

Clue



You arrive in your next Jump... wait, that's odd. There's no one here. Nothing either, aside from a tiled floor, a small wooden table, and a mansion-like set of double doors. On the table is a letter, and a black box wrapped in purple ribbon. The letter appears to be addressed to you, and reads:

'It will be in your interest to be present on this night, for a game of cat and mouse, a misadventure that will challenge you and test your resolve, your wits, and your ability to deceive. This is a Gauntlet, and as such you will be reduce to your Body Mod upon ringing the bell at the door. You have no CP, and must make the most of your choice of role, what it can provide, and what challenges you are willing to burden yourself with in order to survive and thrive this evening. While you can choose to go back the way you came, we promise you will not want to miss what is behind those doors.

-A Friend'

A small folded piece of paper falls out of the letter after it is fully opened and read. Scrawled across it in different handwriting is a simple message:

'I think I can help you make up your mind. The gift is yours; go ahead, open it.'

Your hands seem to move on their own, ribbon cast aside, and within you find...

+500 CP

Wh- that can't be right! A point of order, CP aren't just given to you at the start of a Gauntlet! Yet... no one seems to be complaining. And you're still reduced to your Body Mod, which implies Gauntlet rules are still in effect. Win or lose, this won't break your chain... so, why not?

Welcome to the world of the film Clue, based on the classic board game Cluedo. You find yourself on the doorstep of an imposing mansion, a fierce lightning and rainstorm blanketing the world. The time is June 9th, 1954, the place is New England, and the evening promises to be an exciting one... but, then, why are you here?

Age, Gender, & Location:

You can maintain your existing age and gender, so long as both can be called 'old enough to drink and reasonably humanish'. If not, adjust accordingly until it fits. As for location, as stated above, you are in New England circa 1954, and the events of the evening will all be taking place in and around the mansion before you.



Origin:

You may select from any of the three following Origins. Each one has its own hints and advice for how to win the Gauntlet. Should you wish to make things more complex, you can take the associated bonus CP for some additional win/lose conditions...

Guest: Ah, Dr. Jumper, do come this way. It is Dr. Jumper, isn't it? Yes, I know that's not your real name. For the evening, you may feel obliged... for the use of an alias. You were called here to resolve a certain 'long standing financial arrangement' and soon find yourself caught up in a web of blackmail, politics, and murder. Get through the evening without dying, and you'll win!

+100 CP: Now, it will be up to you to carry out at least one of those murders and not get caught; someone here- not a fellow guest, but a member of the staff or a seemingly-hapless visitor -is the one responsible for your own blackmail. Find a place, and a weapon, and kill them in a way that will let you avoid being easily identified, then either successfully blame someone else or otherwise escape. A few notes: all the windows have bars, all the doors are locked, the police are (allegedly) coming in an hour or so, there are aggressive guard dogs outside, a blinding storm, and even if you managed to acquire a car you're unlikely to know the roadways of 1950s New England. Dying in a car crash or getting arrested for bad driving will just as easily end this gauntlet as being stabbed or arrested back at the mansion.

Staff: Dinner will be ready at 7:30, and the guests must be seen to. This is a very important, very dangerous night. A fact that will become brutally clear in quick fashion, as violence and disorder become the rule of the day. Keep your head, keep your chin up, and do your duty without being murdered. Who knows, you might even help solve the case!

+100 CP: You're less likely to want to now. You were a part of the blackmail ring, informing to Mr. Boddy on the misdeeds of one of the guests. And the moment they saw you, you knew you'd be in trouble. Once the chaos began, you knew your 'old friend' was likely to take advantage of that fact and eliminate the one who knows their dirty secrets. Your goal is this; survive. Destroy any evidence linking you to them, and survive the night. Bear in mind, killing the one who has it out for you is just as likely to get you thrown in jail as any evidence you were a part of this whole sordid affair, so if you want to see the morning sun, you'll have to be careful, quick, and clever.

