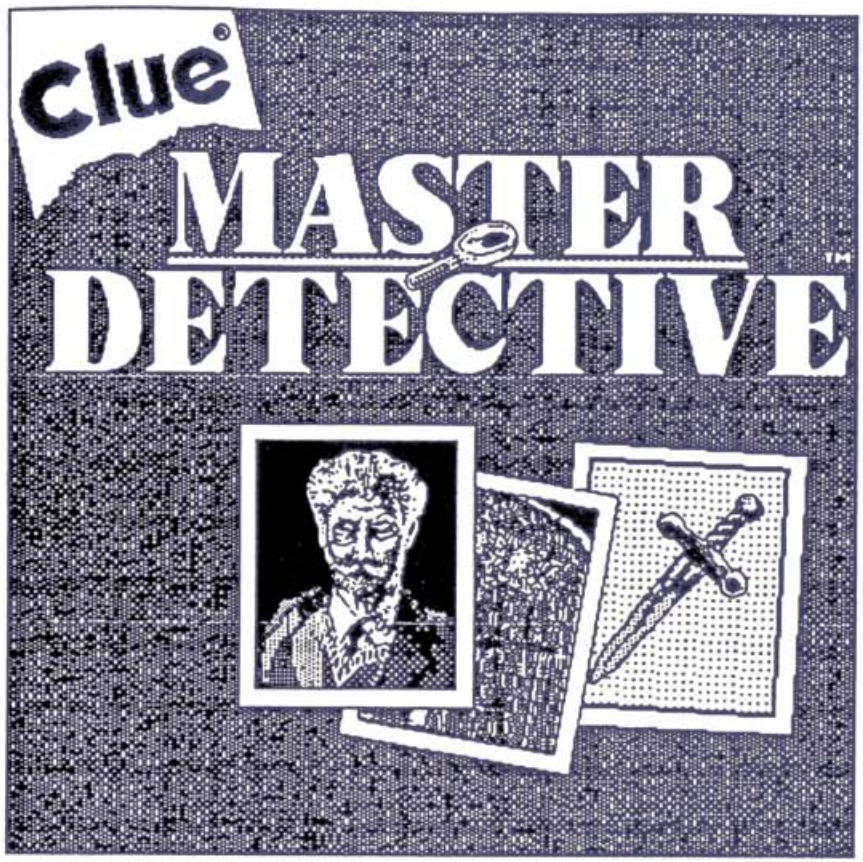
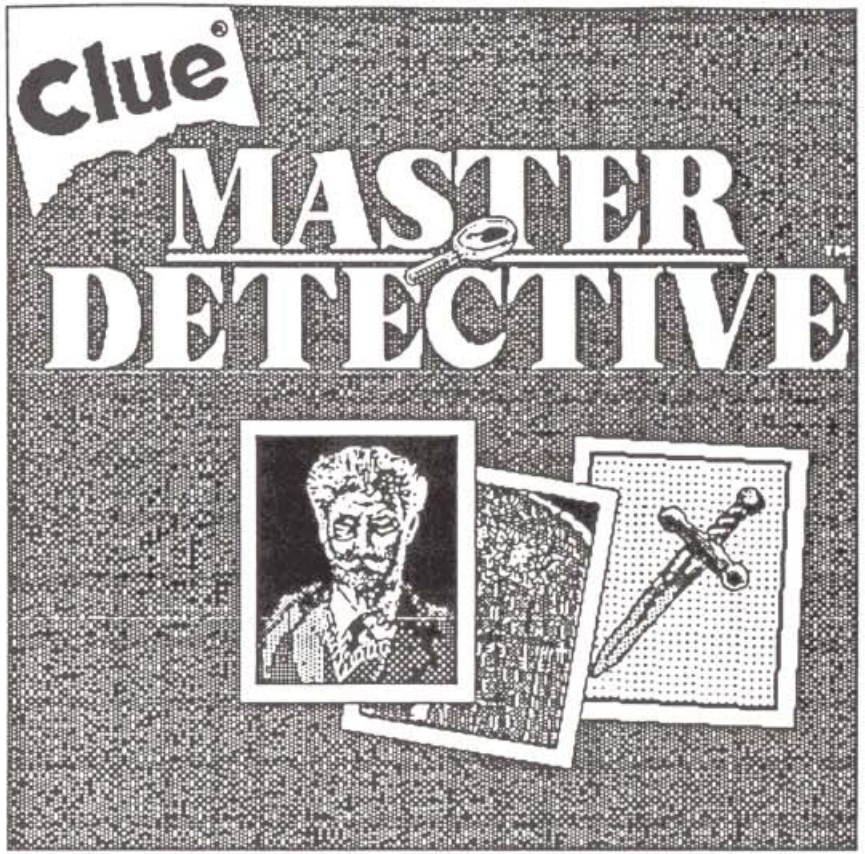


