

Frequently Asked Questions

What is Clue: A Walking Mystery?

An interactive, real-life experience based on the beloved board game. This is not a seated performance.

How does the experience work?

Detectives are greeted by the Butler, receive materials, and then are sent on their way to solve a mystery, gathering clues by solving puzzles at popular sites and shops in the surrounding areas. Piecing these clues together will allow players to figure out WHO did it WHERE and with WHAT. The game concludes with the full group gathering with the Butler to deduce the answer together.

Does everyone need to have a ticket?

Yes, as this is a participatory experience, all present must have a ticket.

How long does it take?

Roughly 2.5 hours door to finish. But the real fun is setting your own pace, whether that means solving fast or turning it into a relaxed outing.

How much walking is involved?

All locations fall within a one-mile radius. Comfortable shoes are recommended.

Is it guided?

No. It's self-guided. You control your pace and timing.

Is this like an escape room?

Similar, but lighter. The focus is on exploration and teamwork rather than high difficulty puzzles.

What happens if it rains?

This is an outdoor experience and runs rain or shine. Dress accordingly.

Can we take breaks?

Yes. You can stop along the route for food, drinks, or rest.

Do we interact with actors?

There is limited interaction with the Butlers. Most of the experience is self-guided with your group.

Is this a sightseeing tour?

No. The route is designed around gameplay, not major landmarks.

Can I do this alone?

You can, but it's designed for groups and more fun with others.

What if I arrive late?

Please check in as usual and you will be added to the next case with availability.