Mr. Boddy: How good of you to come, Mr. Boddy. And with a whole bag full of presents for those in attendance, no less! How kind. Aside from the fact you've been blackmailing all these people, of course. Once that's out in the open, it'll be open season on you, unless you can persuade the group otherwise. Surviving tonight won't be easy, but perhaps that's why someone left that present for you... a lethal weapon with which to protect yourself.

+100 CP: It's a hoax, and you *wish* you could get them all to leave. The truth is, you're *not* Mr. Boddy... but you've been pushed into that role by the real mastermind, who has made sure to identify you as such to the Guests. You're not guilty of a damn thing, they are, and your only hope of survival now is to turn the tables on them. The trick? You have to do it with clean hands. No murder, not even in self-defense. You could always try to persuade the Guests or Staff to do it for you, but the latter have their own concerns and the former probably want to do you in first. Your only hope of not ending up Victim #1 and winning the Gauntlet is to deal with the mastermind and prevent him from pinning the whole sordid affair on you.

Perks:

All Perks are 50% off for their respective Origins, with 100 CP Perks free.

General:

Free: Dinner Wasn't That Bad. All the guests, staff, and other assorted sundries around here are quick wits with quick tongues. If you don't want to get left by the wayside, you'll need to keep up. You can keep track of even rapid-fire panicked conversations, and you're never at a loss for something witty to say.

Guest:

100 CP: The Use Of An Alias. When one is in a position of power and influence, a party that boils down to 'Let's talk openly about your dirty secrets in the hopes of ending your blackmail' probably isn't the best thing you can experience. Thankfully, your host has graciously provided you with a pseudonym for this evening and evenings in the future. Once per Jump or every ten years (whichever comes first) you may assume this identity for a single evening, and unless a person knows you beforehand (friends, enemies, people who've reviewed blackmail evidence about you, that sort of thing) no one will be able to place you as yourself. This can grant you a full night of anonymity, with everyone attributing your actions to your alias rather than yourself. This will not protect you from self-exposure or from telepathic probe, however.

200 CP: I Work In Washington Too. Select a job one could reasonably possess in or related to government work in the 1950s United States; you now possess all required skills thereof. This can be something merely adjacent, such as the skills needed to run a brothel in the heart of Washington, DC, or it can associated work such as an advisory position in the United Nations. If required, this comes with any papers and official records to recognize you as a member of this field, such as military records or a degree in psychology in a nifty little frame.

300 CP: Who Are You? Perry Mason? You're probably not a trained detective, but considering the situation you'll have to do. You have an instinctive skill at finding clues, stumbling into secret passages, and connecting threads between disconnected events. You also have some minor skill at moving silently and employing improvised weapons... you know, for self defense, obviously.

400 CP: Look What Happened To The Cook! One of the issues with being part of a murder-mystery is the part where you might get murdered long before you figure it all out. That is now off the menu; if/when you are in a situation where a killer is on the loose, so long as you don't directly obstruct them or are not their primary target, you'll live long enough for all the evidence to come together. Whether it is you or someone else who puts it all together, however, is optional, so keep an eye out for any sleuths putting it all together since that'll end your protection.

Staff:

100 CP: I Butle, Sir. You now possess all the skills required to fill any roll of house staff you see fit. The cooking skills of a well-traveled culinary expert, mixology skills befitting a high end bartender, considerable training in household maintenance, cleaning, and restoration, and to top it all off the management skills to handle a whole host of staff under you.

200 CP: Will Anyone Go With Me? There's something about you that makes folks want to protect you. Something about your innocence, your worries, your... appearance? This does come with a not inconsiderate boost to your physical form, but that's neither here nor there.

300 CP: That's What We're Trying To Find Out! Maybe it's the fact you greeted them at the door, or just your sterling demeanor. Whatever the case, when things get hectic, people are prone to look to you for leadership. There might be some friction if you try to get folks to do things they're not keen on, but it'll be a lot easier to get them onboard when the crowd is already following your lead.

