AWKWARD GUESTS



Don't let them into your house

The investigation begins

MEGACORP'IN GAMES

AWKWARD GUESTS

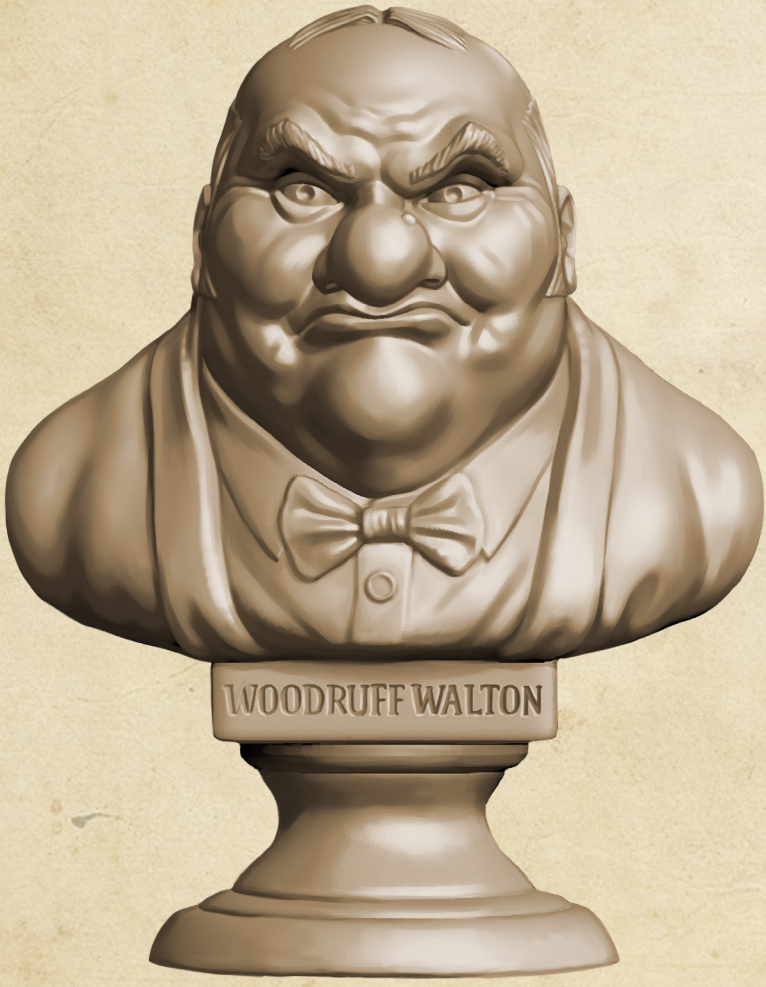
Don't let them into your house



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WOODRUFF WALTON

Introduction

It is night time and you and your fellow investigators have been summoned to the Walton Mansion after receiving an urgent call. Once there, the housekeeper announces the reason for such an unexpected meeting: Mr. Walton has been found dead in his study!

Woodruff Walton had one of the greatest fortunes in the nation. It's likely that his remarkable business instincts and his unscrupulous nature were the key factors behind his achievements. Money gave him power, and as we know, money can turn people into selfish, tyrannical and miserable beings. This wasn't Walton's case; he had been a jerk long before acquiring his high status. To top it all off, he had a dark sense of humor and a pathological love for cruel jokes. As you can now imagine, Mr. Walton didn't have as many friends as he did enemies.

Left behind on his desk was a letter...

If you are reading this note, it is because tonight...

I have been murdered!!!

For the last two weeks someone has been trying to put an end to my life. I know many people with ample reasons to want to kill me, but there are only seven stupid enough to carry it through: my old mediocre university classmate, Stanley Smithe; my slow-witted nephew, Mortimer W. Mollow; my late associate's despicable daughters, Beatrice and Berenice Berwick; my incompetent bodyguard, Greg Gaffney; my old housemaid, now a renowned medium, Claudette Cazelar; and, of course, my unbearable "friend" Angelica Albinson.

I decided to gather them tonight in my mansion to unmask whoever has been behind it all.

Unfortunately, and stating the obvious, something has gone terribly wrong. My father had always warned me that if you open the doors of your home to people with their mind set on killing you, there is no doubt that they are...

AWKWARD GUESTS

Now, stop wasting your time and find my murderer!

Woodruff Walton


ANGELICA ALBINSON
BEATRICE & BERENICE BERWICK
STANLEY SMITHE
CLAUDETTE CAZELAR
GREG GAFFNEY
MORTIMER W. MOLLOW
THE SUSPECTS

Game Description

AWKWARD GUESTS is an innovative card game of mystery and investigation where each game recreates the night Mr. Walton was murdered.