For APPLE II



For APPLE II

CLUE® MASTER DETECTIVE™

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INTRODUCTION

In 1946, a solicitors' clerk from Birmingham, England, paid a visit to Waddingtons Games Ltd. in Leeds. Anthony E. Pratt, his wife and a couple of game inventing friends came to present their prototype of a mystery detection game to the game manufacturers.

The people at Waddingtons liked what they saw and agreed to produce the game. Three years later, Parker Brothers brought the game to American mystery lovers — and it's been a family favorite ever since.

The very latest version of that original game is "Clue - Master Detective". And now you can play it on your computer. Play the role of your favorite hero or heroine from detective literature. Pretend you're Sherlock Holmes, Nancy Drew, Charlie Chan and Miss Marple, all rolled into one.

There are so many possibilities of Who, Where and With What Weapon that the mystery to solve is different for every game you play. Choose to play against your friends, the computer opponents, or a mixture of the two. Use your logic and deductive skills to discover 'who dunnit' by a process of elimination.

"The game is afoot!"

CLUE

RULES FOR PLAY

Mr. Boddy of Boddy Manor has met with a most unfortunate fate: He has been murdered by one of his unappreciative house guests, somewhere in or around the manor house, with an unknown weapon. Whodunit? Where? With what weapon? Scotland yard is depending on you, the CLUE MASTER DETECTIVE player, to answer these questions.

CLUE MASTER DETECTIVE mystery is challenging even for the most jaded super sleuth because now there are 10 possible perpetrators, 12 possible scenes of the crime and 8 possible murder weapons.

So grab your magnifying glass, put on your deerstalker hat, fill your meerschaum pipe and let the hunt begin!

GAMEPLAY

SETUP . . .

The computer automatically sorts the 30 cards into three piles — Suspect, Location and Weapons. The computer then randomly selects one card from each pile and places them in the Case File. The remaining cards are shuffled and distributed by the computer to the players.

As the master detective, your objective is to search Mr. Boddy's manor, going in and out of the 12 possible crime Locations. Each time you enter a room or an outside location, you may "Make a Suggestion" and gather valuable information about what cards your opponents, human or computer, hold. By process of elimination, you will be able to determine which three cards are in the Case File by ruling out the cards you and your opponents hold.

TRACK THE CULPRIT BY . . .

MOVING YOUR-TOKEN . . . On each turn, move towards, into, or through one of the 12 Locations by 1) rolling the dice, or 2) using a Secret Passage, or 3) a combination of both.

1. Rolling: When it is your turn, the computer will roll the dice. Press return when you are ready to stop the dice from rolling. Move the number of spaces the dice indicates, either horizontally, vertically, forward or backwards (but not diagonally). You may not enter the same square more than once on the same turn; however, you may change directions as many times as your roll will allow. 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 player's token; if you rolled a higher number, jump over the other token, counting the occupied space as part of the roll, and move the total number of spaces as indicated by the dice.

2. Secret Passages: The following locations are connected: Drawing Room and Conservatory; Library and Kitchen; and Basement Stairs and Garden Walk. You may use a Secret Passage as part of your roll by moving your token over the orange arrow and pressing return. You will be automatically transported to the connected locale.

When Entering or Leaving a Location . . .

— Do not count a door as a space.
— You do not have to land in a Location by exact count.
— You may pass through a Location on a turn, counting it as one space. However, you may not leave a Location if you have made a suggestion on that turn.
— You may not re-enter a room on the same turn.

Snoop Spaces . . . A new addition not found in classic CLUE!! Nine spaces on the board are marked by a spyglass that looks like this : As part of your move, you may land on one of these  spots and "Snoop" an opponent.

MAKING A SUGGESTION

Once you've entered a murder Location, you should take the opportunity to make a suggestion in order to learn what cards your opponents hold. For example: "I suggest the crime was committed by Miss Scarlett in the Carriage House with the Candlestick."

