

DIY Customized The Librarians Clue (Cluedo) Game

With some of my best friends, we wanted to do something very original and creative to express our love of The Librarians TV series. We had lots of abstract ideas for games but nothing seemed just what we wanted. Then suddenly I myself had an “Aha!” moment: what if we customized the game of Cluedo (or Clue as they call it in North America) to make it a Librarians game. It turned out to be an awesome idea, so we thought we'd share it with you.

Who are the Librarians? The Librarians are a secret society of scholars, explorers and treasure-hunters that have existed for centuries as far back as Ancient Egypt, and often undertake global-spanning adventures to recover special magic items and tomes. Librarians are selfless, brave, intelligent and noble; they wish only to increase their knowledge and safeguard the relics for the betterment and safety of mankind rather than benefit directly from the relics themselves. The Headquarters of the Librarians is the Library, a gigantic mystical structure kept secure in a pocket-dimension which is anchored to a single location in the real world. The Library itself is home to the greatest collection of books and artefacts in human history and is constantly expanding as more knowledge and artefacts is/are added to it. In their downtime, The Librarians tend to curate and watch over the Library and its treasures and are routinely deployed on missions to find and bring back magical artefacts to be housed in the Library and keep them out of the hands of evil people and organisations.



No shame: We called it 'Clue: The Librarians Classic Game'

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The idea

The game focuses on seven ordinary people with extraordinary talents who discover that they have been selected by The Library to work for an ancient fellowship of knowledge and heroism. The group travels the world investigating strange occurrences, battling ancient conspiracies and protecting the innocent from the dangerous, secret world of magic.

First off, choose six names (yourself, Jenkins, Flynn Carsen, Eve Baird, Jake Stone, Cassandra Cillian and Ezekiel Jones), these are the players and murder suspects. Also, pick a murder victim. We chose Jake Stone to play the victim of an act of magic gone wrong (we loved this!). Once you've got that sorted out, you can start making the board and cards. This can be rather time consuming, but we thought the work was fun nevertheless.

The board

We went online and searched for an image of a standard cluedo board. Make sure you search for an image large enough to cover an entire board (20x20 inch or 50x50 cm). Open it up in Photoshop (or any other image editing software) and change the names of the rooms, the characters and the logo in the middle to the parts of the Library. The Library is a magical library that houses mythical artefacts, and books. Here are some rooms, floors and wings to choose from:

Name	Episode(s)	Description
Sun Room	S01E09	containing the Nemesis Star (second sun)
Frozen Land of Giants		
Large Collections Annex		For storing oversize items like Noah's Ark
Lost Jungle Kingdom		
Hive of Giant Bees		
Reading Room		the largest collection of actual books in the library. serves as the iconic image of The Library
Antiquities Room		the oldest room in the Library. Stores many powerful artifacts from the Greco-Roman era
Large Animals Room		
Locked basement room		in the sub-subbasement. Opened by Jenkins in Season 2 finale. Held statute of Flynn and Eve kissing until they were awoken by Cassandra's voice
Theater room		
Occult Section		Mixed in with the French cookbooks and infested with 3 foot long spiders during <i>Library confusion</i>

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Xenobia Wing		In the Attic (for 5 centuries) but during Library <i>confusion</i> in the secondary subbasement
Card Catalog		has the power to access any of the books found in the library.has an identical layout to the Annex .serves as the Librarian's office.
Time Machine room		Holds time machines that are locked down and taken apart so nobody can ever use them.
Theoretical Animals wing		Where Schrodinger's Cat is kept
Corridor of Doors		Hallway of doors that are portals to locations inside and outside the library.
Modern Artifact Wing		Newest wing. Holds artifacts created in modern times.
The Annex Kitchen	S03E09	
Chamber of Memories		"Candle Room"; Each candle is linked to the soul of somebody who is connected to the library. If the candle is burning the person is still alive and if not they are a memory.
Library's backdoor	S03E10	secret entrance into the library through airshaft. The door is hidden behind a bookcase that slides out of the way when the door is open. Near the Corridor of Doors
Catacombs	S03E10	If the library catacombs are fractured pure evil can be released.

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This is what ours looked like at that point:



We printed out the pics and stuck them on to an old board of Clue.

