

Element						
	1	2	3	4	5	6
1-2	clothing	transport	demeanor	lies	voyeurism	past slight
3-4	actual weapon	drugs	poison	improv weapon	suffocation	"accident"
5-6	supernatural	injury	past slight	affair	vengeance	money

Aspect		Question	
1-2	means	1-2	who
3-4	motive	3-4	how
5-6	opportunity	5-6	why

0.1 Play

Each scene, roll up an Element, an Aspect, and a Question, then play the scene to determine if that element is True or False (or Relevant or Irrelevant, if that makes more sense in context).

At the end of the scene, if the hero has pushed forward or succeeded, award him one d6 for the Question.

When the mystery seems to be nearing the end, decide WHO did it, HOW they did it, and WHY they did it, then play one more scene.

At the denouement, roll your d6 pool for each Type; if you get at least one 6, that conclusion is correct.

If any Questions are incorrect, roll a final d6 for each incorrect Question.

0.2 Resolution

If both HOW or WHY are incorrect, there's no hope of prosecution. On a 4+ on both, nobody who matters will believe the hero either.

If WHO is wrong, on a 4+ the real villain escapes punishment, otherwise, he reveals himself in a final scene in a direct attack on the hero, and he has the upper hand.

If HOW is wrong, on a 4+ the villain kills someone else using the real murder method (roll a d6 on the 3-4 line of the Elements chart).

If WHY is wrong, on a 4+ the villain gets what he wants out of the situation.

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