MORE CLUES ON MAKING A SUGGESTION:

1. 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 re-enter the Location you most recently left sometime after your next turn. You may not remain in a particular Location by forfeiting a turn.

2. The Suspect's token named in your Suggestion, will automatically be moved to the Location in which you make the Suggestion.

3. If another player moved your token to a different Location in order to make a Suggestion, on your next turn you may either move out of that Location in one of the usual ways, or you may make a Suggestion from that Location. If the latter, you do not roll the dice or move your token.

4. There is no limit to the number of Suspect tokens that can be in one Location at the same time.

5. If you wish, you may make a Suggestion and an Accusation on the same turn.

PROVING A SUGGESTION:

If any of your opponents has any of the cards you mentioned in your Suggestion, it will be revealed to you. If one of the other players has more than one of the cards you mentioned, only one will be selected to be shown to you. Mark the information you receive in your Detective Notebook.

If none of your opponents has the cards you asked for, you may either end your turn, OR you may make an Accusation.

MAKING AN ACCUSATION:

You may make an Accusation, on your turn, when you think you've solved the mystery. You must indicate who you think committed the murder, where and with what weapon. You do not need to be in the Location you name in your Accusation. However, make certain you have your facts straight, because if your accusation is incorrect, you lose that particular game.

If you're right on all three counts — Whodunit, Where and How — YOU WIN!

STRATEGY:

The most important concept to bear in mind while playing CLUE MASTER DETECTIVE is that you want to disclose as little information as possible while gathering information from your opponents. One method of keeping track of information is, anytime another player makes a Suggestion, write down who showed cards and which cards they might have shown. For example: Player 1 suggests that the murder was committed by Mrs. Peacock in the Library with the lead pipe. Player 2 shows a card to Player 1. Obviously, Player 1 has either the Library, lead pipe or Mrs. Peacock card. If, later you find out that another player has the Library card, then you are left with only two possible cards that Player 2 showed Player 1. By keeping such notes, patterns emerge and the mystery can be solved by the process of elimination. This is only one method. As a master detective, you'll no doubt be able to concoct even more ingenious clue-finding techniques!

EXTRA STRATEGY TIPS:

1. Take advantage of Snoop Spaces to gather extra information from your opponents.

2. Utilize Secret Passages to travel quickly from one Location to another.

3. Make Suggestions. You can even name one or more of your own cards in your Suggestion in order to gain information and possibly, mislead your opponents.

4. If an opponent's 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.

5. Note what you learn on your Detective Notebook.

WINNING . . . The first player who correctly names all three cards in the Case File envelope wins!

CAST OF CHARACTERS

M. BRUNETTE:

Monsieur Alphonsse Brunette deals in art and arms: Last year he almost made a killing in Paris when he produced what he swore were the missing appendages of the Venus de Milo. But this year, his business is on its last legs due to the questionable authenticity of several Impressionist works he sold to Mr. Boddy. He claimed they were paintings by Monet — or was it Manet? As Alphonse always says, "Monet . . . Manet . . . What is zee differrence?"

MISS PEACH:

She arrived at Mr. Boddy's door without an invitation — or luggage — and announced she's his long-lost great-step-neice, Georgia. When pressed, she explained that she decided on very short notice to take a long vacation in the country — any country.

MR. GREEN:

Thallo Green, reputed kingpin in the "family" business, is a whiz at the numbers, but he finds himself dangerously short of cash at the moment. He figured he'd get out of the jam with Mr. Boddy's help. Did he make him an offer he couldn't refuse?

MRS. WHITE:

The maid at Boddy Mansion since before the War — she won't divulge which one — Blanche White has seen 'em come and go. Trouble is, she's seen 'em when and where they weren't supposed to be comin' and goin'. Did she finally spy something that made her see red?

COLONEL MUSTARD:

Algernon Mustard, late of the Bengal Lancers, held regimental honors as a marksman with both elephant gun and small caliber pistol; after he was mustered out, he stayed on in the Punjab. The Colonel has traveled halfway around the world to see Mr. Boddy on a matter of grave importance, or so he says. But why does Mustard sleep with a revolver under his pillow?

MRS. PEACOCK:

After single-handedly saving the loggerhead shrike from extinction, amateur ornithologist Henrietta Peacock next turned her beady eye on the pied-bill grebe. Having spotted a pair nesting near the manor house, she came to beseech Mr. Boddy to create a bird sanctuary by donating his entire estate to the Peacock Salvation Society, of which she is founder and sole member. Does Mrs. P. have her eye on more than the grebe?