It offers a possible total of 3,600 different case solutions, each of which may be reached through thousands of different card combinations. This means that millions of different game decks can be generated, so… you won't ever play two similar games! What's more, its engaging **BRILLIANT DECK SYSTEM** will actively involve you in the investigations, allowing you to use genuine detective abilities to solve each case.

Will you be the first to solve the mystery?

WHO killed Mr. Walton?

WHY did he/she kill him?

HOW did he/she put an end to his life?

Was there an ACCOMPLICE?

To solve the mystery, you must interrogate the suspects, question the household staff about the incident, examine the Crime Scene, search for clues around the Walton Mansion, consult the police reports… You will do all of this while exchanging information with your opponents or hiding it from them. Get ready to use all your gumshoe skills!



Figure 1: Example of *card front*



These are the ***card references***. They refer to the suspects or the rooms in the Walton Mansion that the card information is related to.

This is the ***information value***. It represents the amount of valuable information the card contains and it ranges from 1 to 3.

This space contains the case-related card ***information***.

All other text on the card is flavor text. It provides a background story but does not affect the way the game develops.

Figure 2: Example *card back*



This is the ***card number***. It identifies each card.

2-8 12+ 45/75 min

Game Contents

The AWKWARD GUESTS game box contains:

- **243** game cards.
- **1** "Classified Information" card to mark the discard pile
- **1** discard pile drawer.
- **1** card classifier inlay.
- **1** notebook with tracking sheets.
- **1** starting player standee of the infamous Mr. Walton.
- **8** case solving tokens.
- **8** player screens.
- **12** offer tokens.
- **4** inquiry tokens.
- **6** suspect profile cards.
- **1** rulebook.

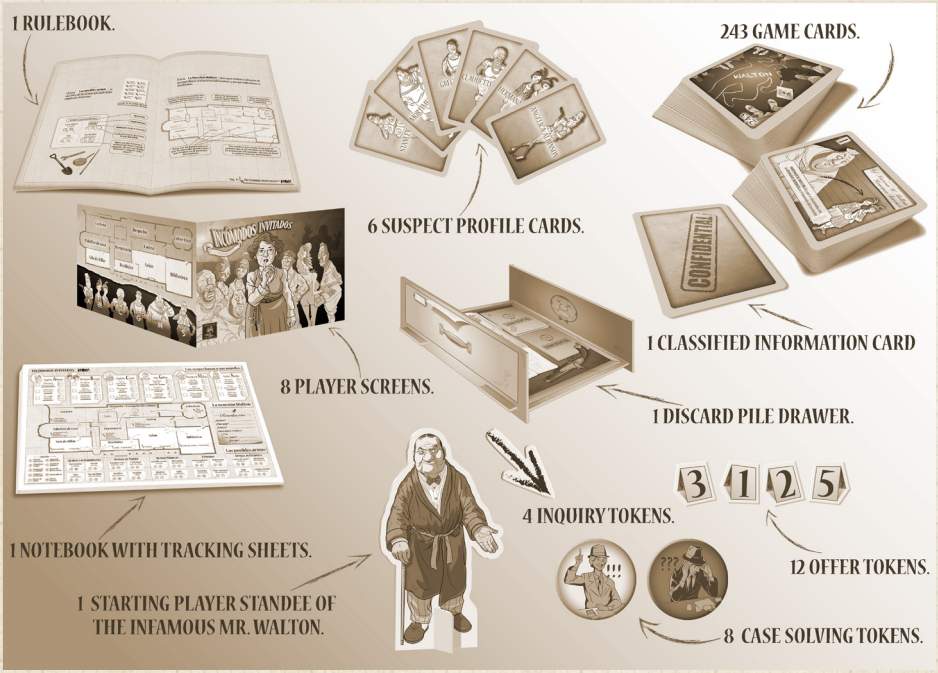
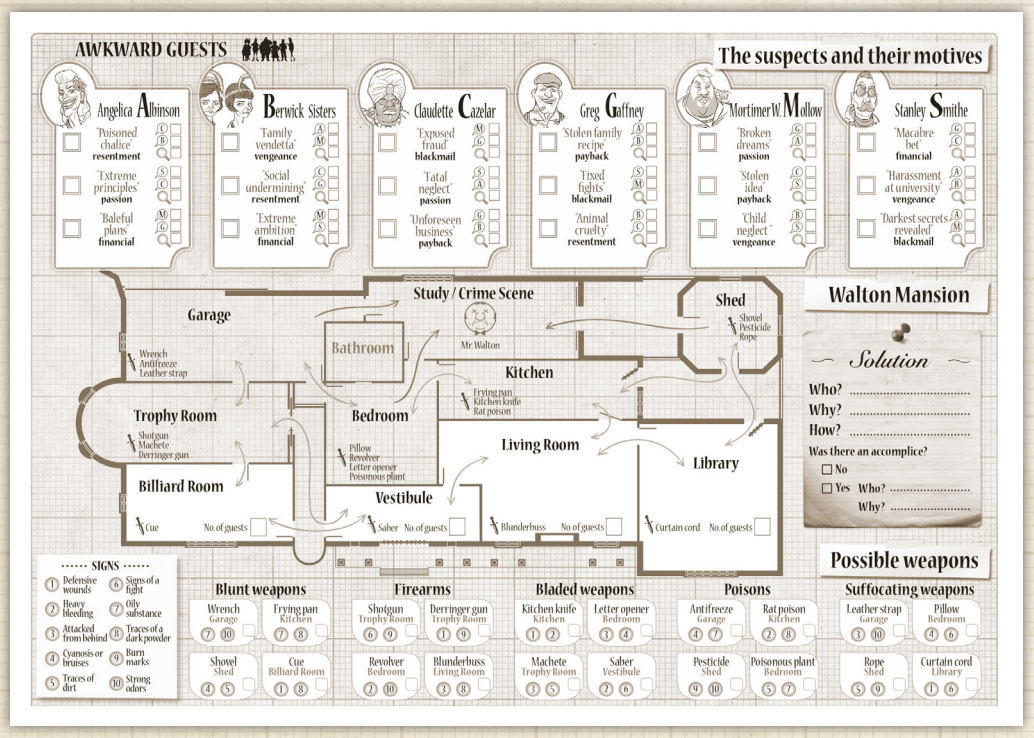
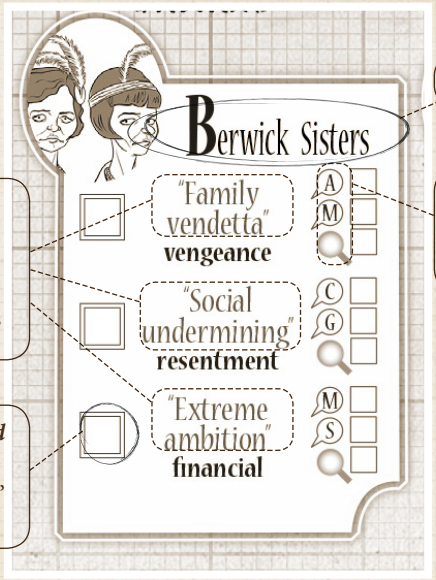


