



A New Clue

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THE OLD CLUE:

The original game of *Clue* was designed on the old board game model which is a combination of a strategy and randomness. This mixture defined all games up until the release of *Settlers of Catan* in 1995, the first popular “German-Style” game. This new style of game focuses on building competing

structures, rather than competing with the game elements you're given.

Several additions have been made to the original game of *Clue*, but all are of the random variety. These change the mechanics, but don't add structure to the plot.

NOW, A NEW CLUE:

I have added elements of a plot onto the random structure of the original game. In my new version, players put together clues to solve the mystery. To do this, I have added clues, enlarged to board, and added a time line.

It's more important now to know who the characters are. The characters in *Clue* are described differently in various published versions of the game. Below, I give a description of the characters that applies to this new version.

Because the games in the *New Clue* follow a plot, each plot can only be played once. I have included two plots here. The mechanics are the same in each, but the clues, timelines, and outcomes are different. The creation of more plots is an exercise for the reader.

SITUATION:

Twenty-nine year-old John Boddy, the nephew of the late Sir Hugh Black, and most recent owner of Tudor Mansion, was orphaned at an early age. Young John was brought to Tudor Mansion to be raised by his uncle. Sir Hugh, however, had no idea of how to deal with a child, so he sent the boy off to boarding school.

During the holidays, the housekeep Mrs. White employed a nanny to tend to the boy. The never-married Sir Hugh placed his estate in trust, and the estate was inherited by Boddy on his thirteenth birthday.

Boddy worked hard in school, eventually focusing on mid-Eastern anthropology at university. He returned to Tudor Mansion after his uncle's death and the completion of his degree.

In the course of events, Boddy discovered a steady trickle of “allowances” that had been diverted from his late uncle's assets to persons and for reasons unknown. Was Black being blackmailed? Was he involved in an illicit enterprise? Or were the funds being purloined without his knowledge?

Boddy vowed to get to the bottom of these murky dealing. To that end, he invited Sir Hugh's former associates to Tudor Mansion for a weekend visit. It was on Sunday of this weekend, with all his colorful guests in attendance, that Boddy was murdered.

The game takes place on Sunday, and the body of John Boddy has been found dead in one of the rooms of the house. The time of death is different in each of the *New Clue* plots, as might be the perpetrators, the weapon used, and the location of the murder.

Caste of Characters



Colonel Michael Mustard

Col. Mustard was a frequent guest at Tudor Mansion, and an old acquaintance of Sir Hugh Black. Although Mustard's military career had some distinction, he was more a legend in his own mind. It appears certain details have been covered up.

After retiring, Mustard convinced a publisher that his military exploits would make a good book. Having received several advanced payments he has produced only one chapter. Meanwhile, creditors hound him in search of payments due.

Professor Peter Plum

An expert on mid-Eastern history, Professor Plum gave up teaching for high adventures in Egypt. Sir Hugh Black funded several archeological expeditions for Plum, and it was through Sir Hugh that the Professor met John Boddy. It was young John's intriguing vision of Professor Plum's exploits that led John to pursue a degree in Egyptology.

Not long ago, Plum was accused of plagiarism and summarily dismissed from his job at the British Museum. Much of Plum's writing had allegedly been lifted from the notes of a colleague who had been killed in a freak accident.

Mr. John Green

John Green received his calling early in life. At the age of 12 he began preaching at revivals and later took to calling himself "Reverend." He has known John Boddy since John was a boy. Green is now the local vicar, although no one is sure if he was ever ordained.

While traveling in England, Mr. Green spread his own version of "rob from the rich and give to the

poor.” Rumor has it that the police have questioned Green regarding allegations of fraud, smuggling, and money laundering. There are rumors of his abuse of young boys, but nothing has ever been made clear.

Miss Josephine Scarlet

Dark haired seductive Josephine Scarlet is the daughter of Mrs. Patricia (Scarlet) Peacock. With jealousy, envy, and a shortage of resources the foundation of her relationship, the two seem to compete with one another. As an actress, her aspirations far exceed her talent. With her career in a tailspin, Miss Scarlet is focusing her attentions on a new career: seducing rich, old widowers.

As a result, the London tabloids had a field day covering her exploits. To avoid more bad publicity, she reluctantly joined her mother for a long holiday at Tudor Mansion. She had been seeing John Boddy during the previous year, but John broke off their relationship after he began seeing a local girl.

Ms. Patricia Peacock

A social butterfly, Ms. Peacock dabbled in the theater and dreamed of a career on the stage. She was forced to leave England after her involvement in a messy romantic triangle with two important political figures. While traveling in the United States, she befriended Margaret Boddy, John's mother.

Widowed thrice, she has one daughter, Miss Josephine Scarlet, from her second marriage. Because of Peacock's lavish lifestyle, her late husband's fortune is now nearly exhausted. She was a frequent visitor to Tudor Mansion when Sir Black was alive. She does not get along with the housekeeper, Mrs. White.

Mrs. Blanche White

Mrs. White has long been the housekeeper and cook at Tudor Mansion, involved with managing the estate but lacking a secure financial position. When Boddy first came to live at Tudor Mansion as a young boy, Mrs. white supervised his affairs and paid herself from his accounts. She was one of the few employees retained after his uncle's death.

Although not closely allied to anyone, and having a tense relationship with John, she was nevertheless the only person who thoroughly knew the functioning of the estate. She has kept this knowledge to herself. Now at 68, Mrs. White appears to have little to show for her years of dedicated service. Visitors light-heartedly accuse her of magic for her ability to be at multiple locations at once.

THE GAME BOARD:

The game board is expanded with the addition of 10 new locations. All locations are outside the house. One is outside each of the house's nine rooms. Each outdoor location is accessed by a path of 5 spaces from the room to which they're adjacent.

The nine new locations are: woodshed, garden, tree swing, forest path, pond, bench, barn, bushes, and front drive. The 10th location is the gate at the end of the driveway, located beyond the hall at the front of the house.

The gate marks the destination that the fugitive, once exposed, tries to reach if and when they decide to try to escape. In the *New Clue*, only a murderer, or someone who thinks they will be exposed as the murderer, will try to escape Tudor Mansion.

These nine outdoor locations encircle the house. Each is separated by four spaces from the location adjacent to it. Each location counts as a space and one movement point is required to move through it. These outdoor locations provide a route around the house that is in addition the old game board's routes through the house.

Print these locations on 5 sheets of paper, cut each sheet in half on the dotted lines, and slide part of the paper for each location under the *Clue* board adjacent to the indicated room.

CLUES:

Each location and room now has its own clues. When a player visits a room or location and makes a suggestion, one of the clues is disclosed to all players for that room or location.

ALIBIS:

Each character's alibi is a description of where that character was on the day of the murder. The alibis are printed on slips of paper that each character keeps to themselves until asked, and which changes with each game. When asked for their alibi, the player will show it only to the player requesting it, or to all those in the room or location on the move when the alibi is requested.

In the original game, players could not land on the same spaces. In this version, two players can land on the same space, but no more than two. Players can also move over each other. Only when two land on the same spaces, or move over a space occupied by another, can the active player ask the player whose space they've move onto or over to give them their alibis.

To ask for another's alibis, the active player must move onto or over the other player's space, and use one of their movement points to ask the question. A player can only query one other player on each turn, but they don't have to query another player even if they share or move through the same space.