PROFESSOR PLUM:

Edgar Plum, Ph.D., head of the Archeology Department at a correspondence school, came to the manor to solicit financing for a bone-hunting expedition to an un-named Middle Eastern country. He knows just where to unearth a prehistoric skeleton to rival the Piltdown Man — he says he can feel it in his bones. But why does the Professor clam up whenever anyone digs into his past?

MISS SCARLET:

Called the Mercenary of Macao — but never to her face — the sultry and sinister Scarlet will entertain any proposition that makes her a profit. After reading a how-to piece in the society of Fortune Hunters Quarterly, she decided to try her hand at gold digging. But could the price of gold be murder?

SGT. GRAY:

The local enforcer literally stumbled on the scene of the crime while making his regular weekly visit to the manor collecting funds for the Police Awareness program. Could his unimaginative approach to crime stem from the fact that Gray always sees things as either black or white?

MADAME ROSE:

Mr. Boddy's eccentric former secretary, Rhoda Rosengarten, changed her name when she moved to Hungary to hang out her shingle as a medium. Last week, in the midst of a seance, she "saw" a dark, ominous cloud descending on Boddy Manor and took a tramp steamer from Budapest in order to warn her old employer. She didn't make it in time — or did she?

Introduction

Loading

Insert the Clue program disk and turn on the computer. During the Title sequence, you may proceed to the Start New Game Menu, by pressing any key on your keyboard.

Pressing D during the title sequence will begin Demo Mode. If no key is pressed in the short interval following the title sequence, Demo Mode will begin automatically. Press any key during Demo Mode to begin normal play.

Control Methods

Menu choices may be indicated by moving the mouse or joystick up and down or by using the arrow keys on the keyboard to highlight your selection. Press the button or (RETURN) when your choice is indicated.

To access various features during the game, you may "click" on them by moving the arrow shaped cursor over the appropriate "button" and clicking the mouse, pressing the Return key, or pressing the joystick fire button. You may also access features directly with a single keystroke.

The Start Game Menu

START NEW GAME — Select this option to start a new game. You will then be presented with the GAME OPTIONS section.

RESTORE SAVED GAME — To RESTORE a game, it must have been saved on a Saved Game Disk created by the File section of the program.

GAME OPTIONS

The options menu allows you to affect the way the game is presented and to have the computer assist you in some of the more routine aspects of play. To change an option, highlight the feature and press the button of (RETURN) to cycle through the available variations.

After you have set all options to your preferred selections, indicate Continue and they will be implemented.

DISPLAY — Color or Monochrome.

INPUT DEVICE — All functions are available via mouse, joystick, or keyboard.

AUTO NOTEBOOK — If you select Auto Notebook CHECKING the computer will automatically update your notebook by placing a check mark ✓ in front of any card that is shown to you when you make a Suggestion or Snoop someone. If you select Auto Notebook MARKING the computer will update your notebook by placing a mark indicating which player showed the card to you instead of just a check mark. These compouter-generated marks are protected from accidental erasure. If you leave the Auto Notebook option OFF the computer will only mark your cards for you. Cards are marked with a white dot (•).

Auto Notebook Marking saves you from having to look at the cards shown you, as they are marked automatically in your notes.

AUTO SHOW CARDS — Leaving this option turned ON will speed play, as the computer will automatically select a valid card from all player's hands to show in response to a Suggestion. If there is more than one card that may be shown, the computer will choose at random between them unless one of the cards has been shown to the suggester previously. In that case, the same card will be shown again.

DISPLAY ALL TOKENS — All ten Suspect tokens or only the participating tokens may be displayed. This option may only be changed before the game begins.

RECORD SUGGESTIONS — A list of the suggestions made by all players is available in your notebook. Turning this option off will allow display of only the most recent Suggestion. Consulting this list saves you from having to access your notes during someone else's turn.

MARK SUGGESTIONS — This option is designed to help you analyse your notebook. As you review the previously made suggestions shown at the bottom of your notebook, the cards involved in each Suggestion are marked with a small white dot.

SNOOP OPTION — Turning this option OFF removes the Snoop squares from the board. This may only be done before the game begins.

SOUND — Turns off the sound of the footsteps. The sound may also be switched by pressing (ctrl S).