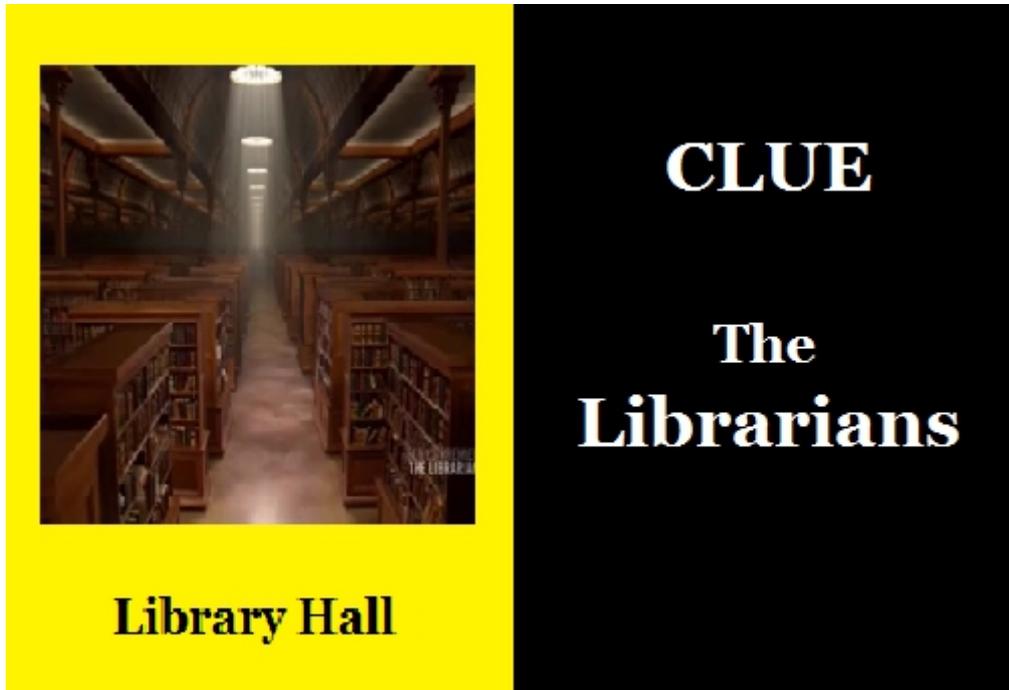
The cards

There are 3 different sorts of cards used in this game: the suspects, the weapons and the rooms.

1. The suspects (7): the original six suspects in Clue are Miss Scarlet, Colonel Mustard, Mrs. White, Mr Green, Mrs. Peacock and Professor Plum. But move over, these are now you and the six Librarians!
2. The rooms (9): keep the rooms from the show (Antiquities Room, Large Artefacts Annex, Reading room, Artefacts Room, Main Library, Library Hall, Service Entrance, and Jenkin's Annex) or invent your own.
3. Artefacts (weapons) (7): The Ankh, Apple of Discord, Book of the Dead, Crystal Skull, Judas Chalice, Medusa's Head and the Murder Harp were the ones we used in our Clue game.

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However you can chose to change these into any cursed object you want, such as: a cocktail glass, a bowling ball, a hair dryer, a shoe, a computer code book or an umbrella.



Example of a room card we created: front and back

The Artefacts

The seven artefacts need to be chosen wisely, because you've got to be able to find or make them yourself! That is because the game requires that the actual artefacts lay around on the board during the game so that players can move them to a room when they want to make a suggestion. The key is to be creative, but don't make it too hard. We mostly used small 'charm bracelet' charms for our artefacts, which we found off of ebay.

Artefacts from the TV show

Name	Episode(s)	Description
Ahwahneechee Yosemite Indians folio	S01	
Albert Einstein's <i>Higher Dimensional Quantum Translocation Theory</i>		
Ali Baba's Flying Carpet	Movies	
Amelia Earhart's Airplane	Movies	
Angrboda Crystal		Currently passing through a centuries-long recharge period
Anchor Chain	S01E01	Binds the library to our dimension
the Ankh	S03E01	Opens the gateway to Pure Evil

