

I love games for learning languages. They lower affect. They are fun. They help us develop communicative skills.

Creating engaging experiences for language learners is something I really enjoy. I was able to get this [template and adapt it for learners of Spanish](#). See below the directions.

CLUE GAME RULES

For 2-6 players

Components

- Clue Game Board which shows 9 rooms
- 6 suspect pawns
- 6 miniature weapons
- Pack of cards: 1 card for each of the 6 Suspects, 6 Weapons and 9 Rooms
- Detective Notebooks
- One Die - <https://freeonlinedice.com/>
- Case File Confidential Envelope - *any envelope will do*

Setup

1. Take that Suspect token and place it on the assigned starting space.
 1. If fewer than 6 are playing, be sure to place the remaining tokens onto the appropriate names because they might be involved in the crime!
2. Place each of the weapons ad random in a room.
3. Sort the cards by type into three groups: Suspects, Rooms and Weapons.
 1. Shuffle each group face-down, draw one card from each group and slide them into the “Case File Confidential” envelope. Place it onto the “CLUE” in the center of the board.
4. Shuffle the three piles of remaining cards together and deal them face down clockwise around the table.
5. If you wish, check out the cards that are in your hand. You can also cross them off in your notebook as possibility.

Object of the Game

Mr. Boddy is found death in one of the rooms of his mansion. The players, and suspects, must determine the answers to these three questions:

1. Who killed him?
2. Where?
3. With what weapon?

Game Play

Youngest player opens the game, the turns continue clockwise around the table. On each turn, a player try to reach a different room of the mansion to investigate. To start your turn, move your token by rolling the die or use a Secret Passage when you are in a corner room.

If you roll the die, you move your token that many spaces:

- Horizontally or vertically, forward or backward, but not diagonally.
- You are not allowed to enter the same space twice on the same turn.
- You may not enter on a space that is already occupied by another player.

If you move through a Secret Passage, you don't need to roll and you can move immediately to the other room. This ends your movement.

It is possible that your opponents might block any and all doors and trap you in a room. In that case, you have to wait for someone to move or un-block a door to leave!

Suggestions

When you enter a room, you can make a suggestion by naming a suspect, murder weapon and the room you just entered.

e.g. *“The crime was committed by Suspect 1 in room 3 with weapon 6”.*

The named suspect and weapon are moved into the room you entered. Then your opponents (starting by the left player) must (if possible) prove that your suggestion is false by showing you one card that matches your suggestion.

If the first player can't disprove, the next player must try it, etc... until all players have passed. As soon as someone shows you one of the cards, it is proved that it can't be in the envelope and you can cross it off in your notebook as a possibility. If no one is able to prove your suggestion false, you may either end your turn or make an accusation. **Note:** the suggestion is always made for the room your token is at

that moment.

Accusing

If you think you have solved the crime (by deduction), you can end your turn by making an accusation and name any three elements. You can say: "I accuse (suspect) of committing the crime in the (room) with the (weapon)". Then, you must look secretly at the cards in the envelope to check if your suggestion is correct. If you are correct, you can place the 3 cards face-up on the table to prove it and you won the game! **Note:** You can only make one accusation during a game. If your accusation is wrong, you lost and you must leave the game (and board).



[CLUEDO Cards](#) by hello5770

apuntes del detective

SOSPECHOSOS

SOSPECHOSO 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOSPECHOSO 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOSPECHOSO 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOSPECHOSO 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOSPECHOSO 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOSPECHOSO 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ARMAS

ARMA 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMA 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMA 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMA 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMA 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMA 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

UBICACIONES

UBICACIÓN 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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