400 CP: To Make A Long Story Short. Too late? You're remarkable at piecing together the events of even a chaotic evening like this one, where you often are left out of the loop and only stumbling across the aftermath. So long as there are no missing pieces- like an unaccounted-for gun -you'll be able to explain to everyone present how it was all done.

Mr. Boddy:

100 CP: Little Bag From The Hall. You're surprisingly able to bring things into places with minimal questions and few attempts to reject them. So long as they are not outwardly openly dangerous or illegal, folks will overlook what you're bringing and where.

200 CP: It's Only Glass! You have a sixth sense when it comes to places you can potentially use to hide or escape. Even if you were in a place you've never been before and contending with hostile parties, you could rely on this to find the most expedient way to evade foes and find a way out of your current location. Of course, this doesn't do anything about threats just *outside* said location...

300 CP: In Your Hands... ...you each have a lethal weapon. You are remarkably adept when it comes to manipulating others. You could turn a room full of people eager to take your head into one contemplating whether they should kill an innocent man instead, or convince a group of disconnected parties to provide you with blackmail material. This isn't a perfect power of persuasion, and some folks might be pushed too far to listen to you, but this can give you a chance to talk your way into and out of trouble under almost any circumstances.

400 CP: Makes Quite A Difference To Him. This role is not one prone to a long life; the folks present dislike you, and whether you brought it for them or not they'll all get their hands on weaponry and try to put you out of their misery. Lucky for you, if they do manage to 'kill' you, circumstances will prevent them from actually being successful. Once per Jump, you can feign death when an attempt is made on your life- instantly negating it -and all parties will just accept that you were successfully killed. This won't help if someone checks your body, unless they'd have good reason to lie, so factor that in before you employ this.

Items:

All Origins have **+100 CP** for this section only.

Free: Dinner Attire. It would hardly do to spend the evening wearing anything less than appropriate garb. Whatever your role in the night's events, you now have a full outfit befitting your part in things. Surprisingly, this attire is extremely resilient, able to shrug off even being completely drenched in torrential rains after only a few minutes being dry and showing no sign of wear and tear no matter how much absurd slapstick you endure.

50 CP: Not The Cognac. Just in case. This serving trolley comes bedecked with fine alcohols, no less than five varieties, along with glasses and a small bucket of ice. The ice and alcohol will restock and the glasses clean themselves automatically at sunrise or every 24 hours, whichever comes first.

100 CP ea.: A Present. A black box with purple ribbon. Inside is one of six items; a loaded revolver, a dagger, a lead pipe, a length of rope, a candlestick, or a wrench. If used for the purposes of a murder, it will leave no forensic evidence behind; no skin samples, no fingerprints, nothing that could lead a modern investigator back to you by way of lab work. Context clues, however, can still out you as the culprit, so be mindful of who you target, when, how, and where. For each purchase, you can pick a different present. If you purchase multiple ones, we'll even throw in a bag to carry them in.

100 CP: Automobile. Quite the fancy car for someone living off your pay. This vehicle is top of the line class for 1954, and unlike Miss Scarlet's own, it will never break down or need any fluids replaced.

200 CP ea.: Secret Passage. Deployable anywhere indoors, this 'unexpected' passage leads directly from one part of the building to another. While this cannot lead outside, finding this (which will do its best to fit within existing infrastructure, while also providing enough space for a single decently built humanoid to move comfortably through it) can lead to any other location you wish. The Secret Passage can be deployed once per Jump and remains permanent, though you get a new one to use at the start of the next Jump or after 10 years, whichever comes first.

200 CP: Evidence. Negatives. Film reels. Signed documents. Audio recordings. This large package contains enough blackmail material to ruin quite a few lives... specifically, up to six lives, determined by you when you first open it. Whatever would be most viable will appear here, with the minor note that it all has to be true. Once you crack the seal, the package's contents are set. You'll receive a new sealed package at the start of every Jump, or every ten years, whichever comes first.

