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Clue: A Mysterious Game of Deduction and Intrigue

Clue, also known as Cluedo in some regions, is a classic board game that transports players into a world of mystery and suspense. In this reading passage, we will delve into the rules and gameplay of Clue, unravel the history behind this captivating game, and explore how players become detectives to solve a thrilling murder mystery.

How to Play

Clue is a murder mystery game for 3 to 6 players. The objective is to determine who committed the murder, in which room, and with which weapon. Here's how to play:

- **Setup:** Lay out the game board depicting a mansion with various rooms. Shuffle the character cards, weapon cards, and room cards separately. Without looking, draw one card from each pile. These three cards represent the murderer, weapon, and room of the crime, which are placed in a confidential envelope. Shuffle the remaining cards and deal them to the players.
- **Movement:** Players take turns moving their game pieces (representing characters) through the mansion. They roll dice to determine how many spaces they can move. They can enter rooms, make suggestions, or make an accusation during their turn.
- **Making Suggestions:** When a player enters a room, they can make a suggestion regarding the murder by stating a character, weapon, and room. The player to their left must show one card, if available, that matches the suggestion. This helps eliminate possibilities and gather clues.
- **Note-Taking:** Players use deduction to keep track of the suggestions and cards shown to them. This helps narrow down the possibilities and identify the murderer, weapon, and room.
- **Making Accusations:** When a player feels confident in their deductions, they can make an official accusation on their turn. They secretly check the confidential envelope to see if their accusation is correct. If it is, they win the game. If not, they are out of the game, but other players can continue to make suggestions and accusations.

History of Clue

Clue was created in 1943 by English musician and writer Anthony E. Pratt. Originally named "Murder!" and then "Murder, Clue of the Missing Guest," the game underwent various name changes before becoming Clue. Pratt's invention was inspired by murder mystery novels and deduction games. Clue was first sold in the United Kingdom during World War II and later in the United States in 1949.

The game was an instant hit, captivating players with its unique blend of strategy and intrigue. Over the years, Clue has become a cultural icon, inspiring books, a movie, television shows, and even a musical adaptation. It has remained a popular board game for enthusiasts of all ages.