A player does not have to end their turn on another players space in order to ask for their alibi, they only need to pass through their space and spend a movement point to make the inquiry. They can then continue their move using their remaining movement points. However, as in the old game, if a player

wants to make a suggestion, then they must do it from a room or location, and they must end their turn at that room or location.

If multiple players are in the same room or location on the same turn, and an active player enters that room or location, then the active player can use a movement point to ask for a selected player's alibi. When this takes place in a room or outdoor location, but not along a path, then all the players in the room or location will learn of the alibis that are revealed. Players who are not in that room or location will not learn of the requested alibi.

SUGGESTIONS:

In the original game, you had to be in the room that you suggested might be where the murder took place, and you had to move the weapon and player that you suggest into that room. In this game you don't have to be in the suggested location, you do not move any other player, and you do not need to move any weapon. But you still must be in either a room or location to make a suggestion, and you still can only make one suggestion per move.

ACCUSATIONS:

Accusations in the *New Clue* are issued in the same way as in the original game. As in the old game, if the accusation is wrong, then the accuser is out of the game. Once out of the game, a player can still move in the normal manner to other rooms and locations, and they can hear other player's alibis, and they must answer with their own alibis when asked, but they cannot make any further suggestions or accusations.

If a player's accusation is correct, the accuser does not automatically win the game. They only win the game if the perpetrator surrenders or is caught. They may not win the game if the perpetrator manages to escape. If the perpetrator is caught while trying to escape, then the accuser wins.

If the accuser is the perpetrator, then they win only if they can escape. (Hint: if you think you are the perpetrator, don't accuse yourself until you're close to the gate!). If the accuser/perpetrator escapes, the accuser/perpetrator wins.

MOVEMENT:

Each player rolls two D6 dice and moves the total number of spaces rolled. One movement space must be used if you want to ask for the alibi of another player on a path or in a room or location.

Movement spaces are not required to make a suggestion, an accusation, or to examine clues, but you must end your turn in a room or outdoor space if you want to make a suggestion from that location.

One movement space per turn is sacrificed if you want to move and carry a weapon on that turn. One more movement space is also required if you want to attack another player, which you can only do when you're carrying a weapon.

WEAPONS:

This new game begins with the weapons scattered randomly in the rooms of the house, as in the original game.

In the original game, you moved weapons around when making suggestions, but they played no active role. In this game players can pick up, carry, drop, and use weapons. All weapons are of equal power.

To pick up a weapon, land on the square, room, or location where it is placed or was last left. Then, carry the weapon with you. In order to carry any weapon on any turn you must sacrifice one movement point for that turn. You can only carry one weapon at a time.

You can drop a weapon on any space or location, but you do not get back the movement point you spent in getting there. If you are killed, then you drop your weapon.

If another player passes you who is not carrying a weapon and you are carrying a weapon, then you can give them your weapon. They can continue moving their remaining space with your weapon as long as they have the extra movement point required to carry it. You might do this if everyone was chasing the murderer and you didn't have enough movement points to catch them, but the player who is passing you has a high roll and can or might catch them.

Any player can carry a weapon, picking it up from anywhere and dropping it anywhere. Any player carrying a weapon can attack and kill another player at anytime.

MURDER:

You can use a weapon to murder another player, but to do so you must be carrying the weapon, you must land on their space or in their room or location, and you must spend another movement point. If you only have just enough movement points to reach the other player, then you can't attack them because you don't have the necessary extra point.

If you enter a room with multiple players and you want to murder someone who's in the room, you must pick who you will murder, and you can only commit one murder per turn.

You successfully kill the player that you attack even if they are carrying a weapon of their own. You expend one movement point to kill them, and you can continue moving further if you have additional movement points.

If you murder another player, then you can be subdued by any other weapon-carrying player landing on your space. In that case, both you and your subduer cannot make any more moves until either the murderer is revealed to be someone else, or your subduer decides to let you go by moving off your space on their turn.

Beware of releasing a player who has killed another; you might be next. On the other hand, if you are the subduer and you are carrying your own weapon, then when it's your turn, you can kill the player you have subdued!

Once a player is murdered, they are out of the game. They can't be asked for their alibi, and they don't make any further moves.

CATCHING THE MURDERER:

You are a murderer either because your name is in the Secret Case File, or because you murdered another player. You might decide to become a murderer because you think your name is in the Secret Case File and you want to escape, but you might not be the one who killed John Boddy!

Once you have been exposed as the murderer of John Boddy, the order of players' turns changes, and the murderer automatically becomes the next player to move. Other players continue to play in the same order as before, but the murderer's turn is now inserted just after the turn of the player who successfully accused them.

Once you have been exposed, your only hope of winning the game is to escape from the house and grounds. To do this, you must find any way to get to the front gate without getting caught.

You will be caught when any other player who is carrying a weapon catches up to you on their turn. If one other player catches up to you and they are not carrying a weapon, they cannot subdue you.

But if two or more unarmed players catch up to you, then you are subdued. That is, if two more unarmed players reach you before your turn enables you to move away, then you are subdued. The police are called and the accuser wins the game, as long as the accuser is still alive.

However, if you are trapped, then you might still outrun the other players. If you have a weapon, you might kill your pursuers and escape out the front gate.

If you are the only person left alive at the end of the game, then you win even if you are John Boddy's murderer, and even if your identity was revealed by another player. That is, it's not enough to guess the murderer, you also have to stay alive and prevent them from escaping!

ODD ENDINGS

There are some unusual endings to *A New Clue*. Here are some; you might think of others:

- The accuser identifies the murder but get murdered themselves, and then the murderer gets caught.
- The accuser might accuse themselves, be correct, but get caught.
- One player has killed everyone else but no one has correctly guessed the murderer. The remaining player makes an accusation, but they're wrong.
- A player who thinks they're the murderer might kill all but one player, try to escape, get caught, but not be the killer.

In these cases, no one wins, or you might declare the winner posthumously! The winner either is the player who correctly identifies the murderer and the murderer is killed or caught, or the player who is the murderer get away and wins.

HOW TO PLAY WHEN THERE ARE LESS THAN SIX PLAYERS:

If there are less than six players, then those characters who are not assigned to a player become Automatic Characters.

Deal each automatic character one card, and keep that card face down near their starting space. Automatic characters are not asked and do not show their one card even when it matches a card mentioned in a suggestion.

Automatic characters take their turns, move like regular characters to automatic destinations, but don't make suggestions or accusations.

They can be stopped along their path and be queried for their alibis, just as any other player, but they don't stop other players to query them. When an automatic player is stopped and queried on a path, they will show their alibi to the player querying them and, if they are in a room or location, to any other players in that room or location.

Automatic characters will show their hidden card only to a player who queries them privately. In that case, they will show their hidden card and their alibi only to the querying player. They will only show their hidden card to the querying player regardless of what other players might be present in a room or location.

Automatic players can carry a weapon when they're trying to catch a murderer or have been identified as the murderer and are trying to escape, as described below.