Figure 3: *Tracking sheet*

This is the **AWKWARD GUESTS** tracking sheet. It's where the information discovered during the game is written down. It is designed to provide quick and easy access to the information at all times.



The Suspects and their motives area is reserved for everything related to Mr. Walton's guests and their possible motives for killing him.



Guest name.

Check these boxes when you find ***testimonies*** ( ) or ***evidence*** ( ) that support that specifc motive.

These are the guest's possible ***motives*** for killing Mr. Walton. Below each personal motive is the general motive type it belongs to.

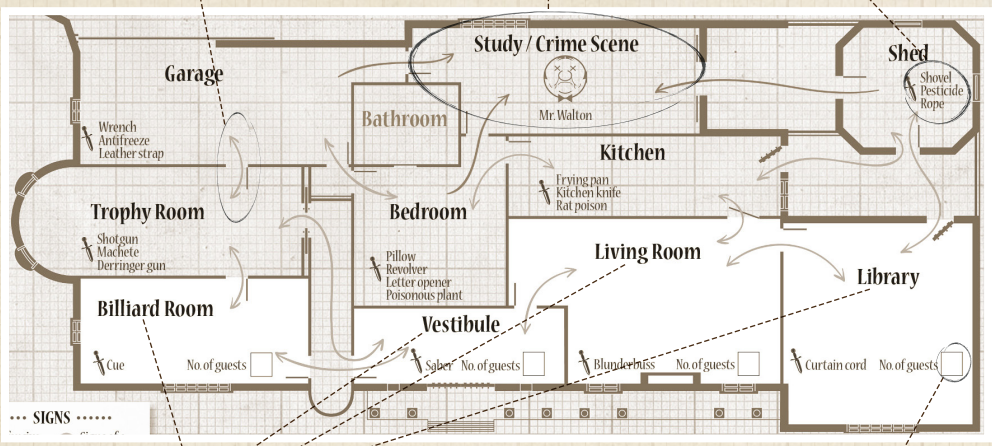
If a ***motive*** is ***dismissed*** by the information in one of the game cards, cross out this box.

