

Killer Kloo Doo

Advanced Rules for the Classic Board Game Cluedo

By David J Rodger

Version 4.0 • Release 10th August 2010 • Copyright Notice: David J Rodger – All Rights Reserved

This PDF contains advanced rules for the classic board game of Cluedo. It re-appropriates the game pieces and presents a new way of using them. The game has two parts. In Part 1, players follow the traditional rules with some variations. They travel from room to room making suggestions about the murderer, the weapon used and the location; eventually reaching a point where a player feels confident to make an accusation. The variations added by this PDF make it slightly harder to put together the pieces required to make these suggestions, and allow you to sabotage the investigations of other players, through bribery, persuasion and aggression. In Part 2, the players have uncovered who did it, know which weapon was used and where. The police have been called (by servants); there is a helicopter on the roof with a pilot and space for one passenger to make their escape; but before anybody can flee they need to tidy up some "loose ends". This can involve murdering another player's character; clearing away evidence from a room; or disposing of weapons. It should be noted that points accumulated by players in Part 1 of the game, count towards their Survival Points in Part 2: the more Survival Points you have, the longer you'll live.

What you need to play

Apart from a copy of the board game, Cluedo, all you need to apply these rules is a pack of regular playing cards.

Setting up the Board

Set up the board as usual, place three clue cards in the secret envelope then apply following new rules:

- Do not distribute ALL remaining clue cards to other players. Instead:
- 2 player game: give each player 8 clue cards; 2 go in middle face down
- 3 player game: give each player 5 clue cards, 3 go in middle face down
- 4 player game: give each player 4 clue cards, 2 go in middle face down
- 5 player game: give each player 3 clue cards, 3 go in middle face down
- 6 player game: give each player 2 clue cards, 6 go in middle face down
- The cards placed in the middle of the board are acquired during play by characters using SPADE cards (digging up clues).

Murder Weapons

Do not place the murder weapons amongst the rooms; instead keep them together in the middle of the board. They are acquired during play by characters using SPADE cards.

Deck of Playing Cards

Shuffle the deck of playing cards and place in the middle of the board; players can pick up one playing card every time they enter a new room. How each card can be used is described later; their use changes from Part 1 to Part 2.

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The values of the Playing Cards

At certain points during the game you may need to compare the value of two cards to determine the winner and loser of an outcome. The ACE is always the highest card and counts as 20 points. Cards 2 through to 10 are equal to their value printed on the card. A Jack is worth 12 points, a Queen is worth 13 points and a King is worth 15 points.

Using Secret Passages

When using any secret passage, you start the turn by entering the passage and end the turn underneath the house, in a network of separate tunnels; place your piece in the middle of the board to represent this. On your next turn, you start here and end your turn in the room connected to this tunnel.

Starting the Game

All of the players should be aware that they are all guilty of “something.” They’ve been brought to the house by their blackmailer – Mr Body – who ultimately dies before the game starts, and so leads to Part 1, The Investigation.

Part 1: THE INVESTIGATION

Roll a dice to determine who starts, and then go round in a clockwise fashion.

The First Priority

When the game starts there are still a number of clue cards in the middle of the Board. No investigation can really begin until all of these clue cards have been acquired. Anybody with more clue cards than another player will have an advantage. So when the game starts the player should be in a race to acquire these remaining clue cards before their rivals. These clue cards can only be acquired by using any SPADE playing card (digging out the clue).

Collecting Playing Cards

Each time a character enters a new room, they can pick up a playing card. They can pick up a playing card from a room they’ve already been to, but only if they’ve gone to a different room in between coming back to this room.

Making Suggestions About the Crime

To make a suggestion you need three things:

1. To be in the room you’re using for the suggestion
2. To have the person you’re using for the suggestion in the room with you.
3. To have the murder weapon you’re using for the suggestion in the room with you.

Be in the room you’re using for the suggestion

Simply make your way through the house to get there. You can make a suggestion on the same turn you arrive in the room.

Have the person you’re using for the suggestion in the room with you

If the person is already there in the room, then great; otherwise you’ll need to PERSUADE them or TRICK them to join you. Persuasion can be achieved by using any HEART playing card. Tricking them can be done through using any COURT CARD (King, Queen, Jack).

Have the murder weapon you’re using for the suggestion in the room with you.

