

Card Summary

ALIBI – Allows you to discard one of your other cards and replace it with a new one from the deck.

CLUE – You announce that you have discovered a clue that may have a bearing on the case.

CONFESSION – Pressed by your conscience, you make a confession to the others.

CONFUSION – Each Guest passes a card face down to the person on their left.

DARK SECRET – If someone using a Keyhole Card discovers that you have a Dark Secret and exposes it, you discard this card and replace it with two others from the deck.

IMPLICATE – When a Suspicion Card has just been played against you, you may play this card to implicate one of the other Guests in this Suspicion. This is the only card that can be played outside of your own turn.

INTERROGATE – You may ask three pointed questions of any one Guest.

ITEM – You find a letter, discover an article in a newspaper (old or new), hear an item on the radio or answer a telephone call which reveals a fresh item of information.

KEYHOLE – You spy through the keyhole on one of the Guests. This allows you to see their entire hand and exchange one of their cards for one of yours. If they have the Dark Secret Card, you must reveal a Dark Secret you have discovered about them.

KNOCKOUT – You choose one of the Guests who is knocked unconscious by an unknown assailant and must miss their next turn.

LAWYER – When you play this card, no one may play any cards on you until the end of your next turn.

LIGHTS OUT – The lights go out, causing confusion. All cards currently in play are mixed together and redealt so that everyone has the same number as before.

MURDERED – If at the start of your turn this is the only card in your hand, you are mysteriously killed. You do not play again.

ROOM – You witness to or discover something in this room.

PLOT THICKENS – All Guests pick up one card.

SLEUTH – This may only be played if it is the only card in your hand at the beginning of your turn. Accuse one of the Guests of murder and set out your theory, covering motive, means and opportunity.

STAFF – One of the staff reports something, disappears, or is found dead or unconscious. No more than one member of staff may be found dead in the course of the game.

SUSPICION – When you play this card you direct suspicion at one of the other Guests by relating something you have seen or heard, a piece of gossip or a rumour.