SPEED — Affects the time messages are displayed.

SETTING UP THE GAME

Choosing your Character

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

Use the mouse, joystick, or keyboard to highlight and select the name of your character. You will then see a description of the character and a menu that allows you to select the following attributes for the character.

NAME:
If you wish to be addressed by your name rather than that of your character throughout the game, indicate NAME and then enter the name you wish to use followed by (RETURN). Length of the name is limited.

LEVEL:
Selecting this menu item changes from a human player to various levels of computer controlled players. Computer 3 is the most advanced player.

TOKEN:
You may choose between various colored tokens, or an icon or abbreviation designed for monochrome screens.

CANCEL:
Returns to the character selection menu without selecting this character for play.

CONTINUE:
Accepts the character's name, token and type for use in the game

The selected characters are displayed in the menu with their token and level. Characters may change their name, level or token or be cancelled completely by selecting them again.

Select Order of Play

Choose between Random Order, Selected Order (the order in which they were selected), or Notebook Order (the Order in which they appear in the notebook). Cancel will return you to the character selection menu.

When you are satisfied with the game you have set up, select Continue to start the game.

THE CARDS ARE DEALT

You won't 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 playing area (Boddy Manor) is displayed. The players all start in the Cloakroom. The murder never occurs in the cloakroom.

Your objective is to move around Mr. Boddy's Manor, going in and out of the twelve possible murder locations. Each time you enter a room or an outside Location, you may "make a Suggestion" and gather valuable information about the cards that the other players hold in their hands. By discovering what cards other players hold, you can deduce the murder cards by the process of elimination.

You also may obtain information from other players by making use of the "Snoop Spaces" — those squares marked with a spyglass on the board.

YOUR MOVE

At the beginning of your turn the dice will roll until a key or button is pressed. The dice roll will then be displayed and your token will flash momentarily. If, at any time you are unable to locate your token, press F (Find and Flash) to have your token flash again.

You may move either vertically or horizontally over the board, but not diagonally. You may change directions as many times as your dice roll will allow, however, you may not enter the same square or Location more than once on the same turn.

You may not end your move over another token. If your dice roll lands you there by exact count, the computer will back you up one space behind the other player's token. If you rolled a higher number, you may pass over the other token, counting the occupied space, and move the total number of spaces rolled.

To move your token simply use the mouse, joystick, or keyboard arrow keys (II+ owners may use; and / as up and down keys) to move the arrow shaped cursor to a square or room adjacent to your token and press the button or (RETURN). If you may legally move to the indicated Location your token will be placed in that area and footprints will mark the place you have left.

To back-up, simply indicate with the arrow shaped cursor the square or room you wish to back-up to and press the button or (RETURN). To back-up all the way, indicate the starting square or else press (ctrl X).

You may find that the easiest way to move is to "click and drag" your token around the board by holding the button down and moving the cursor with the mouse or joystick. Keyboard players may simulate "clicking and dragging" by using the I, J, K and L keys to move up, left, down and right.

Secret Passages connect the Kitchen with the Library, the Conservatory with the Drawing Room, and the Garden Walk with the Basement Stairs. To use a Secret Passage, click on the Secret Passage Square (the orange square with the white arrow) and you will be transported through the passage. There are no footprints on the passages as they do not count as a step.

To view the rest of the board simply move the cursor to the edge of the screen and the rest of the board will scroll into view. You may also use the QWE, AD, ZXC keys to scroll the map in all directions.

As you plot your move, if you pass over, or stop on, a Snoop Square (marked with a magnifying glass) you will become eligible to Snoop. If you stop in a room you will be eligible to make a Suggestion.

THE FEATURE PANEL

Moving the cursor over the dice will reveal a "Button Panel" which consists of four buttons to allow the mouse or joystick user to access various functions without returning to the keyboard. These buttons allow you to examine your NOTEBOOK, change the VIEW of the board between complete board and close-up, or to access a MENU of other functions.

The button on the right side of the panel changes as you move, to allow you to Snoop, make a Suggestion, or end your turn (as your path makes you eligible). If you are using keyboard control you may press (esc) to accomplish this.

To end your turn you must have either made a Suggestion, used your complete dice roll, or have no further moves available.