The automatic characters start on the spaces assigned to them as in the old game, as do all characters. When it's an automatic character's turn, an extra two throws of a D6 die are made to determine where they are headed on that turn. The throws determine their destination according to the following formula:

Destinations for Automatic Characters

Result of **first** D6 throw:

1 or 2 -> Destination Group 1 (Hall, Study, Kitchen, Library, Dining Room, Living Room)

3 or 4 -> Destination Group 2 (Ball Room, Conservatory, Garage, Pond, Woodshed, Drive)

5 or 6 -> Destination Group 3 (Garden, Tree Swing, Forest Path, Bench, Bushes, Barn)

Result of **second** D6 throw:

Group From First Throw:	1	2	3	4	5	6
Group 1	Hall	Study	Kitchen	Library	Dining Rm	Living Rm
Group 2	Ball Room	Conservatory	Garage	Pond	Woodshed	Drive
Group 3	Garden	Tree Swing	Forest Path	Bench	Bushes	Barn

Once the destination has been determined, the two D6 dies are thrown again, and the character is moved the indicated number of spaces as directly as possible toward that location for that turn only. If they don't reach that location in one move—and they usually won't—then on their next move a new destination will be found by the same method, and they will move toward the new location.

If an automatic character moves through a room or through an outdoor space on the way to its destination, then it turns over one clue in the room or destination through which it passes. It may pass through one or two rooms or destinations on one turn, in which case it turns over a clue in each place it passes.

Once John Boddy's murderer has been successfully identified, and the perpetrator begins their attempt to escape, all automatic characters target the perpetrator as their destination. On each of their subsequent turns they will move as directly as possible and try to subdue the perpetrator. They subdue him or her by picking up a weapon, if possible, and catching up to them on the automatic character's turn.

Automatic characters can pick up weapons, or be handed weapons, when they are pursuing a murderer. A real player is needed to control each automatic character during the chase. They can decide how the automatic character moves and whether or not it picks up a weapon.

If the murder is subdued and the identifying player is still alive, then the identifying player (the accuser) wins. If the murderer escapes, then the murderer wins.

WHAT IF THE AUTOMATIC CHARACTER IS THE MURDERER?

In that case, any of the real players, excluding the player who successfully accused the perpetrator, should take on the automatic character's role and try to escape. They can then apply their best effort to enable the automatic character's get-away. If the automatic character gets away, then the automatic character wins!

HOW TO LEARN THE NEW CLUE

Since there is only one (or two) games, you don't want to play a test game through to the end. Instead, you can play a few moves of a sample game.

A SAMPLE GAME

A sample game is one in which the secret cards are picked at random. You don't need the Dungeon Master to play a few turns in a simulated game. The clues that you expose in a sample game will have no relation to the secret answer, so play as little as possible so that most of the clues remain hidden.

To set up a sample game, put any three cards of the three different types—room, character, and weapon—into the Secret Case File and start the game. Play two rounds, visit indoor and outdoor location, elicit alibis, and reveal clues. Visit a room to make a suggestion, pick up a weapon, kill another character, and trying to get away!

A New Clue: Game 1

The body of John Boddy is found dead in one of the rooms of the house. **He was murdered around 11 PM.**

When one player stops to question another, which they can do on their turn when they occupy or cross the same space, room, or outdoor location and they choose to use one of their movement points to query the other player, then the character being questioned must reveal the following claims about their whereabouts on the day of the murder.

Print these alibis, cut them apart, and give them to the gamer who is playing this character. Whenever another player stops to question them along a path on the board or the new spaces off the board, the player being questioned must show their alibis to only the player who is questioning them.

If they are being questioned in a room or location and there are other players in that room or location, then they must also show their alibis to the other players in the room or location. You don't have to show alibis to players who are not in the room or location, but you can if you want to. You might want to if you feel it clears you from suspicion.

Personal Alibis (Game 1)

Col. Mustard says he was with Prof. Plum at **1 PM**

Col. Mustard says he was with Ms. Peacock at **3 PM**

Col. Mustard says he was with Miss Scarlet in Living Room at **11 PM**

Ms. Peacock says she was with Col. Mustard at **3 PM**

Ms. Peacock says she was with Mr. Green at **11 PM**

Miss Scarlet says she was with Ms. Peacock at **1 PM**

Miss Scarlet says she was with Prof. Plum at **10 PM**

Miss Scarlet says she was with Col. Mustard in the Living Room at **11 PM**

Prof. Plum says he was with Miss Scarlet at **3 PM**

Prof. Plum says he was with Col. Mustard at **6 PM**

Prof. Plum says he was alone in the garden at **11 PM**

Mr. Green says he was with Mrs. White at **10 PM**

Mr. Green says he was with Ms. Peacock at **11 PM**

Mrs. White says she was with Mr. Green at **10 PM**

Mrs. White says she was alone in her room at **11 PM**

CLUES (Game 1):

Print these clues and cut them out. Place all the clues for each location face down at that location. Most locations have two clues and most rooms have three. Whenever a player visits a room or location, turn over one of these clues for that and all other players to see.

It takes no movement points to turn over a clue, and the player does not have to make a suggestion at that room or location. A player does not have to stop in a room or location, but can turn over a clue on the way past. If a player can manage to reach two locations on their turn, then turn over two clues.

Not all clues are useful, and many are unclear, but a preponderance of evidence will lean in the right direction.

Outdoor Locations

Bushes: A gun is found buried among the bushes.	Tree Swing: Long strands of blond hair found caught in the twisted rope of the swing.
Bushes: Shards of broken glass are found among the bushes.	Pond: New section of lead pipe found in a shallow, weedy section of the pond.
Barn: Package of letters from Col. Mustard found in a box in the barn.	Garden: Footprints matching Professor Plum's, found in the garden outside the dining rm.
Barn: Straw target for shooting practice found in the barn, paper target recently used.	Garden: Broken bushes and broken sculpture seriously damaged in the garden.
Woodshed: Anarchist magazines addressed to Mrs. White found beneath the woodshed.	Forest Path: Mr. Green's shattered eyeglasses found alongside the forest path.
Woodshed: Ms. Peacock says she fetched some wood for the fire from the woodshed at 10 PM.	Forest Path: Strands of colored silk found caught in rose bushes along the path.
Bench: Angry note from Miss Scarlet to John Boddy found tucked under the bench.	Driveway: Col. Mustard's missing address book was found on the driveway.
Tree Swing: Heart carved around initials JS&JB found on the underside of the tree swing.	Driveway: Fountain pen was found on the driveway inscribed with the letters "MM."

Indoor Rooms

Study: A shattered window and shards found scattered outside the study.	Hall: A fashionable, woman's silk scarf is found in the hall.
Study: Top desk drawer broken into. Unclear what might have been taken.	Hall: Book on military history with a section torn out of it is found in the hall.
Study: Newspaper clipping describing new	Billiard Rm: Prof. Plum attacked in the dark

revelations of a military scandal found in the study.	room. Assailant escaped onto the patio. No witnesses.
Kitchen: Bloody towel found in the garbage of the kitchen.	Billiard Rm: Picture missing has left a bleached outline on the billiard room wall paper.
Kitchen: Butcher knife found missing from the knife rack in the kitchen.	Conservatory: Military medal found under pillows on the loveseat in the conservatory.
Living Room: Col. Mustard reports seeing someone moving outside the living room at 11 PM.	Conservatory: Burned letters found in the grate in the conservatory, contents were unrecognizable.
Living Room: Recently moved couch found to hide a large, dark stain on the rug in the living rm.	Library: John Boddy's personal journal, marked "confidential," found on a library shelf.
Living Room: Clock found to be set off by 1 hour in the living room.	Library: Key's to John Boddy's desk found on the end table in the library.
Ballroom: One arm broken off the chandelier in the ball room.	Library: Miss Scarlet and Professor Plum seen being affectionate in the library.
Ballroom: Col. Mustard, Mr. Green, and Ms. Peacock briefly lock themselves in the ballroom.	Dining Room: Deep gouge found on inside of door in the dinning room.
Hall: Large tracks left by muddy boots found in the entry hall leading to the study.	Dining Room: Col. Mustard overheard Mr. Green and Boddy argue angrily before dinner.

