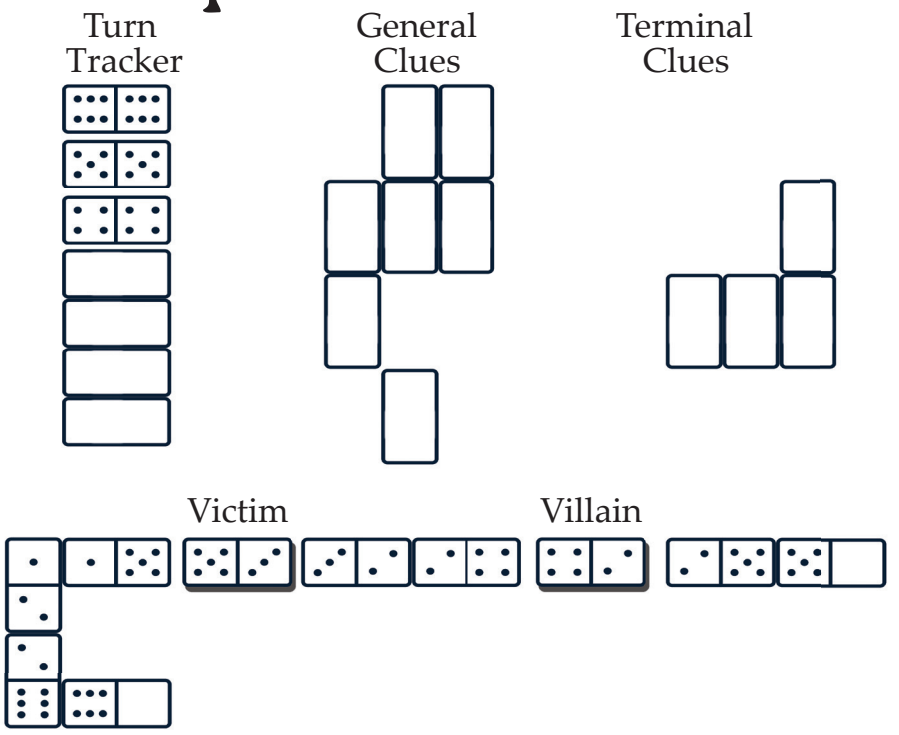
Example Finished Game



In this example finished game, the player has taken 4 turns (represented by the 4 turned over turn tracker dominoes), during which they drew 6 general clues (so there are 7 remaining) and 2 terminal clues (leaving 4 remaining). She connected the victim and villain with two general clues (in the middle, between the victim and villain), caught the villain with one general and one terminal clue (on the right), and recovered what was stolen using three general clues and one terminal clue (on the left - the curve doesn't matter, the player just did that so it would fit on their table).

Here's how that played out as a story.

To connect the villain to the crime, Nancy decided to follow the villain, Reginald. Her first clue (4:2, so taking the 4 prompt), the villain had an associate, who revealed a detail while Nancy engaged him in an "innocent" conversation - talking about how the villain had been sure they wouldn't get the job, but then suddenly became very confident, because they learned that the

previous person that Nancy's new friend Bertha had worked for is deceased, so they could fake some paperwork, pretend to be the prior employer, and slander Bertha to her potential employer. Then (3:2, so 2 prompt) the victim revealed that they didn't realize their prior employer was deceased, so of course they listed them on their resume as a reference. That's all Nancy needed to prove that Reginald was behind Bertha's job loss!

Then, to catch Reginald, Nancy used the 2:5 tile (so taking the 5 prompt) and followed them, hoping to catch them slipping up - which she did! She hears him purchase a train ticket and knows what direction he's heading. Using the 5:0 terminal clue, she calls the police and has them waiting at the next railroad station when he arrives.

Finally, she needed to make sure Bertha got the job she deserved. She played a 1:5 domino (taking the 1 prompt) - looking through the hotel, trying to prove that Bertha would be a good fit for the job. Next she played the 2:1 domino (taking the 2 prompt) - a chase scene! Reginald's associate, having escaped arrest when Reginald was caught, has stolen a great deal from the hotel (Reginald was using the job as cover to let him and secretly rob the place - an inside job) and Nancy is in pursuit. Her next domino, 6:2 (taking the 6 prompt), has her lose track of the thief - but a quick discussion with a farmhand working a field next to the road told her that the thief had taken a backroad, and with that and the 0:6 tile, she found all the evidence she needed on the villain's associate, which he begrudgingly handed over once he knew he (and his boss) were caught.

As a reward, Bertha gave Nancy an embroidered towel. The hotel, the Nightly Dreams Inn, happens to have the same initials - N.D. - making it a perfect fit for Nancy. The player draws a picture of it on her mantle, and shuffles the dominoes to play again.