The **Walton Mansion** area is used to keep track of where the suspects say they were at the time of the murder and also of the rooms they could have moved through.

These arrows represent **the *possible ways guests could have moved from one room to another.***

This is the ***room where Mr. Walton was murdered.***

These are the possible ***murder weapons*** found in the room.



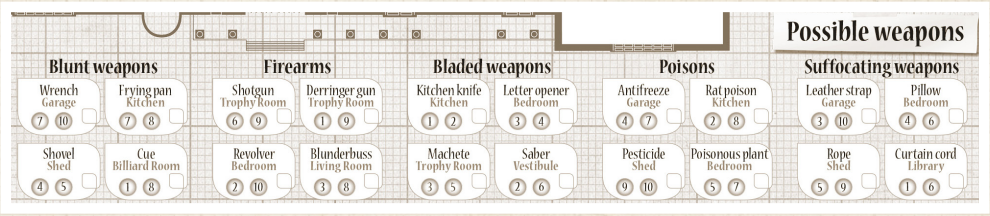
These are the ***rooms that the guests can claim to have been in at the time of the murder.***

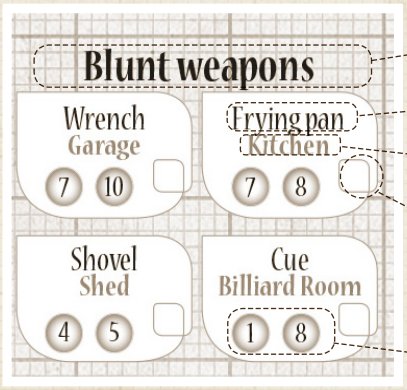
This box is used to write down the ***number of people*** that were in the room at the time of the murder. The housekeeper provides this information.

Lastly, the **Possible weapons** area is a list of weapons that the murderer could have used.



This legend shows all the possible signs left behind by the weapon in the crime scene.





Weapon type.

Weapon name.

Room where it is located.

Box to cross out when a weapon is ***dismissed***.

Signs the weapon leaves behind in the Crime Scene when used. (In this case "defensive wounds" and "traces of a dark powder").





Figure 4: *Starting player* standee.



Figure 5: Double-sided case *solving token*. The sides are used to indicate whether a player is ready or not to solve the case.



Figure 6: *Offer tokens*.



Figure 7: "*Classified Information*" card.

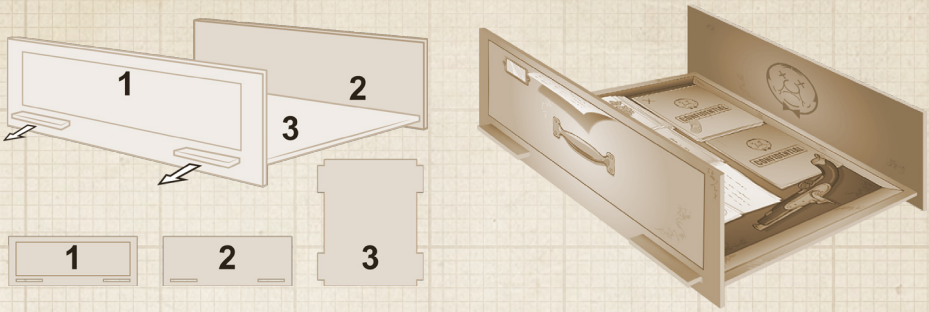


Figure 8: *Discard pile drawer* and its assembly instructions.

Game Setup

At the end of this rulebook is a section titled CASES. In it you will find a list of predesigned cases classified in six levels of difficulty on a scale from "Beginner" to "Very difficult". If this is your first time playing AWKWARD GUESTS, start off with a case in the "Beginner" difficulty level and play at least four or five additional cases in this category before advancing to the next one. Once you have chosen the case you would like to play, jot down its reference number in order to know what solution to check when someone decides to solve the mystery.

Using the number on their backs, gather the 70 case-specific cards. DO NOT LOOK AT THE CARDS. These 70 cards make up the game deck and are the only cards you will need throughout. Leave the rest in the game box. The generated game deck contains all the information necessary to provide one unique solution to each of the questions that must be answered to solve the case.

Once you have completed all the cases provided in this rulebook, you will find many more waiting for you at **www.awkwardguests.com** and in the **AWKWARD GUESTS app** available on Google Play and App Store.

Give every player 1 tracking sheet, 1 player screen and 1 case solving token. The starting player of the first round will be the player considered by the host as the most awkward guest. This player places the starting player standee on the table in front of them and shuffles the game deck. They then deal six cards to each player. The remaining cards of the game deck are placed in the center of the table within everyone's reach. Place the discard drawer next to the deck for discarded cards with the "Classified Information" card on top; always place discarded cards FACE DOWN under this card. Leave some space for a revealed card pile. At the beginning of the game, this pile will be empty.