THE SECRET ANSWER (Game 1)

Give this page to the Dungeon Master whose job it is to find in the deck and place the three secret cards in the Confidential Case File.

They should read the following paragraph looking for the last name of the guilty character, the name of the room, and the name of the weapon.

Characters are Green, Mustard, White, Plum, Peacock, and Scarlet.

Rooms are Hall, Study, Library, Billiard, Conservatory, Ballroom, Kitchen, Dining, and Living

Weapons are Knife, Gun, Pipe, Candlestick, Rope, and Wrench

After removing the three indicated cards and hiding them in the Case File, they should return the remaining cards face down. They should not reveal what the secret cards are, and the Dungeon Master cannot take any further part in the game.

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A New Clue: Game 2

The body of John Boddy is found dead in one of the rooms of the house. **He was murdered shortly after 4 PM.** The body was discovered by Mrs. White at 6 PM.

When one player stops to question another, which they can do on their turn when they occupy or cross the same space, room, or outdoor location and they choose to use one of their movement points to query the other player, then the character being questioned must reveal the following claims about their whereabouts on the day of the murder.

Print these alibis, cut them apart, and give them to the gamer who is playing this character. Whenever another player stops to question them along a path on the board or spaces off the board, the player being questioned reads the alibis to only the player who is questioning them and other assembled there.

BUT, if the alibi is specifically TOLD or NOT TOLD to any character, then tell or do not tell it to that character when questioned, or to assemblies that include the indicated character, or fail to include the indicated character. If another character is mentioned as “tell only to,” then provide that alibi only to that character and not to others who may be assembled at the same location.

You don't have to give alibis to players who are not in the room or location, but you can if you want to, and you might want to if you feel it clears you from suspicion.

Personal Alibis (Game 2)

Col. Mustard says he was with Mr. Green at **1 PM**

Col. Mustard says he was alone at the Pond at **4 PM**

Col. Mustard says he was with Ms. Peacock in the Study at **6 PM**

Col. Mustard says he was alone in the Living Room at **10 PM**

Ms. Peacock says she was with Miss Scarlet and Prof. Plum at **1 PM**

Ms. Peacock says she was with Prof. Plum from before 3 to after **4 PM**

Ms. Peacock says she was with Col. Mustard in the study at **6 PM**

Ms. Peacock says she was with Prof. Plum in the Billiard Room at **10 PM**

Miss Scarlet says she was alone at the pond at **4 PM** [DO NOT TELL Col. Mustard]

Miss Scarlet says she was alone on the path at **4 PM** [TELL ONLY TO Col. Mustard]

Miss Scarlet says she was with Ms. Peacock at **6 PM**

Miss Scarlet says [DO NOT TELL Prof. Plum] she hears the intruder at **10 PM**

Mrs. White says she received a delivery at **3 PM**

Mrs. White says she saw Miss Scarlet in the kitchen before **4 PM**

Mrs. White says a call came in for John Boddy at **4 PM** but she could not find him.

Mrs. White claims she saw a large man exit the study at **10 PM** [DO NOT TELL Col. Mustard]

Prof. Plum says he was with Mr. Green on the path at **3 PM**

Prof. Plum says he was alone in his room at **4 PM**

Prof. Plum says he was with Col. Mustard at **6 PM**

Prof. Plum says he was with Ms. Peacock in the billiard room at **10 PM**

Mr. Green says he was with Col. Mustard at **1 PM**

Mr. Green says he was Prof. Plum on the path at **3 PM**

Mr. Green says he was alone on the path at **4 PM** [DO NOT TELL Miss Scarlet]

Mr. Green says he was with Col. Mustard in the Living Room at **10 PM**

CLUES (Game 2):

Print these clues and cut them out. Place all the clues for each location face down at that location. Most locations have two clues and most rooms have three. Whenever a player visits a room or location, turn over one of these clues for that and all other players to see.

It takes no movement points to turn over a clue, and the player does not have to make a suggestion at that room or location. A player does not have to stop in a room or location, but can turn over a clue on the way past. If a player can manage to reach two locations on their turn, then turn over two clues.

Not all clues are useful, and many are unclear, but a preponderance of evidence will lean in the right direction.

Outdoor Locations

Bushes: Ms. Peacock's personal invitation to a celebrity ball, torn into several pieces.	Tree Swing: Heart carved around initials DS&JB noticed on the underside of the tree swing.
Barn: Package of love letters from Daisy to John found in a box in the barn.	Tree Swing: Bookmark from the University Library found on the other side of the tree.
Barn: Broken dining room chair found in the barn.	Garden: A personalized hip flask with the initials "JG" found buried in the compost.
Woodshed: Mrs. White's old suitcase found beneath the woodshed containing coils of rope.	Garden: A badminton net and two rackets, one broken with all its strings ripped out.
Woodshed: A broken tea cup with lipstick on the rim found in the woodshed.	Forest Path: Brambles crudely hacked back from the path.
Bench: Angry note from Miss Scarlet to John Boddy found tucked under the bench.	Forest Path: Page torn from Deuteronomy with "a bribe blinds the eyes of the wise" circled in red.
Bench: Melted wax found on the ground below the bench.	Driveway: Paint of the color of Ms. Peacock's car found on the gate at the end of the driveway.
Pond: A weathered pink athletic shoe fished out of the pond.	Driveway: Notice of an upcoming exhibit of Egyptian sculptures found beside the drive.

Indoor Rooms

Study: Confirmation of receipt of 500 lbs of "fragile artifacts," addressed to Prof. Plum.	Hall: Two torn tickets to a popular theatre production found in a drawer in the hall.
Study: Locked filing cabinet broken open, some folders scattered on the study floor.	Billiard Rm: Badly torn felt on pool table in the billiard room.

Study: Newspaper clipping about stolen Egyptian artifacts found in the study.	Billiard Rm: Half empty box of shells for a revolver found in a closet in the billiard room.
Kitchen: Butcher knife found missing from the knife rack in the kitchen.	Conservatory: Purse found containing key to winding the clock along with wax drippings.
Kitchen: Book on brewing Wiccan potions found amount the cookbooks in the kitchen.	Conservatory: Burned papers found in the grate in the conservatory.
Living Room: One of the candlestick on the living room table is missing.	Library: Betting receipts sold to Mr. Green found hidden in a book on a library shelf.
Living Room: Lingering smell of perfume in the living room.	Library: Journal belonging to Mrs. White found with names and dates of phone calls.
Living Room: Delicate ear ring found fallen between the pillows on the loveseat.	Library: Books on Egyptian art, with pages marked, stacked on the library end table.
Ballroom: Residue of a pool of dried wax not cleanly removed from the ballroom floor.	Dining Room: Large crescent shaped dent in the surface near the head of dining room table.
Ballroom: Col. Mustard, Mr. Green, and Mrs. White meet alone in the ballroom.	Dining Room: Mrs. White recalls Mr. Green threatening John Boddy after lunch.
Hall: Box of plumbing fittings found in the hall.	Dining Room: One different chair among the seven chairs around the dining room table.
Hall: A gun is found in a box on the top of coat closet in the hall.	