300 CP: Boddy Mansion. Also known as Arlington Grange, this gorgeous mansion would make for the perfect place to live, work, and enjoy friendly social gatherings. Or to solve a murder. Looming tall and ominous over its surroundings, Boddy Mansion has it all. A professional kitchen with adjoining dining room, a lovely lounge and expansive ballroom, a dedicated billiards room and library, a fine study, wonderful entry hall and foyer with glistening chandeliers overhead, well-stocked cellar, lush and tranquil conservatory, and an upstairs with a master bedroom and other facilities. All utilities exist perpetually, so even in a raging storm you can maintain water and power (so long as no one throws the switch in the cellar, of course). It's delightfully secure, too; all the windows have bars, all the doors are easily locked, and the property comes with a set of loyal guard dogs who will happily patrol the grounds for you even on the grimmest of nights. As an added bonus, we'll even throw in a lovely record player and accompanying set of records, just to provide a bit more atmosphere while you work or play. After this Gauntlet, you can attach Boddy Mansion to your Warehouse, or Import it for

free into any future Jump.

400 CP: The Key. Not a key, but *The* Key. The Key to what? No clue. You'll find that in this and every subsequent Jump, The Key will unlock (or lock) one vitally important door, cabinet, cupboard, safe, or otherwise secured thing. What that thing is, however, you won't know until it does so, but will always be the highest value thing it could unlock for you. Whether that means it will lead you to riches, to solving a ghastly crime, or the difference between your own life or death... well, that's rather situational, isn't it? Given it looks like any old key, you'll want to keep this somewhere safe where it can't be easily stolen, but you'd be amazed the things The Key will unlock for you on a long enough timeline...

Companions:

Nope.

What, you thought we were going to let you cheese a murder mystery where you stand a good chance of being murdered or be a murderer by throwing a friend or eight in? Not happening. Even if you have some special gift or rule that would let you, it's not happening. Nu-uh. It's a party, go make some new friends and then try not to let them kill you.

Drawbacks:

Was that gift from your unnamed friend (or perhaps manipulator?) not sufficient? Want to get a little more edge on the competition? You may take as many Drawbacks as you'd like, receiving the CP noted for each one you take.

+100 CP: Oh My God! You're judgmental as all hell. Which is not a good way to make friends when everyone present is either a blackmailer or is being actively blackmailed for something. Don't be shocked if you rub folks the wrong way, which given how kill-crazy tonight might get...

+100 CP: Embarrassed Silence. Remember what we said at the top about not being flustered and quick of wit? Yeah, never mind. You're a scrambled mess, easily misinterpret things, and suffer badly from pressure of speech. Good luck not getting lost in the verbal madhouse that is about to ensue.

+200 CP: Get On With It! You're getting there, you're getting there! You're prone to rambling, especially if you have something to explain. Which you will, in exceptional detail. Which, hey, if you're trying to recount how six people were murdered, might not be the worst thing in the world...

+200 CP: A Double Negative! Yes, they DO have photographs. Whatever role you picked, there's now clear evidence in the mansion of your misdeeds. You now have a new additional objective to complete this Gauntlet, regardless of Origin; find and destroy it without being caught.

+200 CP: What's This? Another Door? Hoo boy, this mansion does not like you. Doors lock behind you, creepy shadows seem to lurch out at you from behind curtains when nothing is there, and if you try to navigate this place without the lights on... yeah, you're going to have a bad time of it.

+200 CP: Turn On The Lights! Blame it on the storm, on opportunistic folks, or on the mansion's own malevolence, but the lights really does not want to stay on. Expect to end up in darkness several times, whether due to someone flicking the switch or outright pulling the main power switch. And when it does, folks are going to start making their moves, potentially against you...

+300 CP: I Said If! IF! Cripes, you are... not making this easy on yourself. Even if you're not to blame, you're exceptionally prone to making comments or actions that make those around you think you might be the one killing folks. In writing, we call that either a red herring or clumsy foreshadowing. Around here, we call it a liability.