Snooping

If while moving you are on or have passed over a "Snoop Square" (marked with a magnifying glass) you will then be eligible to "Snoop". If the Snoop Square is occupied by another player, you are not eligible to Snoop. Pressing (esc) or clicking on the SNOOP button when eligible to Snoop takes you to the Snoop Screen. Snooping allows you to see a card selected at random from any one of your opponents.

You must first choose which opponent you will Snoop. Then a card is picked at random from those held by that opponent and displayed to you when you click on the back of the card. The card is displayed as long as the button is held down. Keyboard players may press (RETURN) to expose the card.

If Auto-Show Cards is OFF then both players involved in the Snoop will have access to their notebooks at this point so that they may mark the card as seen/shown.

Suggestion

This is your main means of solving the case. If you move into a room, or have been moved into a room, then you are eligible to make a Suggestion involving that room. Pressing (esc) or clicking on the SUGGESTION button when you are eligible will take you to the Suggestion screen.

To indicate the Suggestion you wish to make, select the Suspect, or Weapon card and you will be given a menu to choose the Suspect or Weapon.

Once the Suggestion you wish to make is displayed indicate DONE or (esc). If you wish to change your selection, simply reselect the card and the menu will be shown again.

Cancel (ctrl X) will place you back into the movement section, without making a Suggestion.

Proving the Suggestion

If you have chosen Auto-Show Cards from the Game Options menu (it is the default selection), the computer will automatically select the card to show for all players. You may skip the rest of this section and continue at "Showing the Cards".

If you have not chosen Auto-Show Cards from the Options menu then play will proceed as follows. After a Suggestion has been made, each player (in turn) must show the player making the Suggestion one of the suggested cards, if they have it. Players not holding any of the suggested cards are passed by automatically.

Those who do own one of the cards will be asked to indicate which one (Suspect, Weapon, or Location) by clicking on one of the suggested cards. The player may consult his/her notebook to check which cards they own, or may simply click on one of the cards . . . while the button is held down a short message indicates whether he/she owns that card.

This process of asking which card to show always occurs so that the suggester will not know if the player has more than one of the cards, and also to give the player who is showing an opportunity to mark the card as shown in the notebook if desired.

The player should indicate DONE after selecting a valid card to show. The last valid card selected will be shown. If DONE is selected before a valid card has been selected, the computer will Auto-Show a valid selection.

Showing the Cards

After all players have chosen the cards that they wish to show, the backs of the cards shown are displayed. Clicking on the back of the card will show it while the button is held down.

Ending your Turn

Unless you have made a Suggestion, or are in a position where no more moves are available, you must use your complete dice roll before you will be allowed to end your turn.

Computer's Turn

Computer players proceed automatically through all stages of their turns but may be interrupted by pressing (ctrl O) for Options, (ctrl I) for Info, (ctrl V) for View, or (ctrl F) for File. Depending on the dice roll and situation the computer players may take from 1 to 50 seconds to decide their move.

More about Moving

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

You may not reenter a room on the same turn.

You do not have to use up 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.

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, reenter the Location you most recently left.

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 may continue in one of the usual ways.

Accusing

When you are sure that you have deduced the correct solution to the murder, you must, on your turn, make an Accusation to win the game. Remember: To make a Suggestion you must be in the Location you name. To make an Accusation, you may name any Location, and be any place on the board.

To make an Accusation press ctrl A or select Accusation from the Menu.

Indicate your Accusation in the same manner as a Suggestion but you may choose any Location. If your Accusation is correct you win, but if not you will drop out of the game and the other players will carry on until someone gets it right.

End of Game

When the game is over, you may access all notebooks, cards and player information. A new game may be started via the File Menu.

FEATURES

Moving the cursor over the dice will reveal a "Button Panel" which will allow you to Snoop, make a suggestion, end your turn (if these actions are legal), access your notebook and other features of the game. If you are using a mouse or joystick, this allows you to access these commands without going back to the keyboard. All these features are available via the key shown in brackets as well.

NOTES (space bar) or Joystick Button 1

This reveals the detective notebook of the current player. The cards held by you are marked with a white dot.

Indicating one of the cards and pressing the button or (RETURN) allows you to place a ✓, ?, → or a blank space preceding the name of the card to indicate that you have seen or perhaps suspect that the card is part of the solution to the crime. If you have selected Auto Notebook CHECKING the cards shown to you will be checked off automatically and the check mark will be protected from accidental alteration. If you have selected Auto Notebook MARKING, you may also use the colors or symbols of each player to mark the notebook.