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Name	Episode(s)	Description
Apple of Discord	S01E05	Turns people into the worse version of themselves
Appointment book	S01E01	Engagements for future librarians.
Ark of the Covenant	Movie: Quest for the Spear	Contains the stone tablets brought down to the Israelites by Moses from God. Smites those who touch it without God's permission.
Bathsheba's Oil of Healing	S01E01, E10	Heals non-magical wounds, slows magical ones
Bigfoot	S01E01	
Blackbeard's Treasure Chest	Movie: Judas Chalice	
Book of the Dead	S03E01	Egyptian grimoire containing all the necromantic incantations of the Old Kingdom
Book of Life		Egyptian spell-book that is the magical opposite of the Book of the Dead
Book of Solomon	Movie: Solomon's Mines	Magical tome used by Solomon to rule his people; grants the possessor space/reality-bending and necromantic powers.
Bracer of Agamemnon	S02E01	
Cap of Invisibility	S03E10	Belonged to the Greek god Hades; renders the wearer completely invisible.
Chess Set from the mirror lands	S02E05	
Clippings book	S01 E01 to S03 E05	Gets new pages whenever something in the media turns up that has to do with an artifact. Although it exploded in season 3 it has since been repaired.
Countdown Clock		
Crown of King Arthur	S01E01, S01E02	Controls magical items
Crystal skull	Movie: Return to King Solomon's Mines	Magical totem that once stood over the gates of Atlantis, grants the possessor the power of foresight.
Diary of Leonardo da Vinci	Movie: Judas Chalice	Contains all of Da Vinci's experiments and theories.
Dollhouse Replica of The House of Refuge	S01E08	
Evil doll	S02E01	Made of wood
Excalibur		Sentient sword
Eye of Ra	S3E5	
Eye of Wotan	S3E5	
Eye of Zarathustra	S01E05	Sumarian, Akkadian crystal;Key to Lost Knowledge

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Name	Episode(s)	Description
Faberge Egg		
First Caduceus	S02E05	
First edition books		multiple first editions
Fossils		
Fontainebleau Diadem	S3E5 (mentioned)	
Fountain of Youth	Movie: Judas Chalice	Magical fountain; found in Saint Augustine, Florida. Any who drink from it are granted back their youth.
Gabriel's Horn	S03E01	The Horn of the Archangel Gabriel intended to signify the start of the Apocalypse.
Gaelic Vampires		
Gauntlets of Athena	S02E02	
Genie's Lamp		
Ghost Lights	S02E05	From theaters in western world. Use emotions as fuel
Glass of Narcissus	S02E01	
Glowing green glass		A large piece of it is seen near the entrance
Gold Buddha Statue		
Golden Camel of Marrakesh	S02E02	Went missing until the end of Season 2
Golden Fleece		
Golden Goose	Movie: Quest for the Spear	
H.G. Wells' Time Machine	Movie: Judas Chalice	
Helm of Hermes	S02E02	Violently explodes if it touches the Helm of Mercury
Helm of Mercury	S02E02	Violently explodes if it touches the Helm of Hermes
Helm of Troy	mentioned in S03E09	
Hercules' Club	S03E09	
Holy Grail	Movie: Quest for the Spear	Flyn breaks it, but it self-repairs
Idol of Agamanzo	S02E01	Acquired from the Temple of Agamanzo. Made a small volcano erupt.
Interstellar Wireless		
Invisibility Cloak of Perseus	S03 E02	
Items Annex		
Jet Pack	Movie: Quest for the Spear	

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Name	Episode(s)	Description
Judas Chalice	Movie: Judas Chalice	The unholy counterpart to the Holy Grail; can be used to ressurect dead vampires and bestow enhanced powers on living vampires.
King Midas' transmuted corpse	Movie: Quest for the Spear	Touching it is not advised
King Tut's Throne		
Leprechauns		
Libris Fabula	S01 E06 & S01 E10	Brings fairytales to life, transfers life force from the listener to the reader.
Loch Ness Monster(Nessie)	Movie: Judas Chalice	Nessie has since returned to her loch, but left an egg that hatched and imprinted on Ezekial
Magical Flutes of Pan	S01E05, Movie: Solomon's Mines	Sentient; when played it make others sleep
Medieval suits of armor and weaponry		
Medusa's Head	Movie:Solomon's Mines	Turned a guard to stone
Mimiko's Mirror	S3E4	Formerly belonged to a Japanese shaman queen
Mona Lisa	Movie: Quest for the Spear	
Mozart's Piano	S03E01	
The Murder Harp	S03E09	It is assumed that Flynn and Charlene retrieved this item as it was "on the top of Jenkin's most wanted list."
Nautilus Submarine	Movie: Judas Chalice	
Necromancer's Manual	S03E03	
Nemesis Star aka <i>second sun</i>	S02E01	Trapped by Einstein & Feynman in 1952 using Roswell technology; stored in the Sun Room
Noah's Ark	Movie:Judas Chalice	Too big to be stored in most rooms of The Library
Nwyfre Runestone	S03E01	Recovered from angry druids
Opal of Samara	S01E01	Causes a zombie apocalypse if activated
Pandora's box	Movie:Quest for the Spear	Contains an evil spirit that, if released, would control the world for 1000 years
Paradise Lost		Annotated version from Thompson Dieter's arcane book collection
Philosopher's stone	Movie:Judas Chalice	Turns objects it touches into gold
Poseidon's Trident	Movie:Solomon's Mines	