Turn Order and Overview

AWKWARD GUESTS is played over several rounds, with each player taking a turn during the round and continuing on in an anti-clockwise fashion. Each round starts with the starting player of that round.

Each player turn is divided in 3 phases:

- **Inquiry Phase**
- **Offer Phase**
- **Exchange Phase**

At the end of each round, the following phases take place:

- the **Solution Phase**

and, if the game continues,

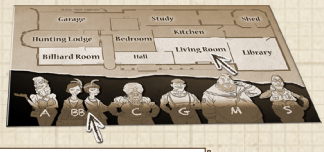
- the **Discard Phase**

Inquiry Phase

The active player must request out loud information regarding **2 different references**.
Possible references are:

- **Mr. Walton's guests**: *Angelica Albinson*, *Claudette Cazelar*, *the Berwick Sisters*, *Stanley Smithe*, *Greg Gaffney* and *Mortimer W. Mollow*.
- **The rooms in the mansion**: the *Billiard Room*, the *Library*, the *Vestibule*, the *Living Room*, the *Trophy Room*, the *Garage*, the *Bedroom*, the *Kitchen*, the *Shed* and the *Study* (also known as the *Crime Scene*).

A player can therefore request information regarding **2 suspects** or **2 rooms**, or **1 suspect and 1 room**.
If there are any spare screens, the active player can use inquiry tokens and the back of one of the screens to pinpoint the references they are requesting information about.



Offer Phase

Starting with the player sitting to the right of the active player, and following an anti-clockwise order, the non-active players CHOOSE from their hands the cards they would like to offer in exchange. The players can offer as many of their cards as they please provided that each card contains at least one of the requested references. It is NOT ALLOWED to offer cards that do not contain any of the requested references. Each non-active player places the cards they would like to exchange face down on the table. They then inform the other players of the sum total of the information values of their cards and place an offer token on top with that number. Once declared, the decisions are final and cannot be modified.

EXAMPLE: It's ***Perdergast***'s turn, and he has requested information regarding the Berwick Sisters and the Living Room.

Mrs. Marple checks her hand:



If ***Mrs. Marple*** wants, she could offer ***Pendergast*** any combination of the cards A, C, D and E. Let's suppose that Mrs. Marple decides to offer cards A, C and E and keeps D for herself. She therefore places the chosen cards face down on the table and declares that the total sum of their information values is 4. She then places an offer token of value 4 on top of the cards.



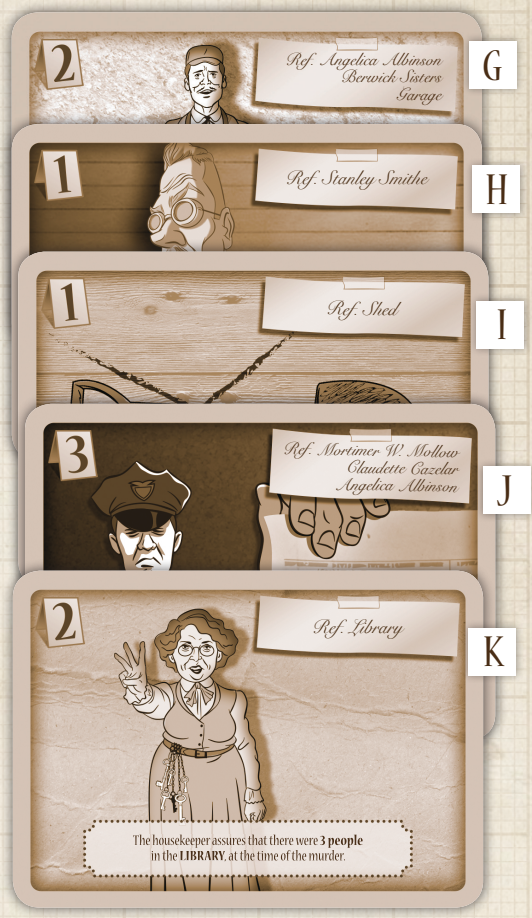
Exchange Phase

Once all non-active players have made their offers, the active player decides who to exchange cards with. They MAY EXCHANGE CARDS WITH AS MANY PLAYERS AS THEY PLEASE. The active player must give each chosen player cards from their hand (regardless of their references) that sum up a total amount of information points EQUAL TO OR GREATER THAN the amount that was offered. Exchanges are always for the TOTAL information points offered. It is NOT ALLOWED to negotiate for a fraction of the amount. Exchanges are done all at once and players add the cards received to their hands. Once all exchanges have been completed, it will be the next player's turn.