If the weapon is already there in the room, then great; otherwise you’ll need to go and get one and bring it back with you, or, use a servant to FETCH a weapon from another room and bring it to you. Getting servants to fetch weapons for you is done through using any COURT CARD (King, Queen, Jack). IMPORTANT NOTE: Once you’ve made a suggestion, the murder weapon involved must be left behind in the room. You can pick it up again, but only after you’ve been to a different room first.

Using the Playing Cards

During Part 1, the playing cards have the following functions.

All Spades

Acquire clue cards or murder weapons from the middle of the board. Play this during your turn to pick up any remaining clue card from the middle of the board. This is only relevant at the start of the game. Once all the clue cards are gone, SPADES can be used to acquire any of the murder weapons stashed in the middle of the Board. Again, this is only relevant in the early stage of the game. Once all the clue cards and murder weapons have been taken from the middle of the board, SPADES become redundant during Part 1.

All Hearts

Use these to Persuade other characters to join you in a room. Getting other people to join you in a room is a vital part of "Making Suggestions about the Crime". To resolve a Persuasion attempt, both players must place any HEART card on the table and then reveal: the highest card wins. The outcome is either a person is persuaded to move to a room, or, can ignore the request. A Note about Non-Player Characters and Persuasion: if you use persuasion (HEARTS) against a non-player character, then another player should pick the top card from the pack of playing cards and treat this as an opposing HEART, regardless of what kind of card it actually is: use this to resolve the outcome of the persuasion attempt.

Survival Points in Part 2: Hearts (and Diamonds) are the only cards that count towards your Survival Points in Part 2 of the game, use them wisely.

All Diamonds

Use these to bribe other characters to give you a clue card or a murder weapon. This is an arbitrary feature of the game. It revolves around actual negotiation between players. You simply reveal a DIAMOND playing card, and the player can choose to accept the offered diamond or not in return for whatever you're asking for. The other player cannot force you to show all your diamond cards, but must trust that you're offering the highest DIAMOND in your possession. You can ask for:

- A Murder Weapon (of your choice) in their possession
- A Clue Card (of their choice) in their possession

Survival Points in Part 2: Diamonds (and Hearts) are the only cards that count towards your Survival Points in Part 2 of the game, use them wisely.

All Clubs

Use these to grab murder weapons or clue cards from other players. Having a CLUB playing card means you've uncovered some information, or overheard a conversation that's got your blood boiling and walking around with aggression. You can use that aggression to grab things off other players. IMPORTANT NOTE: You can only use this on another player who is in the same room as you or when within two squares of another player (at the start or end of your movement).

To resolve the use of aggression (CLUBS) to grab a weapon or clue card, both players must place any CLUB card on the table and then reveal: the highest card wins. The outcome is either a person has something grabbed off them, or they fight off the attempt.

All Court Cards

Use these servants to trick characters into joining you in a room or to fetch you weapons left lying in other rooms. The court cards are any King, Queen or Jack. To use them, simply play them on a chosen player, or a chosen weapon; the affected player cannot defend against such tricks and they will automatically be brought to the room you've requested.

All Aces

Use these to drug and delay other players. To use them, simply play them on a chosen player; that player misses their next turn.

Acquiring Murder Weapons

There are three ways to acquire murder weapons:

1. Use a SPADE playing card to select one from the middle of the board (only if there are any left).
2. Use a COURT CARD (King, Queen, Jack) as a servant to fetch a weapon left in any room and bring it to you.
3. Walk into a room containing a weapon and pick it up.

You can walk around the house carrying as many weapons as you've acquired. However, once you've used a weapon in a "Suggestion About the Crime" you must leave the weapon in the room used. You can pick it up again, but only after you've been to a different room first: this gives other players a chance to grab it.

Making an Accusation!

Once you think you know who killed Mr Body, with what weapon they used and in what room, then you should declare you want to make an Accusation.

To do this, you should write down on a slip of paper the name of the murderer, the weapon and the room. Then check the cards placed in the secret envelope; if you're successful, well done, you gain +60 Survival Points; if you're wrong, you lose -20 Survival Points. Either way, Part 1 of the game comes to an End.

Total Your Scores for Part 1

All players need to work out their scores. These points count towards their Survival Score for Part 2 of the game; or, if the game is to end here, the score determines who has won Part 1.

- Add together value of all HEARTS
- Add to this score the total value of all DIAMONDS
- If you made a successful accusation, +60 points.
- Ignore SPADES and CLUBS

Part 2: KILLER KLOO DOO

Once the investigation has concluded and the killer exposed by the guests, one of the servants informs the guests that the police have been called and are making their way from the nearest town, 30 miles away, although heavy rain and high winds is likely to delay their arrival.