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Name	Episode(s)	Description
Prophecy Cube	S3E4	Reveals a possible future, then makes it real
Ruyi Jingu Bang		
Scepter of Korb	S3E5	
Shakespeare's "The Tempest"	S02E02	Original folio
Shakespeare's Quill	S02E10	Made from the Tree of Knowledge; things written with it can become true
Shield of Angkor	mentioned in S03E09	
Shroud of Turin	Movie: Solomon's Mines	
Spinning Wheel of Clotho	S03E01	
Sir Isaac Newton's Principia Mathematica	S01E02	Unedited Version with references to Atlantis
Sitting Bull's feather		
Spear of Ares	S02E02	Violently explodes if it touches the Spear of Mars
Spear of Destiny	Movie: Quest for the Spear	Too powerful to be destroyed
Spear of Mars	S02E02	Violently explodes if it touches the Spear of Ares
Staff of Knowledge	S01E05	
Staff of Ra		
Staff of Zarathustra	S01E05	Found in the Temple of Zarathustra
Stone Heads		
Stone of Mirakesh		Once owned by John Dee
Tesla Hoop	S01E01	
The 10 Commandments		Original Stone Tablets
The Thread	S01 E03 & S01 E10	Theseus' Ball of Twine (formerly)
Thompson Dieter's arcane book collection		including: an annotated version of Paradise Lost
Thor's Hammer	S02E01	
Tree of Confucius	S01E05	
Tree of Knowledge	S01E05	"The Heart of The Library". Vital to the existence of Knowledge itself
Tree of Life	S01E05	
Tree of Sorrow (possibly)	S01E05	
Unicorn	Movie: Quest for the Spear	
Various plants and shrubs		

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Name	Episode(s)	Description
Wolf's Whistle		
Zeus's lightning bolt	S02E01	Legendary weapon. Both very powerful and very unstable

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Judas Chalice

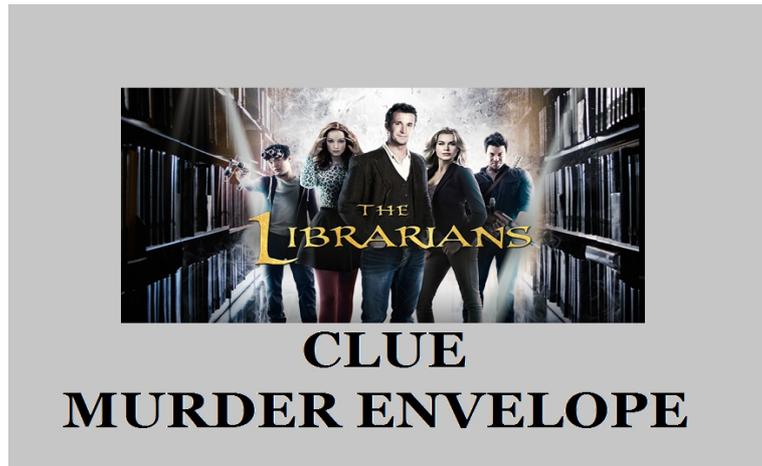


The Judas Chalice card and its respective artefact (charm)

The murder envelope

Design a murder envelope. This is where, at the beginning of the game, three cards - one suspect, one artifact, and one room card - are collected. These cards represent the facts of the case.

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Detective notes

These are pieces of paper every player is given at the start of the game. Every suspect, room and artefact is listed and the player can check off any possibilities. These notes are simple to make in Office Word. Hint: make a ton of detective notes, because every time you've played, these are thrown away.

Wanted:	
Suspect: _____	Crime Committed: _____ _____ _____
	Evidence: _____ _____ _____
Suspect's fingerprints: _____ _____	Unique characteristics of suspect: _____ _____
Location of crime committed: _____ _____	
Detective on case: _____	