If, and only if, NONE of the players offer cards to exchange, the active player may draw 3 cards from the game deck (if the deck runs out, see section WHAT TO DO WHEN THE GAME DECK RUNS OUT) and the turn passes on to the next player.

EXAMPLE: Lets continue with the previous example. ***Pendergast*** has decided to exchange cards with ***Mrs. Marple***.

This is ***Pendergast***'s hand:



To make the exchange, Pendergast must give ***Mrs. Marple*** any combination of cards (regardless of their reference) with values that sum up to 4 or more. Considering his hand, among other options he could give her cards G and K; I and J; G, H and I… If he felt generous or found a purpose to it, he could even give her cards J and K.

It is only at the end of the round (when all players have played an Inquiry Phase) that players have the chance to solve the mystery in the ***Solution Phase***.

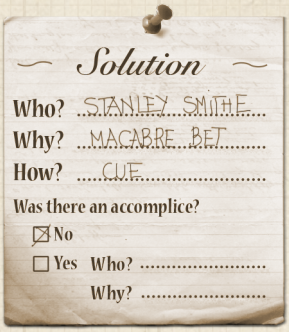
Solution Phase

All players take their case solving token. They must decide if they want to place the token on the table showing its "!!!" side to solve the mystery or the "???" side to continue with the investigation. Once they have made up their mind, they will secretly place the token on the table covering the result with their hand.





When all players are ready, the tokens are revealed. The players that chose to solve the mystery must then write in their tracking sheet who killed Mr. Walton, their motive to do so and the weapon used. If they believe that there was an accomplice, they must also write the name of the accomplice and their motive for aiding and abetting. Remember that in the "Beginner", "Very easy" and "Easy" difficulty games there is NEVER an ACCOMPLICE.



After this, one by one, the players that decided to solve the case check the solution in the SOLUTIONS section of this rulebook. These players MUST NOT REVEAL THEIR GUESS OR THE SOLUTION. If any player guesses ALL the crime details (murderer, motive, weapon, accomplice and their motive, if any) correctly, the game ends and they are proclaimed winners. If none of the players guess correctly, the players that tried to solve the mystery are eliminated from the game and their cards are revealed to the rest of the players.

After being publicly examined, the cards are placed FACE UP in the revealed card pile. A new Solution Phase starts. When none of the players want to guess the solution, the game continues. If only one player is left in the game, the game ends.

If you use the AWKWARD GUESTS mobile app, players may check their solution in the app. When a player guesses correctly, they win the game. But when they don't, they are not eliminated from the game (the app does not show the solution). As a penalty, they are NOT allowed to participate in the next Solution Phase.

If the game continues, a **Discard Phase** takes place.

Discard Phase

All players still in the game must discard cards from their hands until their hands are each down to 3 cards. Discarded cards are placed FACE DOWN in the discard pile drawer, under the "Classified Information" card.



The starting player then passes the Mr. Walton standee to the player on their right. The new starting player is now responsible for dealing cards, one by one, to all players still in the game. They deal out as many cards from the game deck as necessary until all players replenish their hands back to 6 cards (if the game deck runs out, see section WHAT TO DO WHEN THE GAME DECK RUNS OUT). Once this has been done, a new round starts.

Two-player game variant



It is night time, and you and your greatest rival in the investigation field have both been summoned to the Walton Mansion after receiving an urgent call. Once there, the housekeeper announces the reason for such an unexpected meeting: Mr. Walton has been found dead in his study!

Your mission: solve Mr. Walton's mysterious murder before your adversary to prove who the more sagacious investigator is.

In this section, you will find the rule variations to the **AWKWARD GUESTS two-player game variant**. If there are 3 or more players, DO NOT apply these variations. Instead, follow the general rules described earlier.

Game Setup

The game setup is exactly the same as that of the 3 or more player game setup.

Turn Order and Overview

In the **AWKWARD GUESTS two-player variant**, the players alternate turns and each round starts with that round's starting player.

Each player turn is divided in 3 phases:

- **Inquiry Phase**
- **Offer Phase**
- **Exchange Phase**

At the end of each round the following phases take place:

- the **Solution Phase**, and if the game continues,
- the **Discard Phase**

Inquiry Phase

The active player must request information regarding **4 different references**. Possible references are:

- **Mr. Walton's guests**: *Angelica Albinson, Claudette Cazelar, the Berwick Sisters, Stanley Smithe, Greg Gaffney* and *Mortimer W. Mollow.*
- **The rooms in the mansion**: *the Billiard Room, the Library, the Vestibule, the Living Room, the Trophy Room, the Garage, the Bedroom, the Kitchen, the Shed and the Study (also known as the Crime Scene).*

A player can therefore request information regarding:

- 4 suspects
- 3 suspect and 1 room.
- 2 suspects and 2 rooms
- 1 suspect and 3 rooms
- 4 rooms

Offer Phase

The non-active player **CHOOSES** from their hand the cards they would like to offer in exchange. The player can offer as many of their cards as they please provided that each card contains at least one of the requested references. It is **NOT ALLOWED** to offer cards that do not contain any of the requested references. Once chosen, the non-active player places the cards they would like to exchange face down on the table. They then declare of the **sum total of their information values**.