THE SECRET ANSWER (Game 2)

Give this page to the Dungeon Master whose job it is to find in the deck and place in the Confidential Case File the three secret cards that are the solution to the crime.

They should read the following paragraph looking for the last name of the guilty character, the name of the room, and the name of the weapon.

Characters are Green, Mustard, White, Plum, Peacock, and Scarlet.

Rooms are Hall, Study, Library, Billiard, Conservatory, Ballroom, Kitchen, Dining, and Living

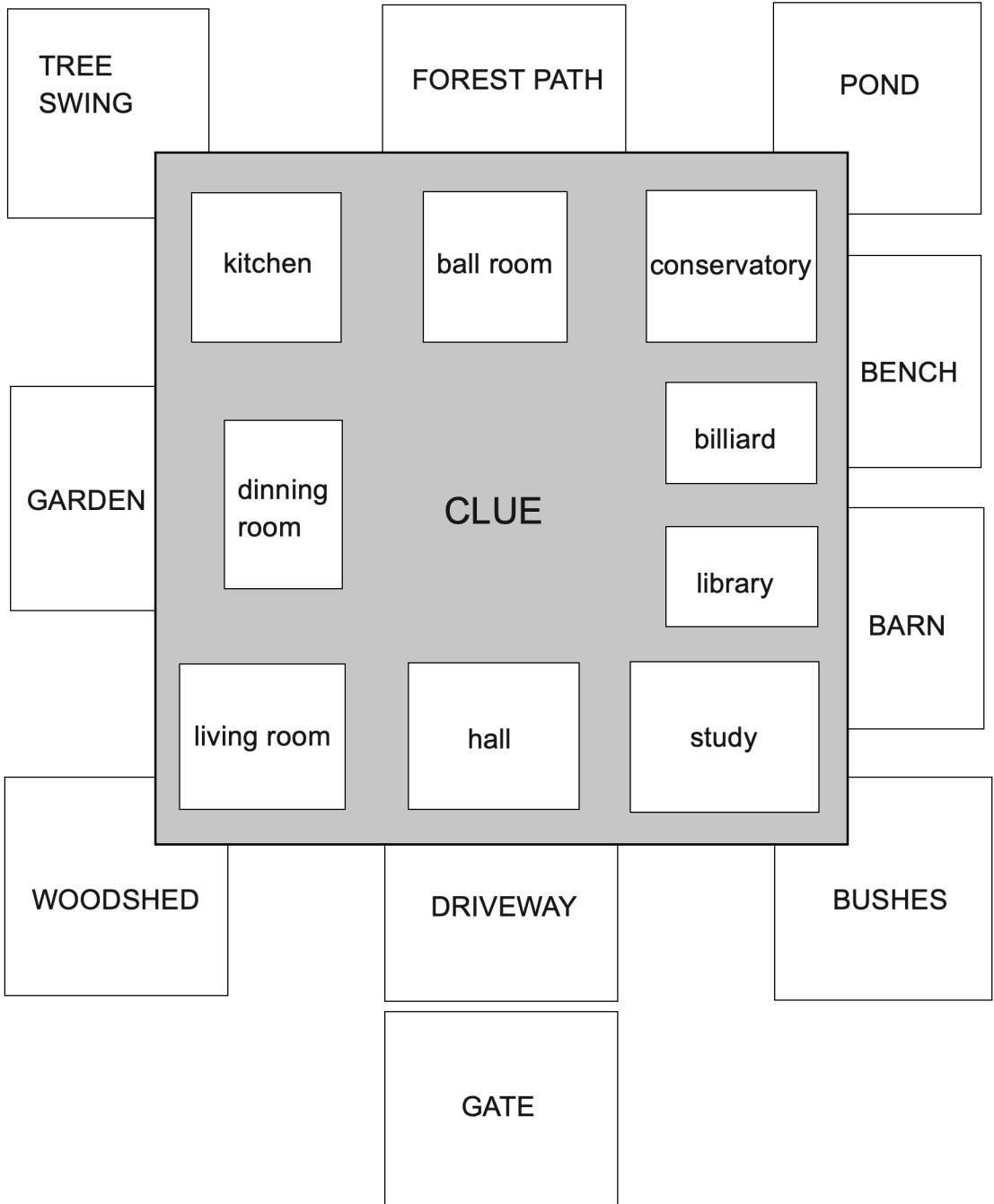
Weapons are Knife, Gun, Pipe, Candlestick, Rope, and Wrench