A how-to-play manual

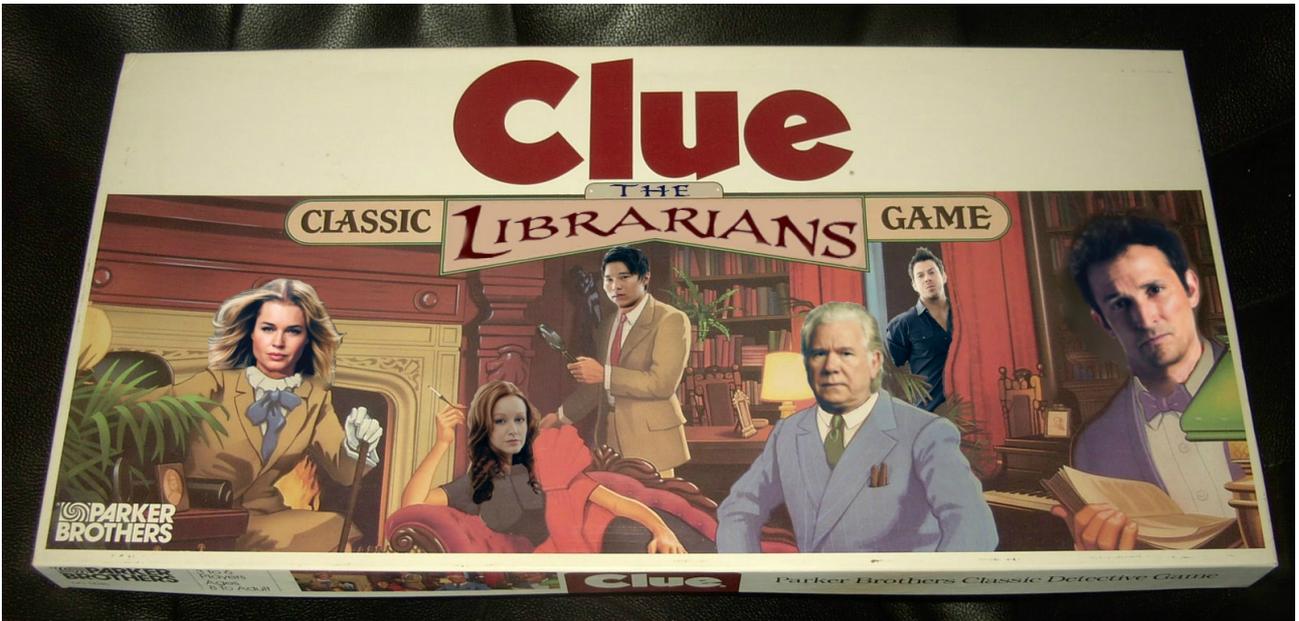
We also created a manual that stated all the playing rules. This was important because some of us had never played Clue before. Whether you have or not, what kind of board game doesn't have a manual of some sort? We made ours look like the old newspaper clippings book seen in Jenkin's Annex, that covered the story of the brutal murder of Jake Stone by a Librarian (doesn't mention which one though).

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The box

This is the final step: design a box to store all this! Here's what we made by printing off the librarian's heads (used google to search for pics) to the corrects size and sticking them on to an old Clue game box:



The box says: "Clue The Librarians Classic Game"

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And that's that! We've worked on this for 2 or 3 days, so it's a lot of work, but it was very fun. We've played it a few times already and it made some fun evenings!

Enjoy your Librarians Clue game and don't forget to share your love of The Librarians series!

- See larger images Here

Antiquities room

https://vignette2.wikia.nocookie.net/thelibrarians/images/3/3d/Library_Antiquities_Room.jpeg/revision/latest/scale-to-width-down/1280?cb=20170121034523

Artefact room

<http://sittinginthestacks.net/wp-content/uploads/2016/04/librariansseason2library.jpg>

Reading Room

https://vignette3.wikia.nocookie.net/thelibrarians/images/d/dc/Reading_Room.jpeg/revision/latest?cb=20170121023916

Library hallway

https://vignette2.wikia.nocookie.net/thelibrarians/images/e/e6/Library_hallway.jpeg/revision/latest?cb=20170105053854

Large Collection annex

https://vignette1.wikia.nocookie.net/thelibrarians/images/0/02/Large_Collections_Annex_1.jpeg/revision/latest?cb=20161219065154

Service Entrance

https://vignette4.wikia.nocookie.net/thelibrarians/images/3/36/Library_Service_Entrance.jpeg/revision/latest?cb=20161219065504

Modern Artifact Wing

https://vignette1.wikia.nocookie.net/thelibrarians/images/d/d1/Modern_Artifact_Wing.jpeg/revision/latest?cb=20161219081448

Main Library

https://vignette2.wikia.nocookie.net/thelibrarians/images/a/a6/Flynn_greeting_the_Lits_in_the_Library.png/revision/latest?cb=20150407101806

Main Entrance

[https://vignette4.wikia.nocookie.net/thelibrarians/images/5/5f/Library %27s_main_entrance.jpg/revision/latest?cb=20170121050536](https://vignette4.wikia.nocookie.net/thelibrarians/images/5/5f/Library_%27s_main_entrance.jpg/revision/latest?cb=20170121050536)