**Clue**

**By Peter Depietro**

Act I

Mr. Boddy acts as host. He invites the audience to play "The Game" while introducing each of the other characters. He then brings three audience members onstage to choose one card each from one of three stacks, representing six suspects, six rooms and six weapons. These selected cards, unseen by the selectors, cast or the audience, are placed in an oversized envelope marked "Confidential", which is displayed on stage for the duration of the musical and opened to reveal the cards near the end. Mr. Boddy instructs the audience on how to play along. Between scenes throughout the musical, Mr. Boddy gives rhyming clues, which provide the audience with information they may jot down on a form supplied to them and use to solve the mystery.

In the kitchen, Mrs. White prepares dinner and argues with Mr. Boddy over her forced servitude to pay debts because Mr. Boddy once helped her son. She laments "Life Is a Bowl of Pits". In the billiard room, Mr. Green, a business partner, clashes with Mr. Boddy over missing funds. In the ballroom, Col. Mustard and Mrs. Peacock engage in an affair, and are then caught by Mr. Boddy. Over drinks in the lounge, Miss Scarlet and Mr. Green are revealed to have been business partners of Mr. Boddy and former lovers, and that Mr. Boddy double-crossed them both and unceremoniously dumped Miss Scarlet. They muse revenge and that "Everyday Devices" (such as a wrench and lead pipe) are dangerous when used for the wrong reasons. In the study, Prof. Plum recounts how Mr. Boddy ruined his family fortune to Mrs. White, while she tries to unsuccessfully flirt with him. In the conservatory, Mrs. Peacock plans to add Mr. Boddy to her growing list of dead husbands ("Once a Widow").

After dinner, Mr. Boddy invites his guests and staff to fulfill their destiny—to murder him. They search through "Corridor and Halls" for the right combination of suspect, room and weapon. Mr. Boddy is found dead ("The Murder"). The cause of Mr. Boddy's death is unknown ("After the Murder").

Act II

Mr. Boddy miraculously revives as host and introduces a new character, a hard-nosed, attractive Detective. As she searches the mansion for clues, the suspects nervously speculate "She Hasn't Got a Clue".

She returns with six possible weapons – the wrench, candlestick, pipe, knife, revolver and rope – found in six rooms: lounge, kitchen, ballroom, conservatory, billiard room, and study. All of these have the suspects' fingerprints on them, which were made between 9pm and midnight, the later of which is the time of Boddy's murder. The suspects tell of their use of each weapon ("Everyday Devices"). The Detective questions Prof. Plum, who tries to seduce her ("Seduction Deduction"). After his attempts fail, she in turn interrogates Col Mustard, Mr. Green, and the three ladies, as each speculates that she is a "Foul-weather Friend".

As the Detective prepares to make her accusation, the Suspects cry "Don't Blame Me" and panic at "The Final Clue". She reveals the random killer, location and weapon as per the three cards drawn earlier, and the killer confesses. Then, it is revealed that the previously stated murderer was only an accomplice, and that the true murderer is Professor Plum. Plum is then revealed to be an imposter, the true Plum being disguised as a piano player in the orchestra.

The Suspects ponder life beyond the mansion, but are compelled by Mr. Boddy to repeat their fate and continue playing "The Game".