A moment of silence falls upon the gathered group. It's quiet enough to hear a pin fall. And quiet enough to hear the murderous, treacherous and devious thoughts squirming up from the filthy pond-bottom minds. People have found secrets about each other they'd rather were kept silent. People have money needs and there are valuables for the taking. People have weapons to clean of prints and hide, and rooms to search and remove evidence from. People have murder in their hearts.

What should also be in mind is that there is a private helicopter on the roof, with a pilot and room for one person to get away clean before the police arrive. But of course, before fleeing, there is business that needs to be seen to.

Abruptly everyone vanishes to the far corners of the house. A race commences. Who can achieve their aims first whilst avoiding death?

Survival Points

Survival points keep you alive during the game. When your Survival points hit zero... you're dead.

How many Survival Points do you start with?

Each player may have some points from the end of Part 1. Regardless, when starting Part 2, each player should roll two 6-sided dice, and add these scores to their Survival Points.

Setting up the Board

- Shuffle all of the playing cards together and place this pack near the Board.
- All of the murder weapons have been collected and placed in a cupboard in the LOUNGE. All the murder weapons are in here.
- All of the characters begin in the STUDY.

Establishing Objectives

The way to win Killer Kloo Doo is to complete all three objectives before anybody else (without dying) and then escape upstairs into the helicopter that's waiting there; leaving everyone else to the mercy of the approaching police.

To establish your objectives: shuffle all the clue cards together. Each character picks three at random and keeps them secret from other players. These are the character's objectives for this game. They can be tackled in any order the player chooses. Once you've achieved an objective, flip the card over so it's visible for all to see. It shows other players your progress towards winning.

Types of Objective

You might not get all of these in one set of Objectives; you could even get three the same.

People Objective

You need to kill this character; either because they've been blackmailing you, or because they've become aware of information that is sensitive. Either way, they must die before tonight ends. Use the rules for "Using a Murder Weapon" or for "Assault & Battery" below.

Non-Player Characters: if your target is a character who doesn't have a player (is just a piece on the Board) then they won't be collecting cards. They're vulnerable to attacks from Murder Weapons, but other players could use servants (Court Cards) to move potential victims out the way in a strategic ploy.

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Non-Player Characters and Aggression: if you use aggression (CLUBS) against a non-player character, then another player should pick the top card from the pack of playing cards and treat this as an opposing CLUB, regardless of what kind of card it actually is: use this to resolve the attack.

Weapons Objective

You need to get hold of this weapon, clean it of DNA, and then throw it outside (via the front door in the HALL). To clean the weapon you must take it to the kitchen. When using the kitchen you must start your turn in the KITCHEN and you end your turn in the KITCHEN.

Once cleaned, you must take the weapon to the HALL and throw it away (out the front doors). To throw it away you must start your turn in the HALL and you end your turn in the HALL. However, you cannot throw it away if there is anybody in the HALL with you at the start of your turn. Once this objective has been achieved, remove the murder weapon piece from the game.

Location Objective

You need to get to this room and ensure there is no evidence remaining there; this includes hidden blackmail material and any DNA you might have left behind. It's not an easy job because you can't do this whilst other people are in the room. It takes time to give it a thorough search and an even more thorough clean.

To start, you must find a servant (Court Card) who will provide you with the cleaning materials. You play this Court Card when you reach the room (your objective).

Once you play the Court Card you can then roll two six-sided dice and try to score 7 or higher. If you fail, then you can remain in the room and keep trying (next turn): you've got a lot more searching and cleaning to do.

If you leave the room before finishing then the servant goes off to do other things (remove the Court Card and shuffle it back into the pack of playing cards), clearing up the various materials you were using for the task. This means if you return to the room to try again, you'll need to produce another Court Card (bringing the servant back with more cleaning materials) to continue.

When you manage to roll 7 or higher, then you've completed this objective, turn the clue card over, and move onto your next objective.

Starting Part 2

Each character rolls a dice and the highest score goes first.

The First Priority: Grab a Murder Weapon

Don't forget that all the Murder Weapons are stashed in the LOUNGE. Get there first and you'll get the best weapon. This applies to any room where there is a Murder Weapon in the room, simply walk in and pick it up. You can only carry one Murder Weapon at a time.