Exchange Phase

Once the non-active player has made their offer, the active player decides if they want to exchange cards. The active player must give the non-active player cards from their hand (regardless of their references) that sum up a total amount of information points **EQUAL TO OR GREATER THAN** the amount that was offered. Exchanges are always for the **TOTAL** information points offered. It is **NOT ALLOWED** to negotiate for a fraction of the amount. The players jot down the information provided by the exchange cards and then immediately place the cards FACE DOWN in the **DISCARD PILE DRAWER**, under the "Classified Information" card.

If, and only if, NO cards are offered to exchange, the active player may draw **2 cards** from the game deck (if the deck runs out, see section **WHAT TO DO WHEN THE GAME DECK RUNS OUT**). Once the player has jotted down the information provided by these cards on their tracking sheet, they must place the cards in the **DISCARD PILE DRAWER, under the "Classified Information" card**. Once this has been completed, it will be the next player's turn.

It is only at the end of a round (when both players have played an Inquiry Phase) that players have the chance to solve the mystery in the Solution Phase.

Solution Phase

The **Solution Phase** is carried out in the same exact way as in a 3 or more player game. If the game continues, a Discard Phase takes place.

Discard Phase

Both players must **discard cards until their hands are each down to 3 CARDS**. Discarded cards are placed FACE DOWN in the discard pile drawer, under the "Classified Information" card. Then, the starting player standee passes on to the other player. The new starting player must deal cards, one by one, to both players. They deal out as many cards from the game deck as necessary until both players replenish their hands back to six cards (once again, if the game deck runs out, see section **WHAT TO DO WHEN THE GAME DECK RUNS OUT**). Once this has been done, a new round starts.

What to do when the game deck runs out

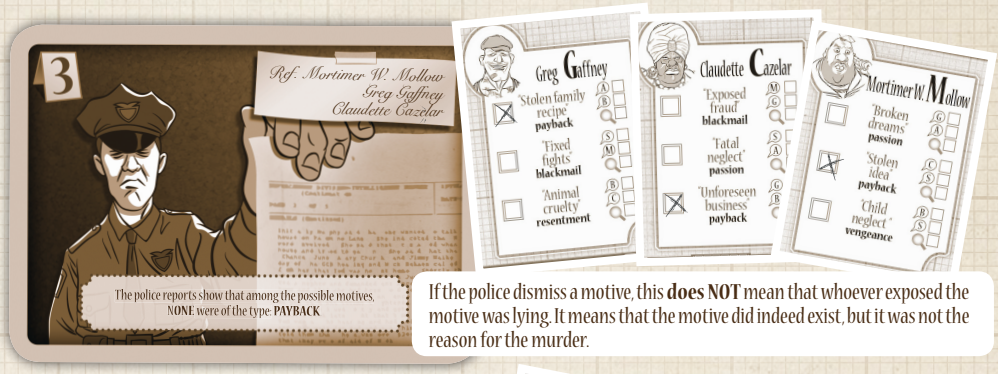
When the game deck runs out, take the discard pile (all the cards under the "Classified Information" card) and shuffle the cards well. **Place the top 3 cards FACE UP o**n the table, revealing their information. After being publicly examined, they are placed in the revealed card pile. In this way, all the detectives still in the game receive additional information. The rest of the shuffled cards are placed where the previous deck was, becoming the new game deck.

Game card types and how to use the tracking sheet

Let's take a close look at the ***cards*** you'll find in **AWKWARD GUESTS** and how to jot down their information on your ***tracking sheet***.