At the bottom of the screen, information about the most recent Suggestion is displayed. To view previous suggestions, indicate REVIEW PREV. Indicating REVIEW NEXT reverses this process. Reviewing the suggestions may also be accomplished by pressing the comma (,) and period (.) keys.

Advanced use of the notebook

There are also three positions available to the right of the name of each card in the notebook which may also be marked with the symbols or colors of your opponents. Pressing keys 1, 2, and 3 will cycle through these markings in the first, second, and third positions respectively. Keys Q, W, E (also 4, 5, 6) will cycle in the reverse order and keys A, S. D (and 7, 8, 9) will clear each position. Pressing Z (or O) will clear all three positions.

These four marking positions (one preceding and three following the name) for each card, should provide sufficient notation for games involving up to 10 players.

Novice players may wish to set the options for Auto-Notebook CHECKING and simply check off cards as they see or deduce them. Many players develop their own systems to aid their deductive processes.

It is suggested that the players use the check mark (✓) preceding the card to indicate that they know the card is not one of the murder cards and to use the colored mark of the person who does own the card if they have seen or deduced the actual owner. If you have deduced this card to be part of the solution use the arrow (→) to indicate this card is not held by anyone. The three positions to the right of the name can be used to indicate the three possible owners of a card involved in a Suggestion.

For example: If Mr. Green made the Suggestion: *Col. Mustard, with the Knife, in the Courtyard,* and cards were shown by Mrs. White and Prof. Plum, then you could put a white, purple and green mark to right of each of the three cards (as they could only be held by those who showed or the person who made the Suggestion). If, after another Suggestion involving one of these cards, you later determine that any of these players do not have one of these cards then remove their color mark from the marking area. If all three players were later determined not to be holding the card, then you would know that it must be one of the murder cards.

Fast Review On/Off **(F)**

When reviewing the list of suggestions it is not particularly useful to examine those suggestions involving 3 cards that you already know. When Fast Review is turned on, these "already known" suggestions are skipped when scanning the list. (The first and last suggestions are never skipped). This skipping of the Suggestion is done if all three cards have been marked with either a player mark (colored square) or an arrow (→). The arrow is interpreted to mean the player has determined the card to be a murder card.

When Fast Review is in effect **(F)** is displayed on the menu portion of the notebook.

Copy (C) and **Paste (P)**

If you find that you wish to use the same colored markings beside several cards, you may wish to use the copy and paste functions. Simply press C and the colored markings for the indicated card will be copied into a buffer and displayed in the upper right-hand corner of the screen. Then indicate the card you wish to mark similarly, and press P. Whatever is in the buffer will be pasted beside the indicated card. This is particularly useful in a game with a large number of players.

VIEW (ctrl V)

This portion allows you to switch between a close-up or a complete view of the board. Movement is accomplished in the same manner in both views.

MENU (ctrl Z)

Displays a menu with the following choices. (All choices are available directly through the keyboard as well.)

ACCUSATION (ctrl A)

The player indicates his Accusation in the same manner as a Suggestion but may choose any Location. If your Accusation is correct you win but if not, you are out of the game and take no more turns.

REVIEW (ctrl R)

Displays information about previously made suggestions.

CARDS (ctrl C)

This selection allows the current player to view his cards.

PLAYER INFORMATION (ctrl I)

Allows you to adjust the Name, Level and Token of each player. You may change a human to a computer controlled player but not back again. Changing a human to a computer player may not be done during that player's turn.

The number of cards the player holds and the number of suggestions and snoops the player has made is also displayed.

PRINT (ctrl P)

The menu allows you to:

Print a copy of the current player's notebook (including any markings that have been added)
Print a blank notebook (useful when playing with more than one human player)
Print all the suggestions made so far
Print all suggestions made since the last printing

Be sure to select the correct slot before printing!

FILE (ctrl F)

If you are playing Clue on a 5.25" disk, Saving a game requires a Saved Game Disk. This disk must be created with the FORMAT option. You may use your second disk drive for the Saved Game Disk. If no saved game disk is found in any of the available drives, the program will prompt for one to be inserted. If no saved game disk is available, pressing (esc) will cancel the option.

If you are playing Clue on a 3.5" disk, games are saved on the Game Disk. Be sure the write-protect tab is moved to the closed position so that games may be saved.

Pressing (RETURN) when prompted for a file name will return the user to the file management menu.

START NEW GAME — The current game may be abandoned and play restarted.

