



(For 1 to 6 Players)



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001 – Introduction

Greetings! Welcome to my adaptation of CLUE, the classic Parker Bros. board game, for MINECRAFT. This introduction section relates my inspiration and goals for the custom map. If you are eager to get on with it, you can skip to section **002 – Object of the Game**.

I really didn't mean to embark on a new custom map so soon after releasing Wonderland v1.0. But I found myself thinking... what can I do next that's not a standard 'adventure' map? Maybe a puzzle map that's more interactive than flicking levers or jumping blocks. Something that can be multiplayer competitive or co-operative. And if it's competitive, it should be able to PvP (Player vs. Player). And for no real reason that I can recall, the answer just popped into my head – Clue. Wow – I Do not think anyone else has attempted a multiplayer map based on a board game! I spent the rest of the afternoon letting my brain storm on various aspects of the game. The first real challenge - how to make players interact and outsmart each other, not just race? And... would it be interesting as a single-player map? How could I design the map so that every game has a different solution? Would I have to create 234 different versions of the map? Then I got this crazy idea that I would include a 'classic' map and an 'extended' map that you could toggle with the flick of a switch. It's was quite interesting to deal with these basic design concepts! As of writing this 'introduction', I've got the mansion mapped out and most of the rules in outline form, and I've started looking for some 'serious' playtesters. Did I succeed in capturing the essence of the board game, provide an interesting new Minecraft experience, and actually create something enjoyable? I hope you deduce that I have.

I decided to leave out custom narration for this map, and instead offer Clue-themed skins for your players. I would love to see someone roleplay and video the experience!



002 – Object of the Game

Notch — apparently the victim of foul play— is found in one of the rooms of his mansion. To win, you must determine the answers to these three questions: Who done it? Where? and with What Weapon?



003 – Equipment Reference

In Minecraft CLUE, various blocks and items are used to represent “clues”. Players are encouraged to print this page to keep track of clues that they have seen during each game.

Suspect	Item	
Miss Scarlet		Rose
Mrs. White		Sugar
Colonel Mustard		Gold Helmet
Mister Green		Green Music Disc
Mrs. Peacock		Diamond
Professor Plum		Book
Maid		Water Bucket
Cook		Cooked Porkchop
Butler		Clock

Weapon	
	Diamond Sword
	Gold Hoe
	Wooden Axe
	Rope
	Iron Pickaxe
	Stone Shovel
	Bow
	Lava Bucket
	Flint and Steel
	TNT

Room	Colored Wool Block	
Hall		Red
Ballroom		Orange
Conservatory		Yellow
Billiard Room		Light Green
Dining Room		Light Blue
Study		Purple
Kitchen		White
Lounge		Gray
Library		Black
Master Bedroom		Magenta
Guest Bedroom		Pink
Sewing Room		Cyan
Cellar		Light Gray
Water Closet		Dark Blue
Servants' Quarters		Dark Green
Attic		Brown



004 – How to Play

Minecraft CLUE can be played in 4 different modes:

- Single Player – how quickly can you solve the crime on your own?
- Multiplayer Cooperative – a well oiled police department can solve any crime.
Suggested mode for roleplaying!
- Multiplayer Challenge - this is the most like the classic board game. The rules below are geared toward this mode.
- Multiplayer PvP – All rules apply, but you can kill each other and steal any clues that are dropped.

For the purest play experience, I recommend 'Peaceful'. Most of the mansion is lit to avoid random mob (creeper) spawns, but you are welcome to try it with an added difficulty level.

General Rules

1. **Stay inside** the mansion.
2. **Do not burn down the mansion** with the Flint and Steel – this would most likely hamper the investigation.
3. **No breaking/mining** blocks. Secret passages exist, but do not require breaking of blocks to access.
4. **No crafting.**
5. Do not pick up items except the contents of chests or items dropped by players.
6. Avoid PvP unless expressly agreed by your playmates.
7. Do not enter the 'solution chamber' until you are ready to end the game.
8. Use the **003 - Equipment Reference** to keep track of your clues.

Starting the Game

1. Chose one player to be 'Player 1'. Player 1 will call out 'START' for all the players. There are no other advantages to being Player 1.
2. All players start in the same pre-game room. Follow the signs to character selection.
3. Each player then enters a door marked with their character name. (Character name and color have no bearing on the actual game but is included in reference to the original board game and for roleplay purposes).
4. In their room, each player will find a **starter chest of clues. Take them all.** Mark them off of your equipment reference and **place one in your hand.**
5. You must **keep one item in hand** at all times!! Unless your inventory is empty.
6. All players proceed to their starting square (Do not go through the steel door).
7. When all players are at their starting square, Player 1 will call out START (via in-game or voice chat), and everyone will proceed through their steel door at the same time, entering the mansion.

Playing the Game

1. All players enter the map and begin racing from room to room, attempting to rule out clues and determine the final solution.
2. Once the game begins, you must **keep one clue in hand** at all times. Do not put any non-clues in your hand.
3. Any time you **visit a room, you must immediately place 1 of your clues in the chest.** If there are any items already in the chest, **you may take one (and only one).**
4. You **cannot carry two of the same clue** at the same time. i.e. If you open a chest with a clue that's already in your inventory, you cannot pick up the second copy.
5. You **cannot enter the same room/chest twice in a row.**
6. As you come across clues (in players' hands or chests), rule them out until there is only one suspect, weapon, and room remaining.

Winning the Game

7. When you believe you have ruled out enough clues and solved the mystery proceed to the door marked 'solution chamber' on the main floor. The solution chamber is sealed with a one-way door. Once you enter, you cannot return to normal play.
8. You **MUST declare** (via in-game or voice chat) **your final accusation** (suspect, weapon, and room) before entering the solution chamber.
9. At least one other player must **acknowledge your accusation**, and then you can **enter the solution chamber.**
10. **Look in the solution chest.** If its contents match your accusation, you WIN! Announce to all players that you have won the game. Congratulations! GAME OVER. Your prize and refreshments provided in the Winner's Chest
11. If the contents of the solution chest did not match your accusation, you LOSE. **Do not reveal the contents of the chest or the clues in your inventory.** The rest of the players may continue their investigation. You will find refreshments in the Loser's Chest while you wait.



005 – Installation Instructions

Simply find your .minecraft/saves folder and “extract” the contents of this archive. You should end up with a folder structure that looks like: **.minecraft/saves/clue**

(If you've found this map on forums, I'm assuming this isn't your first custom game!)

That folder will contain all of the save data needed to start your game. If you need to “reset” the game board, simply delete that folder and re-extract the archive.

NOTE: There are multiple ‘versions’ of the Minecraft CLUE map, each numbered for a different final solution.

Also in that folder, you will find 9 custom skin files to help set the mood!

- MissScarlet.png
- MrsWhite.png
- ColMustard.png
- MrGreen.png
- MrsPeacock.png
- ProfPlum.png
- Maid.png
- Cook.png
- Butler.png



006 – Acknowledgments and Credits

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Matthew and Lyn

Software and Tools

Minecraft: Notch and the entire Mojang team. <http://mojang.com> and <http://www.minecraft.net>.

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“WorldEdit” mod. sk89q. <http://www.minecraftforum.net/viewtopic.php?f=25&t=156902>.

“MCSkinEdit” tool. Swedman. <<http://www.minecraftforum.net/viewtopic.php?f=27&t=4843>>.

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007 – Version History

v1.0 – April 23, 2011 : Public release