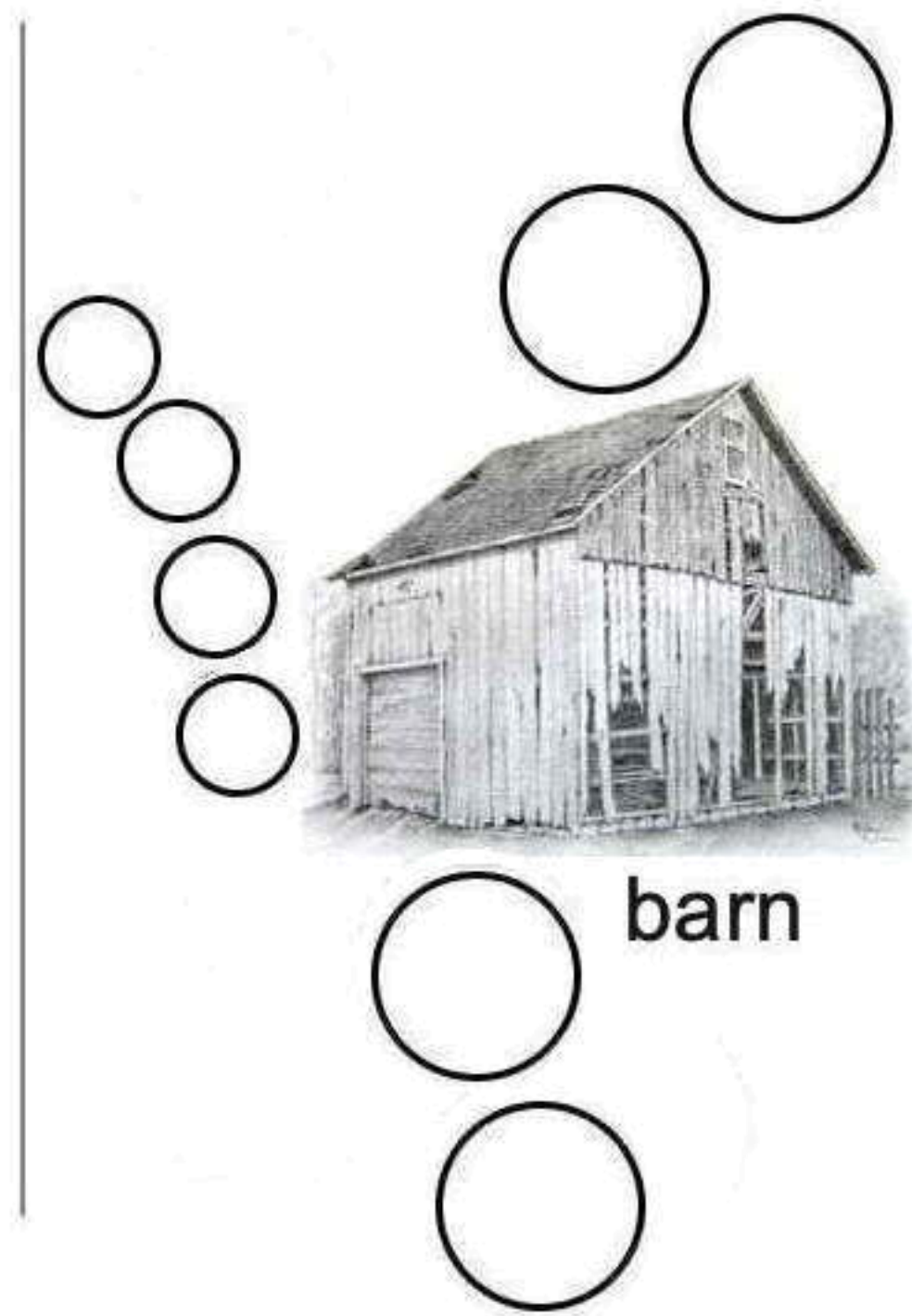
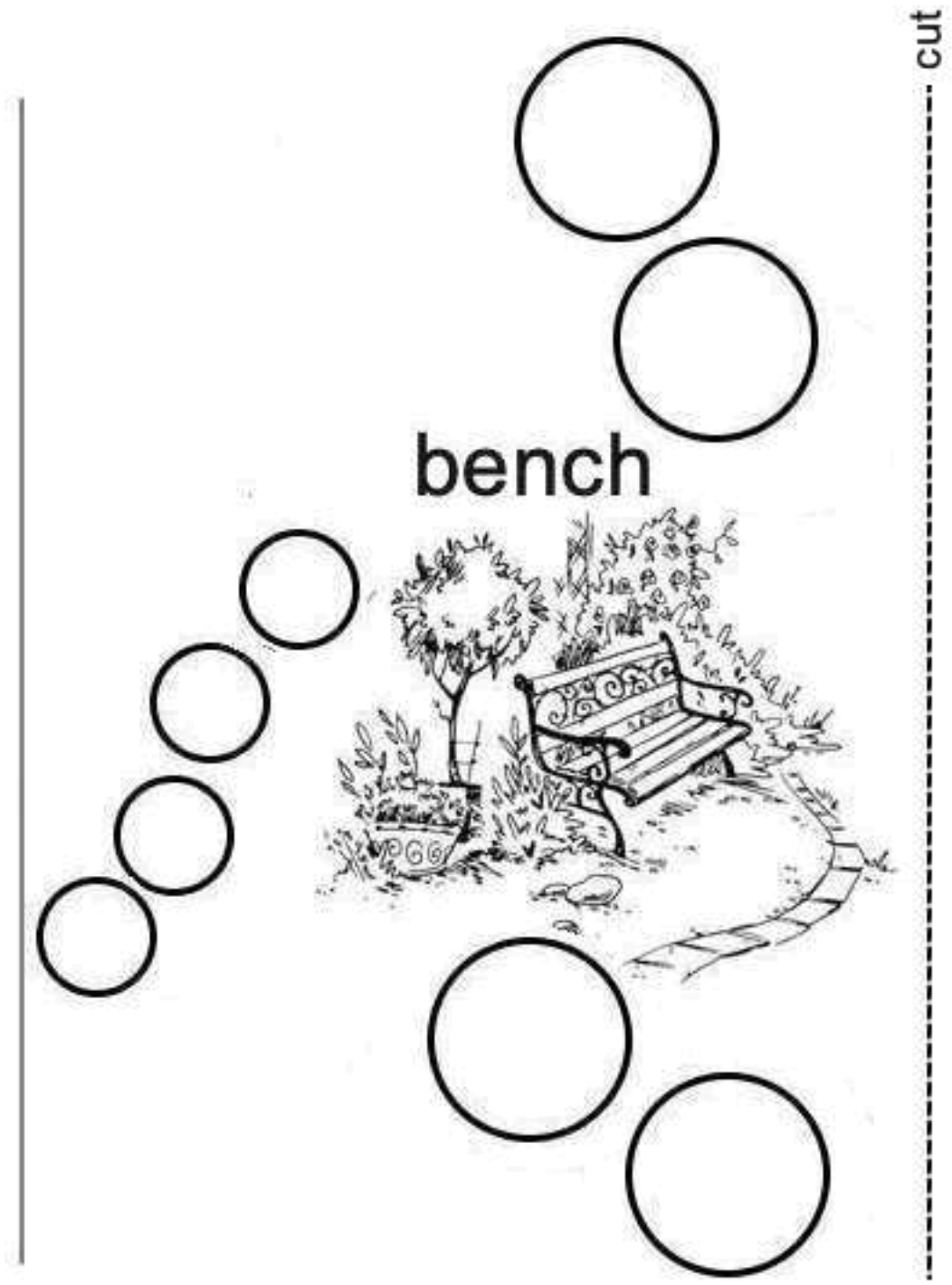
After removing the three indicated cards and hiding them in the Case File, they should return the remaining cards face down. They should not reveal what the secret cards are, and the Dungeon Master cannot take any further part in the game.

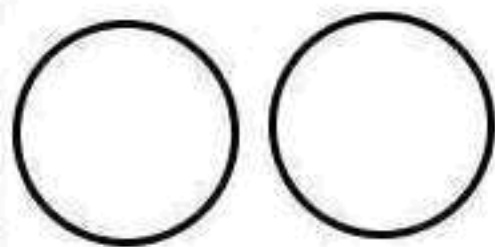
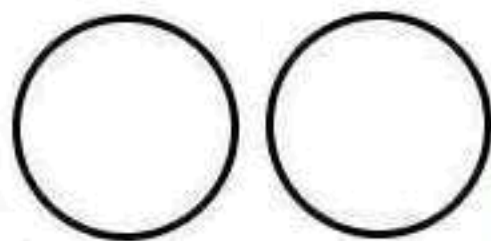
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Extended Board Layout

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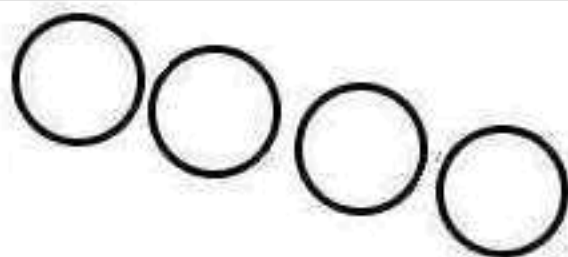