Collecting Player Cards

Each time a character enters a new room, they can pick up a playing card. They can pick up a playing card from a room they've already been to, but only if they've gone to a different room in between coming back to this room.

Encountering Other Guests

During Part 2, you're not looking to solve a crime. You're more likely to be looking to commit one. The following options should be considered if/when you encounter another guest.

- Assault & Battery
- Bribery
- Use a Murder Weapon

Note, you can only attempt these when in the same room, or when you're with two squares of the person (at the start or end of your turn).

Assault & Battery

You unleash some aggression on the person. To resolve an Assault attempt, both players must place any number of CLUB cards on the table and then reveal: the highest total wins. The outcome is either the target is wounded or not.

If the target is wounded then reduce his/her Survival Points by the difference between the scores (when the CLUB cards were added together). If the target's Survival Points hit zero then you've killed them.

What happens if your target has a Murder Weapon?

And you're just using Assault & Battery.

When you launch your attack, either at the start or end of your turn, the target cannot use their murder weapon. They need to defend against your aggression with CLUB cards or take damage. However, when their turn comes up, they can use their Murder Weapon (if you're still in range).

Bribery

This is an arbitrary feature of the game. It revolves around actual negotiation between players (characters). You simply reveal a DIAMOND playing card, and the player can choose to accept the offered diamond or not in return for whatever you're asking for. The other player cannot force you to show all your diamond cards, but must trust that you're offering the highest DIAMOND in your possession. You can ask for:

- A Murder Weapon (of your choice) in their possession
- A Playing Card (of their choice) in their possession.

Using a Murder Weapon

This refers to the Pistol, Dagger, Lead Piping, Spanner, Rope and Candlestick.

When you use a Murder weapon, roll one six-sided dice and multiply the score by the relevant number for that weapon (listed below), then total the score, and deduct this from your victim's Survival points. It might take a few attempts to kill them... invariably resulting in a chase around the house.

[Revolver]

Roll 1 dice x6

[Dagger]

Roll 1 dice x5

[Lead piping]

Roll 1 dice x5

[Rope]

Roll 1 dice x4

[Spanner]

Roll 1 dice x4

[Candlestick]

Roll 1 dice x2

Each successful attack will reduce their Survival points: get your opponent to Zero Survival points or less and they're dead. **IMPORTANT NOTE:** You cannot attack anybody when there is another character in the same room, or, when there is another character in close proximity in any passageway (within 6 squares) at the start or end of your movement. To launch an attack, you must be in the same room as your victim, or within 2 squares (in passageway) either at the Start or End of your Turn.

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What happens if your target also has a Murder Weapon?

Launch your attack as normal. But the target can counter-attack at the same time. Essentially, compare scores and the loser takes damage: reduce losers Survival points by the difference between both scores.

Using the Playing Cards

During Part 2, the playing cards have the following functions.

All Spades

Spades can be used to defeat servants (Court Cards) sent to SPY, or sent to steal Murder Weapons from you.

All Diamonds

Cash, stuff these in your pockets and use them to bribe servants to do your dirty work.

All Hearts

First aid kits, medicine and good luck. Cash these in during the game to increase your Survival points. Just play the card and add its value to your points. Once used they're shuffled back into the pack so be aware your opponent could pick it up next.

All Clubs

Things that make you angry and give you aggression. Use these to attack other characters if you don't have a murder weapon.

All Aces

Poison pill. You can spike any character with an ACE forcing them to automatically miss their next turn.

All Court Cards – Servants

This refers to the King, Queen, and Jack. These are the various servants brought by the guests or staff of the house. The servants are currently in quiet pandemonium. Their employer(s) are dead or likely to be dead. Guests are stalking the house like predators. Their future and security is uncertain. For the right price they might be willing to help you. Keep hold of these cards and use as and when required, or, you can use them as normal suit cards with high values.

Special Rules for Servants in Part 2

Servants have several uses in Part 2. If you can bribe them with DIAMONDS they'll perform the following services for you:

- Lure & Misdirect
- Spy
- Steal Murder Weapon

Lure & Misdirect

Play a court card against any character. The Servant needs to be given cash to do this. Any DIAMOND card will do but it is a minimum requirement.

Once paid, the servant approaches the chosen character on false pretences to have that character sent to a particular room (you cannot bring a character to the same room you're currently in). Once played, the chosen character is immediately moved to that room (this can also affect non-playing characters), and will start their next turn there.

