

This hunt is based on the board game clue, a player needs to use the hints in the riddle to eliminate each of the possible suspects, rooms and weapons.

WHO

We first eliminate suspects through the pool scene with the color of each ball sunk being analogous to the suspect - this is explained in line 10, "Take it in hand to eliminate each hue",. **Mustard** is eliminated where we say, "first one dispatch", the 1 ball in pool is yellow.

Peacock is mentioned at "draw for the two (blue)". In clue, once a person's card is drawn you know they cannot be the killer. There is a fun mention later in the riddle exonerating Peacock with a reference to the 1985 movie "Clue" in which she expressed fondness for Cantonese monkey brains.

White is eliminated when the cue ball is scratched.

There is a big hint that **Black** committed foul play here with "It would be foul play to jump to the last. Come down to it, that's what we'll do." because the black ball is the last one sunk in 8-ball.

The Scarlet Letter is an A branded on adulterers, murderers could also be branded with an M. We note that **Scarlett** does not have an M, thus is eliminated.

Green was identified by the line "naturally envious, but pious as well" referring to green being the color of envy and his position as a reverend. "This one is not going to darken his frock" eliminates the Reverend.

Plum was referred to as "the authority on life being down in the pits" due to his position as a professor and because a plum's life comes from a pit. He was eliminated with the line, "And this person is not responsible"



The only other person left in the house is **Dr. Black**. He was **included in the original patent as a suspect**, with the victim changing each game. Dr. Black is the murder victim in the UK version "Cluedo". We give hints throughout about black, including multiple uses of words such as; shadow, shade, dark

The largest hints were the 8-ball mentioned above, and "too late for a doctor to help at the scene" since the doctor actually did harm.

We also state, "In the end go to where things began. You know who it is, read between the lines". The end of line one is "Body" and the beginning of line 2 is "Double, implying that the killer is a double of Mr. Boddy. Dr. Black is the UK version of Mr. Boddy.

There are a few other lines to tell you to look at the Mr. Boddy/Dr. Black relation.

"And pondering whether duality is plausible" "A double cross gone completely downhill" and "And our murderer **separated**, disclosed"

"**In the end go to where things began**" is a very important line because it also tells you to go back to the original patent where he was a suspect.



WHERE

The rooms were a little bit trickier, to eliminate them you needed to track the suspects as they moved through them.

The **Billiards Room** is where we start, the line "But this isn't where the scheme was hatched" eliminates it first.

The **Ballroom**, **Conservatory**, and **Lounge** are all eliminated by tracking Reverend Green's movements. He starts in the conservatory as referenced in "no place to throw rocks" (glass houses). You can verify this when you realize he took a secret passage to avoid the ballroom "to sidestep bombshell" (Scarlett). The passage from the conservatory takes you to the lounge, and all three are eliminated in the line "no place to throw accusation or rock".

We can eliminate the **Study**, **Kitchen**, and **Library** by tracking Plum. He starts in the kitchen "desserted room crossable", picks up the book "Wisdom and Wit" from the library, and sits in a corner room to think, to study. Wisdom and Wit book sets up the Sherlock Quote "when you eliminate the impossible, whatever remains however implausible is the truth" "Each of these rooms we can safely acquit".

The final two rooms. **Dining Room** and **Hall** are eliminated by tracking Peacock. She starts in the dining room "having lingered at dinner" and goes two doors counterclockwise. "Neither room supplying the murderer or scene".

The only room that is left on the board is the **Cellar**, which was included in the original patent for the board game and still shows on the current board but is not an accessible part. This is referenced by a room "having no 'key'", as in there is no label on it.

"Arrive once more to a view of the kill" references how the cellar is across from the entrance.

Throughout there are several nudges to look at the lower level, such as "down", "deep", "foundation", "bottom", "fell", "drop", "depths", "downhill"



WHAT

As opposed to the other two, this was not an elimination problem, but that doesn't make it easier. "six macabre options, tokens of homicide" tells you to look at the actual tokens in the game. "One could harm outright, the rest threat implied" tells you that one of those tokens was actually harmful, while the rest were just symbols of something harmful.

The original lead pipe was made out of actual lead. We reference lead poisoning in several lines.

"But don't paint too broad with your brush" refers to lead paint

"Particularly deadly, if you're not in a rush" describes the accumulation of lead particles in the blood over time

"Something unusual eating away" describes one of the symptoms of lead poisoning, eating unusual things; this also refers to how lead poisoning eats away at the victim

"You would have envisioned more gore" a lead pipe would lead you to expect a lot of damage

"A violent end isn't what's on display"

"Death from blood, but none on the floor"

There is no visible wound from lead poisoning, you die from the particles in your blood, but none is spilled.