+300 CP: I Didn't Realize You Were Acquainted! You weren't. You're now a hell of a lot more lecherous than before, and a hell of a lot less subtle about it. Expect this to bleed into both your actions and words, and probably lose you a lot of points with the opposite (or same) sex in this mansion.

+300 CP: The Bullet Broke That Vase On The Mantle! Whatever skill you had before tonight in the field of combat is absolutely gone. Unless you catch someone completely by surprise or just go for raw feral overkill, expect any efforts to kill someone here to be messy and prone to failure. Hope you can talk your way out of being blamed for trying to shoot someone when you're literally holding the smoking gun.

+300 CP: Maybe They'll Just Go Away. Nope. Under normal circumstances, a small handful of visitors will come to the mansion over the course of the evening, and things won't end well for the majority of them. Now? That handful is going to amplify. A lot. Which means more potential

victims... and more potential killers. The more folks who show up, the more complex this is going to get, and you'll find yourself constantly outvoted or outmaneuvered if you try to keep them out.

+300 CP: It's You! You're... not a good judge of character. Like, at all. Oh, if you can piece together the clues, you might be able to figure out Mrs. X was the killer, but until then you'll happily go meet with Mrs. X alone in a closed room with the lights off and assume everything will end well. Just hope you get awfully lucky, or that you can fend off attempted homicide.

+400 CP: The Police Are Coming! And you stick out to them like a sore thumb. If you can't either escape or solve the events of the evening before they arrive, they'll assume you're to blame. If the cops slap the cuffs on you and toss you in their squad car, you lose the Gauntlet.

+400 CP: Flames On The Side Of My Face. You hate someone here. Hate. Haaaate. A certain malevolent AI in another reality would tell you to tone down the hate, that's how much you hate them. Even if it would be to your detriment, there is a burning seething aching need in you to avenge yourself on this target of your hatred. You can control this to an extent especially around others, but it'll be a hell of a struggle, and if the chance arises where you and they are all alone... well, there's almost certainly going to be another body on the count.

+500 CP: Maybe He Was Poisoned! Well, now you have been. Lucky for you, it's a slow-acting poison with no debilitating issues, at least until it finally kicks in all the way. The antidote is somewhere in the mansion, and you have a fair idea what it looks and smells like. Find it and use it, or just before everything wraps up you'll fall over dead. What a horrible way for things to end...

End:

Well, you've done it. Assuming you made it through the night, met any conditions for winning, and avoided any for losing (like being murdered), you can proudly hold you head up high and proclaim your victory. Now, you can take your new Perks and Items, discard those silly Drawbacks, and move on your Chain like none of this had ever happened.

...right?



**That's how it
could have happened.**



**But how about
this?**

...wait, what?

You're right back at the start of the night. Right back in front of that door with the doorbell, the pouring rain. Except... something is different now. Very different.

You're still down to your Body Mod, but you've retained any Perks you bought the first time around. Which is good, because the Items you purchased are now gone. Somehow you know they're safe, awaiting you to finish all this madness, but hey, now you can buy them again, right? Two for one!

Except, when you go to look at your CP...

+200 CP

What's more, you somehow know for a fact that things won't be the same this time around. Victims could be killers, murderers innocents. Only the basics, the root elements of the location, overarching events, and personalities involved remain in tact. And even then, things may prove strangely different in various ways.

And yourself? Well, that's a whole new story too...

Origin & More:

Go back to the first instance of Origin, the first time around. Now you get your pick of two; the one you had the first time cannot be selected again. On the plus side, this means a whole new slew of potential Perk discounts. On the minus side, with fewer CP to play with for free, you're going to have to get exceptionally creative in how you use it all. You can still purchase Perks, Items (you still get that stipend of +100 CP at least), and take the same or new Drawbacks for more funds. But there's one new addition to things...

Companions:

Free: Partner In... Crime? Congratulations! On the second go-around, you can Import a Companion of your choice. Sure, they'll be reduced to their Body Mod, but they get your original stipend of 500 CP to spend, can take Drawbacks for more, the works! Surely they'll appreciate this, and so will you!