Player characters can try to see-through and defeat the servant's lies through canny perception (using SPADES); select one SPADE card and place it face down beside the hidden COURT CARD and DIAMOND. All playing cards are revealed and the higher of the DIAMOND or SPADE wins. All three cards are then shuffled back into the pack of remaining playing cards after this.

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TIP: Use this option to place non-playing character pieces in rooms to stop other players achieving their objectives (searching & clearing rooms, or cleaning and disposing of murder weapons).

Spy

Play a court card against any character. The Servant needs to be given cash to do this. Any DIAMOND card will do but it is a minimum requirement.

Place the court card and the DIAMOND (bribe) card face down. The servant snoops through the character's possessions and/or engages in chit-chat and asks certain questions to gather information. The result is that any playing cards currently in the target character's possession are turned face-up (revealed) and left revealed until used.

The target can try to defeat the spy through investigative tricks and techniques (using SPADES); select one SPADE card and place it face down beside the hidden COURT CARD and DIAMOND. All playing cards are revealed and the higher of the DIAMOND or SPADE wins. All three cards are then shuffled back into the pack of remaining playing cards after this.

Steal Murder Weapon

IMPORTANT NOTE: You can only play this whilst you're in a room, not when you're in a corridor.

Servants are often invisible within the fabric of a big house, especially one such as this. The servant can easily follow the character and choose an appropriate time to grab the weapon.

However, the risk of being caught requires you to give the servant two DIAMOND cards. Place the court card and both DIAMOND cards face down. The result is Murder Weapon is taken from the target character. However, the servant does not bring it to you. Instead, the servant leaves the weapon in a room of your choice (any room except the one you're currently in).

The target can try to defeat the theft through investigative tricks and techniques (using SPADES); select one SPADE card and place it face down beside the hidden COURT CARD and two DIAMONDS. All playing cards are revealed and the higher of the DIAMONDS (both cards combined) or the single SPADE wins. All four cards are then shuffled back into the pack of remaining playing cards after this.

End Game

The game doesn't end until there is only one character left standing, or, more usual, when one character achieves all three objectives.

However, even then the game isn't over. Once all three objectives have been achieved, and the three clue cards turned over to confirm this, the character must make a dash for it. To actually win, they must reach the staircase (centre of the board) and remain there until their next turn begins. Each character still alive has one turn in which to try to reach the character - and so stop them through Assault & Battery or using Murder Weapons; or even using Lure & Misdirect. When your next turn begins with you on the staircase, you complete the game by climbing the stairs, reaching the roof, and escaping in the helicopter. Congrats, you've won.

Enjoy Murder Mysteries?

Then try Murder at Sharky Point – a dinner party game for 6 or more players

This is a freestyle murder mystery where the six key characters have a written timeline telling them where they were between the hours of 9 and 10 pm, which was the period during which the murder of Dr Black takes place. Characters have reasons to lie or tell the truth, but ultimately the murderer(s) are looking to evade being caught. This is a fantastic game to test your nerve and deductive skills, and a great way to lose friends. There will be arguments. There will be shouting. And there is always a lot of laughing.

<http://www.davidjrodger.com/murder%20at%20sharky%20point%20dinner%20party%20game%20murder%20mystery%20download.htm>

Questions?

If you have any questions about the game then please feel to contact the author via his contact form:

<http://davidjrodger.wordpress.com/about/contact-david-j-rodger/>

ABOUT THE AUTHOR

David J. Rodger is a British author of science fiction dark fantasy. He is also the creator of Yellow Dawn - The Age of Hastur, an RPG that blends Cthulhu Mythos and Cyberpunk themes into a post-apocalyptic setting. His books are often described as intense, character driven, near-future thrillers. Compared to Ian Rankin / Colin Dexter with a dose of Stephen King darkness, Rodger's work crosses many boundaries to deliver a new and exciting fusion of ideas and genres. You never quite know what waits around the next corner. All his books are stand-alone but support each other as part of a consistent shared universe allowing you to build a deeper knowledge with every story. A few of his books are set after a Mythos-inspired cataclysm (Yellow Dawn) devastates the world and form his post-apocalyptic body of work. Fans of David J Rodger typically enjoy the following themes: strong characters, gritty realism, new technology, the occult, corporate warfare and dirty tricks, political corruption, cyberpunk, Cthulhu Mythos. You can find out more at his website: www.davidjrodger.com