SoliClue

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Components:

-Clue Game Board which shows 9 rooms
-6 coloured tokens, each representing one of the suspects
-6 miniature objects
-1 Player token
-1 Timer token
-Pack of cards: 1 card for each of the 6 Suspects, 6 Objects, and 9 Rooms
- 1 die

The Premise:

There is a mystery to be solved involving a suspect, and object, and a location. This can be any mystery you like - murder, theft, a game of hide and seek. You can tailor the mystery to your custom skin game board.

Setup:

Sort the cards by type into three groups: Suspects, Rooms and Objects.

Shuffle the three separate decks, separately, and choose 1 random card from each - keeping the cards facedown so you cannot see what they are. Place those cards in the centre of the board.

Combine the three decks and shuffle them together thoroughly.

Deal out the cards face down into the 9 rooms, each room should receive 2 cards.

Place the suspects and objects in the 9 rooms. These will be your preliminary guesses at solving the mystery.

Roll the dice for starting position of the Timer token. Entrances/exits can be counted 1 to 6 clockwise from the top of the board.

Optional: Roll the dice for ending goal of the Timer token. If you roll the same number as the starting position, roll again.

If you choose not to roll for ending goal, the Timer token will move to the furthest exit from its starting position.

Roll the dice for starting position of the Player token. Entrances can be counted 1 to 6 clockwise from the top of the board. (The Player and Timer token can occupy the same square on the board.)

Object of the Game:

Correctly guess what the mystery cards are before the timer completes its journey from entrance to exit.

Game Play:

Player moves first. On each Player move - Move the Player token by rolling the die or by using a Secret Passage when you are in a corner room.

If you enter a room, you can turn over one card inside that room to reveal a location, suspect, or object that will not be part of the answer.

Once the card is revealed, you may change your previous guesses, if needed, based on the information gained from the card.

If at the end of your turn the Player token is in a hallway, roll for the Timer token - the Timer token must always move towards its exit point in the most efficient way possible (always moves forward, never unnecessarily sideways and never backwards).

Neither the Timer, nor the Player token, can move on a diagonal.

Neither the Player token, nor the Timer token, can hinder each other's movements - they are allowed to occupy the same square, and do not have to move around each other when moving.

Continue to play until the Timer token reaches the exit.

End of Game:

Once the Timer exits, reveal the three middle cards and see if any of your current guesses are correct.

Winning the game:

If one of your guesses is correct, you win!

If you have not guessed correctly, you lose!

Optional Point Tracking:

If you'd like to track points while you play, I suggest:

1 point if you turn over a location card that matches the location in which it was dealt.

5 points if you turn over an object or suspect card that matches one of the objects or subjects you placed in the same room as the card.

50 points if you win!