

Clue: Hide Your Tracks (Solo)

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Based on “Red Herring” by Karl Miller McKimpson on BoardGameGeek

What You Need To Play

- A regular game of Clue – if you are using a version with Intrigue (?) cards, do not use those cards or the Intrigue die
- One deduction sheet – indicate one column for the Murderer and one column for the Police
- Two standard six-sided dice

Note: Suspects, Weapons and Rooms will be called “elements” in these rules.

Set Up

1. Separate the Clue deck into three piles (Suspects, Weapons, and Rooms) per the regular rules. Take one card off the top of each pile.
These are the elements of the actual crime.
2. Mark off each of those cards in the Murderer column of the deduction sheet, and place them in the discard pile.
3. Take the playing piece for the Suspect and the Weapon on those cards and place them in the Room showing on the other card. This playing piece represents the Murderer.
4. Shuffle the piles together to form one deck.
5. Take the remaining Suspects and Weapons and place them randomly in Rooms on the board. Use the following Rooms for a traditional version of Clue. Skip any element that was selected in step 1.

Suspects: Study, Hall, Lounge, Dining Room, Conservatory, Ball Room, Kitchen

Weapons: Conservatory, Billiard Room, Library, Study, Kitchen, Dining Room, Lounge

Playing The Game

Police Uncover Clues

1. Add the discard pile to the deck and shuffle.
2. Draw three cards from the deck. If a card shows an element marked on the Murderer’s column of the deduction sheet, discard the card. If not, place the card next to the Room where that element is located – the Room it is or the Room it is in.
These are the clues the police uncover this turn.

Murderer Hides His Tracks

3. Roll two dice and move the Murderer (the playing piece selected in Set Up Step 3) that many spaces. It must move as far as it can each turn. It cannot move diagonally. Moving into or out of a Room counts as 1 space. Treat Intrigue (?) spaces like any ordinary space. The Murderer cannot move using secret passageways from corner Room to corner Room. If the Murderer moves into a Room but still has movement spaces left, it must continue moving, even after following Step 4 (below).

4. Pick up any newly placed or existing (sideways) cards next to that Room, mark off those cards in the Murderer column of the deduction sheet, then discard them. The playing pieces and Weapons themselves do not actually move.

The Murderer has planted misleading clues in those areas.

Police Continue Their Search

5. Mark off the card in the Police column of the deduction sheet for each newly placed card that was not discarded by the Murderer. Turn it sideways but do not discard it.

The Murderer still has an opportunity to tamper with the evidence.

Winning The Game

When a column on the deduction sheet for either the Police or the Murderer shows only one card not marked off (for example, all the Suspects except one are marked off), that column is considered “Solved” by either the Police or the Murderer.

If the Police Solve any one element before the Murderer Solves any two elements, the Police win.