RESTART SAME GAME — Begins a new game with the same characters.

RESTORE SAVED GAME — Restores a previously saved game at the point where it was saved, with all options set as before.

FORMAT SAVED GAME DISK — Creates a disk where your games and option choices can be saved. The 3.5" version does not require this as games are saved on the game disk.

DELETE OLD FILE — Deletes unwanted games from your saved game disk.

SAVE CURRENT GAME — Allows you to save any active game when the board is in view. A valid file name must begin with a letter and may include up to 14 valid characters (letters, numbers and the period). Play continues on after the save is complete. If you are playing on the 3.5" version, be sure the write-protect tab is moved to the closed position so that games may be saved.

GAME OPTIONS (ctrl O)

The options menu will display and allow you to change the variations and options that were selected at the beginning of the game.

DONE (esc)

Indicates a player has completed that portion of his turn or completed a menu selection. In the movement phase, this is the equivalent of clicking the right hand button of the control panel. If eligible to Snoop or to make a Suggestion you will be allowed to do so.

STRATEGY HINTS FOR THE SUPER SLEUTH

Don't forget to Snoop . . . especially when your dice roll is large enough to be able 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 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 know your Suggestion, and everyone will know that those three cards are not the murder cards. This is another reason you may want to includue one of your own cards in the Suggestion.

Sneaky Move . . . If an opponent's 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.

STRATEGY HINTS FOR THE SUPER SLEUTH (cont.)

The most important concept to bear in mind while playing CLUE MASTER DETECTIVE is that you want to disclose as little information as possible while gathering information from your opponents. One method of keeping track of information is, anytime another player makes a Suggestion, write down who showed cards and which cards they might have shown. For example: Player 1 suggests that the murder was committed by Mrs. Peacock in the Library with the lead pipe. Player 2 shows a card to Player 1. Obviously, Player 1 has either the Library, lead pipe or Mrs. Peacock card. If, later you find out that another player has the Library card, then you are left with only two possible cards that Player 2 showed Player 1. By keeping such notes, patterns emerge and the mystery can be solved by the process of elimination. This is only one method. As a master detective, you'll no doubt be able to concoct even more ingenious clue-finding techniques!

EXTRA STRATEGY TIPS:

1. Take advantage of Snoop Spaces to gather extra information from your opponents.

2. Utilize Secret Passages to travel quickly from one Location to another.

3. Make Suggestions. You can even name one or more of your own cards in your suggestion in order to gain information and possibly, mislead your opponents.

4. If an opponent's 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.

5. Note what you learn on your Detective Notebook.

WINNING . . . The first player who correctly names all three cards in the Case File envelope wins!

KEYBOARD CONTROL SUMMARY

FEATURES

(ctrl A) — Accusation
(ctrl V) — Change View
(ctrl I) — Player Information
(ctrl C) — Cards
(ctrl X) — Cancel
(ctrl Z) — Menu
(ctrl O) — Options
(ctrl F) — File
(ctrl R) — Review Suggestions
(ctrl P) — Print
(ctrl S) — Sound on/off
(space bar) — Notebook
(esc) — Done or Continue

CURSOR MOVEMENT

Arrow Keys or I / J L / K (move token directly)

(Return) — Make Selection

TOKEN MOVEMENT

F — Find and Flash Token

SCREEN MOVEMENT

(in close-up View)

Q	W	E
A		D
Z	X	C

NOTEBOOK CONTROL

	NORMAL KEYS			NUMERIC KEYPAD		
position	*1st*	*2nd*	*3rd*	*1st*	*2nd*	*3rd*
cycle colors forward	1	2	3	1	2	3
cycle colors reverse	Q	W	E	4	5	6
clear position	A	S	D	7	8	9
clear all 3 positions	Z			0		

Copy three positions to buffer C
Paste buffer to current selection P

Previous Suggestion , (comma)
Next Suggestion . (period)
Fast Review (skip known suggestions) F

Abbreviations

printer		*monochrome notebook*
Mu	Col. Mustard	M
Pl	Prof. Plum	Pl
Gn	Mr. Green	Gn
Pk	Mrs. Peacock	Pk
Sc	Miss Scarlet	Sc
Wh	Mrs. White	W
Ro	Mme. Rose	Ro
Gy	Sgt. Gray	Gy
Br	M. Brunette	Br
Ph	Miss Peach	Ph