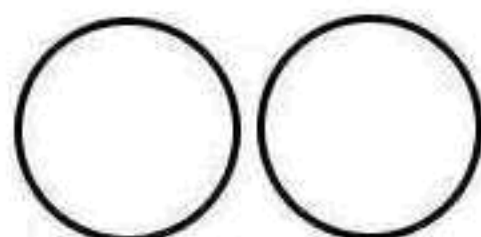
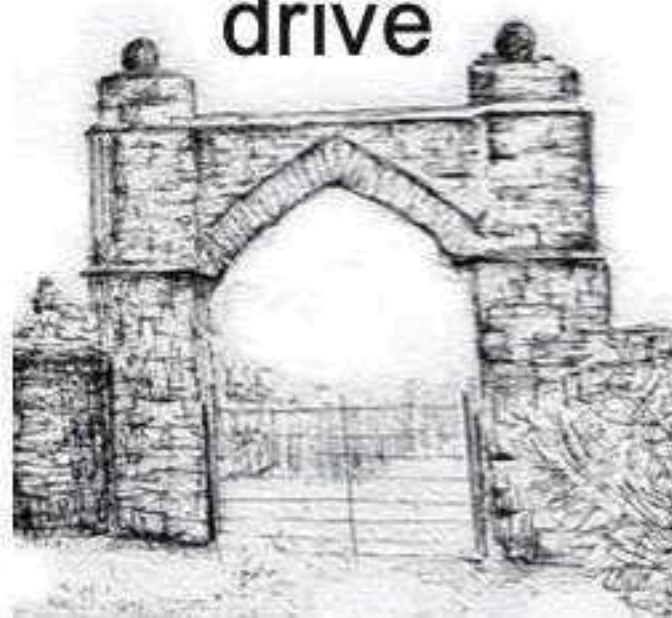
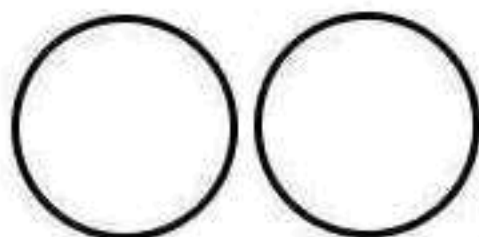
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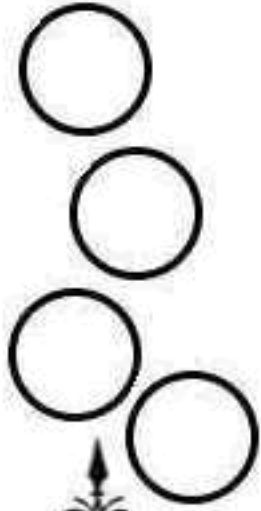
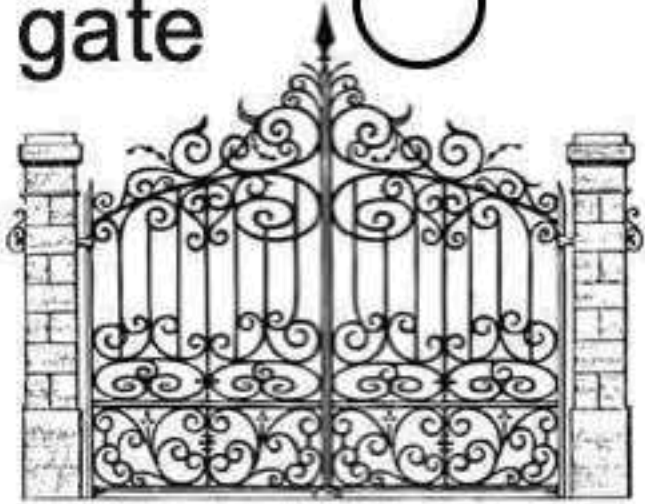
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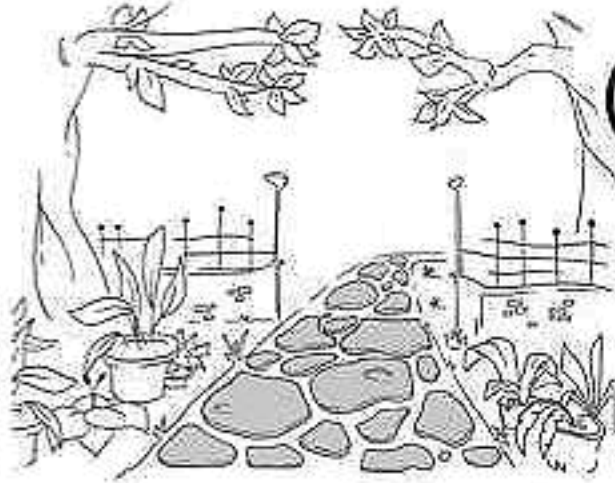
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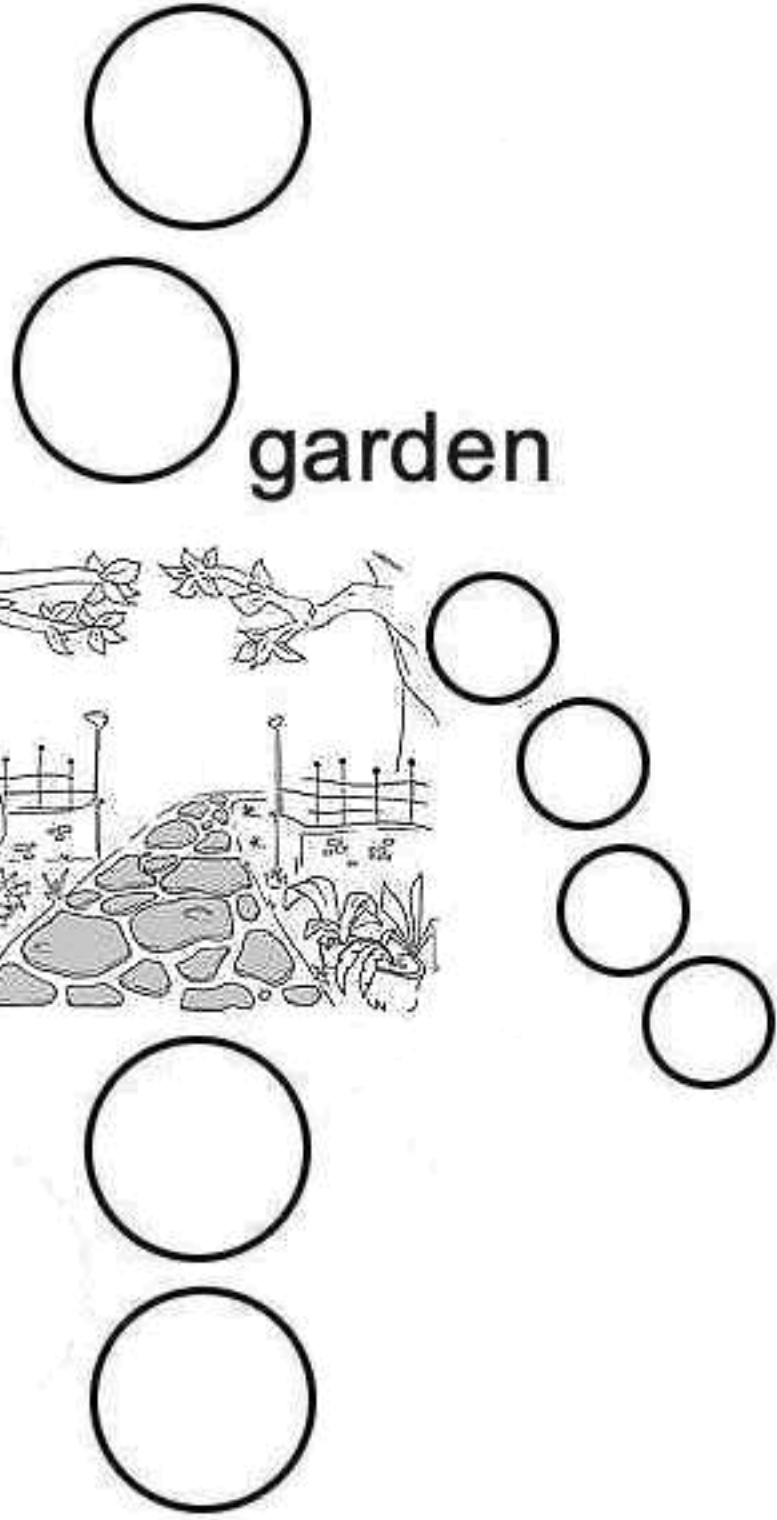
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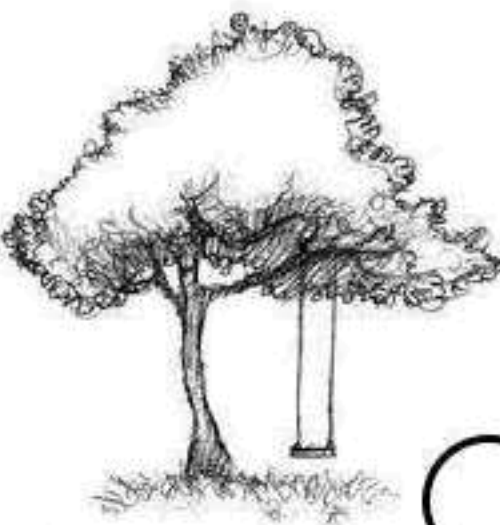