...well, not so fast. This is still a murder-mystery (allegedly), so we can't make it that easy. First off, they're not your current Origin. If you picked Guest or Staff the first go around, that's the Origin they have. If you picked Mr. Boddy? They're anything else, Guest or Staff, so long as they don't share your current Origin.

Second... you don't recognize each other. Visually, verbally, you two look completely different in each other's eyes. Part of the game this time around is trying to quietly figure out who one another is out of this crowd of people. Which will be especially important for the third point; a new loss condition.

If at any point you kill them or they kill you, it's a Gauntlet Failure for you both. You can keep the Perks and Items you bought the first time around, but they get absolutely nothing. Good luck explaining that one during the next Jump.

End?

Okay. You managed this twice now, and this time might've even done it with a co-conspirator to boot. What a wild evening, once more. But at long last you can discard these damn Drawbacks (again), take your spoils, and move on down the Chain to...

Oh no.



**But here's what
really happened.**

...oh for crying out loud!

Sorry, didn't mean to frighten anyone. But honestly, you've made it! The final instance of this Gauntlet, win, lose or draw. Once more you retained all your Perks from the first two runs, any purchased Items have gone off to await your completion of this run, and your CP total is...

+0 CP

...oh crap, this is the canonical run now, isn't it?

Yes. It is.

And you have a job to do.

Origin:

FBI: That phone call from J. Edgar Hoover was for you. You're a plant; you're not really a Guest or Staff, but you're pretending to be. Your objective is to close this whole sordid mess down, get enough evidence to put Mr. Boddy and his network away, and if anyone else commits any crimes- like, you know, murder -make sure to get them too. This won't be easy, especially if the bodies start piling up, but you're not here for easy. You're here for justice.

Perks:

You may still purchase from the original list, but as FBI, you have your own unique set of potential Perks to pull from that may prove useful.

FBI:

100 CP: They All Did It! You've got the detective skills to make you worthy of this assignment. A keen mind for clues, and a clear head for where the missing pieces are. If you took **Who Are You? Perry Mason?** this serves as a force multiplier for that, backed by proper professional training.

200 CP: Good Shot, Jumper. *Very* good. You're a crack shot with a pistol, and a fast draw expert to boot. Someone could literally have a gun out and on you, and there's a better than average chance you'll put them down with your holstered piece before they can get a shot off.

300 CP: I'll Tell You Why Not. This deep cover assignment requires you to sink completely into character, and that's something you're adept at through and through. You could come off as the biggest bumbling buffoon this side of a circus act, with horrible luck and a spine made of tin foil, and no one would question it. And should you decide to cast this false persona aside? You could do so in a way that buys you a sudden moment of stun and surprise, letting you get the drop on any potential foes.

400 CP: I Was Going To Expose You. They know, so they chose to expose themselves. Like any good protagonist in a murder-mystery, once you tug at the threads the guilty party will tend to drop the pretense then and there. One or two major incongruities or pieces of evidence presented, and they'll break into a motive rant for all to hear. Mind you, you still need to find and present said incongruities or evidence, so don't assume this is an I Win button. Doubly so if they aren't planning on going down without a fight.

Items:

You'll still receive the **+100 CP** stipend for Items, and can use it on the original list, but you'll find a few things here of use as well...

Free: Badge. The closing argument on where you stand in all this. Flash this Badge and folks will immediately come to accept there's a Fed in their midst. Mind you, you still have to time this correctly. Do it when you're surrounded by murders and unarmed without backup, and your corpse will probably be chucked in the cellar while they all leave quietly.

100 CP: Glasses. Well, glasses frames, with plain glass in them. While wearing these, you can befuddle others, leaving them with an impression of you as being less competent than you really are. This will have no actual effect on your abilities, just on how people estimate them.