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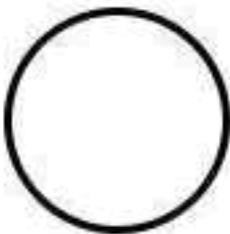
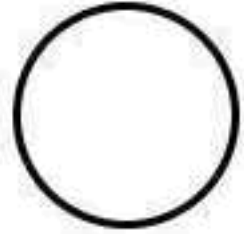
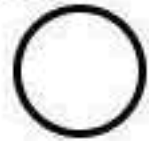
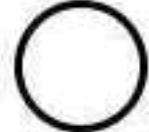
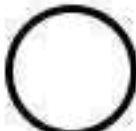
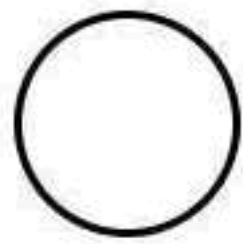
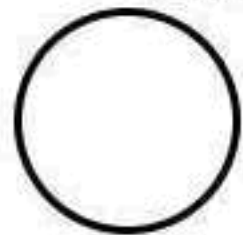


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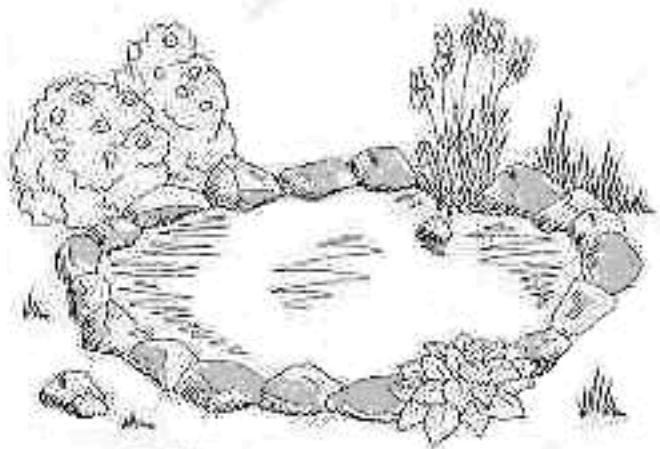
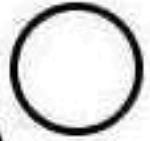
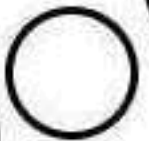
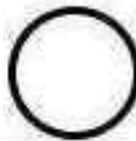
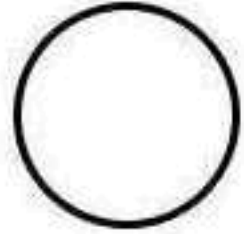
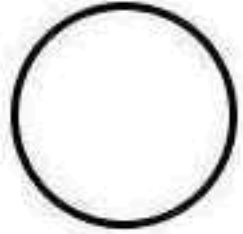




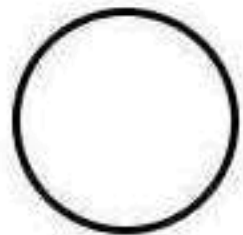
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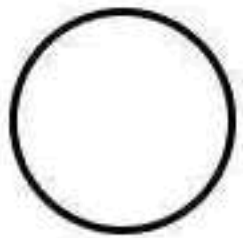
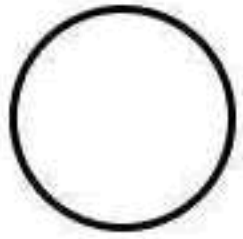
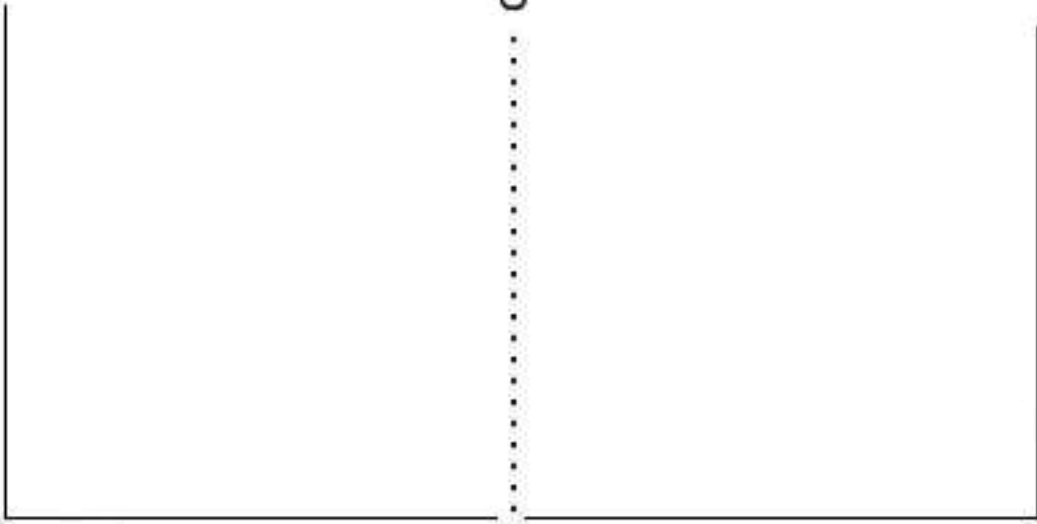
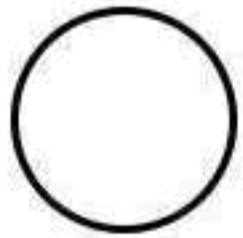


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pond





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