200 CP: Holdout Pistol. This Smith and Wesson Model 10 six-shot revolver comes fully loaded and securely positioned somewhere in your attire within easy reach (complete with holster best befitting the intended purpose). So long as you don't intentionally draw it, it will never fall out, never be noticed by those around you, and never call attention to itself. It'll practically be like, as far as those around you are concerned, it came into existence the moment you drew it. Once drawn, it loses these hidden properties for 24 hours.

300 CP: FBI Phone Number. This simple card bears on it a phone number. Call it, and explain a problem you're facing; could be needing to get some local cops to back down, could be to get someone out of a county jail, or it could be you need immediate back-up pronto because the corpses are starting to flood the dang house. Within as short a time frame as can be managed, local authorities (possibly with support from those higher up the food chain) will bend heaven and earth to achieve what you asked for. Mind, it has to be legal, and the more it serves the purpose of law & order the faster the request will be acted upon. But even if you did this somewhere the FBI does not exist, somehow someway it'll still work. You can only call the FBI Phone Number once per Jump, or every ten years, whichever comes first.

Companions:

100 CP: The Kingdom Of Heaven IS At Hand. If you took **Partner In... Crime?** during the second go-around, you get this for free. Your Companion from that instance is back again, this time also in the FBI Origin (or a new one is Imported if you didn't take **Partner In... Crime?**). They get +**200 CP**, the Items stipend, access to the unique Perks and Items from this run, and their Perks from the prior run along with their Body Mod. They are also stripped of any Items from that run, however, and there is one more catch.

They're on-call.

They're not in the mansion to start, but rather, they're somewhere nearby waiting for a signal from you. And they have their own cover story, but calling them in should be done carefully. Their cover identity isn't established as a Guest or Staff, so having them randomly show up could give the game away if you're not both exceptionally careful. Once called in, however, if the two of you are especially clever you can get yourself a proper ally- who you know is one this time, which is nice -to deal with all this madness.

Drawbacks:

Tall order ahead of you. And a lot more potential purchases. Lucky for you, in addition to access to the original roster of Drawbacks- minus any that required you to kill someone else or otherwise break the law -you have a whole new slate of Drawbacks you can pick from.

Lucky you.

+100 CP: I'm A Little Accident-Prone. You do realize that your cover was supposed to be that of a bumbler, right, Jumper? Or maybe it's just bad luck. Things tend to happen poorly around you; you spill drinks on others, slip and fall at minor provocation, or just have something you're sitting on give way right under your ass.

+100 CP: I Had To Stop Her Screaming... Every now and then, the mask is going to slip. The incompetent mild-mannered persona will fall away, and the Federal Agent will peer out. It won't be something super blatant, but you'll need to think fast and get back into character damn quick, otherwise you could blow this whole thing.

+100 CP: I Feel No Shame. Your deep cover identity is something that, in the 1950s, is especially disquieting. You might find some folks less willing to cooperate with or trust you accordingly, at least at first before things really get out of hand and they don't have any other options.

+200 CP: Unless... She Dies Too. You perhaps are taking this assignment *too* seriously. Whether folks live or die has just become a lot less interesting to you, so long as you still catch the criminals. This kind of cavalier attitude towards the safety of others could bite you in the ass if folks catch on...

+200 CP: It's All Too Shocking! Holy crap, keeping this ruse going is harder than you thought it'd be. Visitors to the mansion- and yes, there will be visitors, possibly up to and including off-duty cops -are going to be snooping around a lot. Until you can complete this sting operation, you need to do whatever song and dance is needed to get them to back off and not blow everything. If one does and prevents you from rounding everyone up with confessions or evidence, that's a Gauntlet Failure.

+200 CP: WILL YOU STOP THAT?! No. You're officially the punching bag of this whole mess. Expect to get drawn into physical slap-stick constantly. Especially if someone tries to re-enact how it was all done...

+200 CP: I Can't Unlock The Door Without The Key! Right when you need it most, something is going to go missing. Could be an Item, could be something mundane but critical. When this happens, you're going to need to improvise and hard, and if you're lucky no one will get hurt in the process.

+300 CP: That's Why I'm Nervous. Perhaps understandably, you're not prone to trusting the folks around here. The problem is, that leaves you with more than a little paralysis when it comes to moving forward in a way that leaves you even briefly vulnerable to them. Unless you can come to some kind of understanding- or get them to always trust you -you're going to stall out hard when it's just you and one other.

+300 CP: I Didn't Do It! I mean, this time that's almost a sure thing, but good luck getting that across. You're going to be finding bodies, having bodies fall into your arms, getting blood all over your hands... this is going to be a real mess. Expect to have this virtually as your catch phrase the whole

night.

+300 CP: Communism Was Just A Red Herring. There's going to be some serious trickery afoot here, and unfortunately for you it's going to lean into any biases you already have. You'll need to think more about the context clues you've encountered over the past two instances and clues in this one, and not be distracted by your own hang-ups if you want to successfully conclude this case.

+400 CP: If You're Wondering Who Killed Mr. Boddy... You did. Or will have to. At least one suspect is not going quietly, and it's going to be kill or be killed. Which one, however, you'll be unsure of until it comes time. Be fast and be ready, or all your hard work will have been for nothing.

+400 CP: Why Should The Police Come? Nobody's called them. It was assumed you could handle yourself, and all else equal, you don't have anyone waiting in the wings. If you can get to a phone unobstructed that could change, but that also means you'll have to kill time and keep folks here until other officers can arrive. And considering how things could rapidly spiral out of hand, that could be much easier said than done.

End:

...really?

Yes, Really.

Oh, thank goodness. After all, you told them you didn't do it. Someone really should have gotten the hint. If you've managed to make it through all three Endings, then congratulations! You've seen justice served, probably done your fair share of injustice, and all in all had a ball doing it. And rightfully, you've got some special Rewards coming your way.

First, you'll get **The Merchandise**. Full copies, on physical home media and film stock, of Clue: The Movie. You'll even get the special Jumper Edition, where the events of this evening(s) are re-enacted to hilarious perfection by a stellar cast. You'll also get the classic board game Cluedo: Jumper Edition, with you (and your Companion, if you took them along) added in as characters.

Second, you'll get a special Perk, **"Shake, Rattle, & Roll"**. Any time you manage to complete a Scenario or Gauntlet successfully, you'll get a fun montage showing what *could* have happened, if things had turned out differently.

Lastly, in the event you grew close to any of these weirdos over the course of the three runs at this Gauntlet, you can take anyone from Clue: The Movie as your Companion(s). That may prove challenging or at least awkward if you happened to kill any of them over the three runs, but considering the alternative might be being in jail or a corpse, they'll probably take you up on the offer.

Whatever you decide, we thank you for playing. Would anyone care for fruit or dessert?



Notes:

Clue: The Movie was written and directed by Jonathan Lynn, produced by Debra Hill and PolyGram Pictures, and distributed by Paramount Pictures. Cluedo was designed by Anthony E. Pratt and is (currently) owned and distributed by Hasbro. All rights reserved to their respective holders. Please support the official releases.

One of my favorite movies; I tried to match the aesthetic a bit more closely with how I wrote and designed this one, so hoping folks enjoy it.

The central conceit is not just that the Ending should be different each time, but that larger details should be as well. A clever Jumper can pick up on certain context clues from cycle to cycle, and by the third run will hopefully know the mansion, suspects, and potential threats well enough piece things together quickly.

Each time you successfully reach one Ending, you retain anything purchased from that run. So if a Jumper makes it through the first two runs then fails during the third, they'll retain their Perks and Items from runs 1 & 2.

You cannot take the Drawback The Police Are Coming! during your third run-through. Presumably, they'd damn well know you didn't.

Maybe He Was Poisoned! is in reference to a cut Ending D from the film, where Wadsworth did poison the brandy- and thus, everyone, successfully (possibly) killing the whole party. The novelization has a rendition of this cut ending, but considering that book goes for a hundred bucks low-end used, that's the only nod it's getting.

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Version 1.0: Created Jump

Created by Astrangeplaytomake