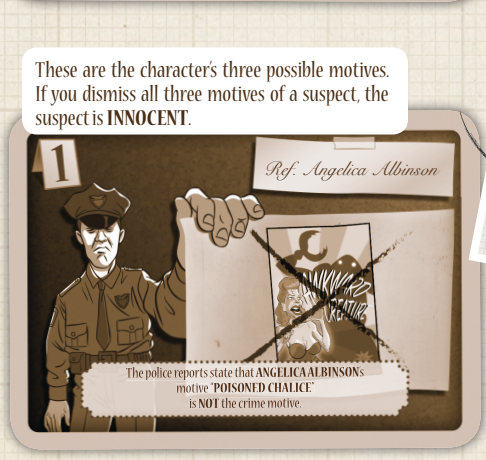
Motive cards

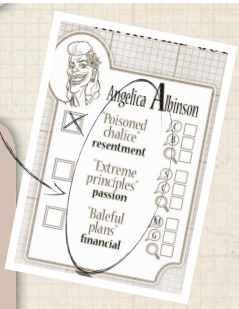
These cards either dismiss or provide supporting evidence regarding the motives behind Mr. Walton's murder.

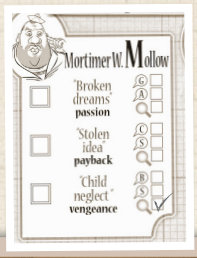


If the police dismiss a motive, this **does NOT** mean that whoever exposed the motive was lying. It means that the motive did indeed exist, but it was not the reason for the murder.

These are the character's three possible motives. If you dismiss all three motives of a suspect, the suspect is **INNOCENT**.











There are **ALWAYS 2 testimonies** and **1 supporting evidence** of the crime motive. But **BE CAREFUL**! as there are motives with 2 testimonies and 1 supporting evidence that turn out NOT to be the crime motive.

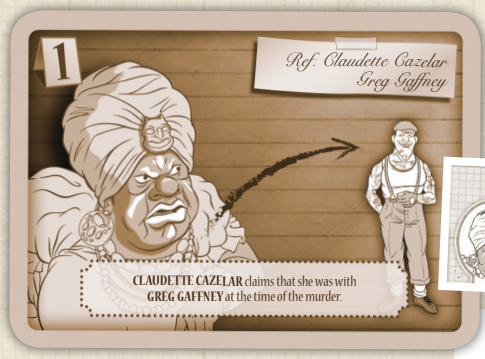
Alibi cards

These cards provide information regarding the suspects' alibis.



The **room** where the **MURDERER** declares to have been at the time of the murder is the room they were originally in. From there, they left in search of the murder weapon and then headed to the Study to kill Mr. Walton

The suspects can only declare to have been in one of these four rooms at the time of the murder: **Billiard Room**, **Vestibule**, **Living Room**, or **Library**.



The murderer will try to come up with **plausible alibis**. For example, if they assert that they were in the Library at the time of the murder, they will declare that they were either alone or accompanied by other suspects that were truly in the Library at that time.

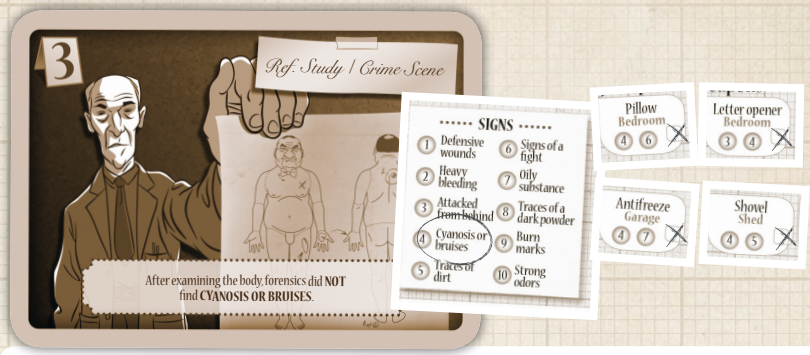
If a suspect asserts to have been with another suspect at the time of the murder and vice versa, either neither of them is the MURDERER or they are the **MURDERER** and the **ACCOMPLICE**.



Although the **BERWICK SISTERS** count as **2 guests**, they move and act as 1.

Method cards

These cards provide information regarding the murder weapon.



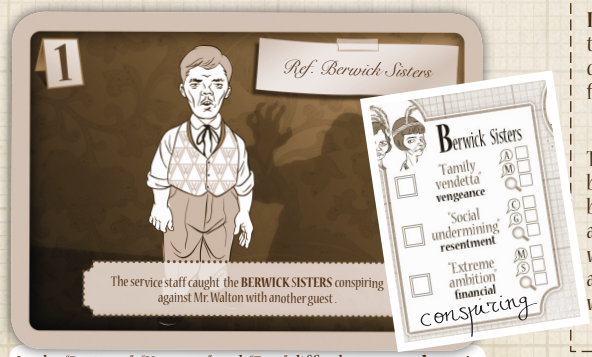
Each weapon leaves behind two signs, and not observing one of them is enough to dismiss it as the crime weapon.



The cards that dismiss the most weapons are those with the reference of **Study/ Crime Scene**.

Conspiracy cards

These cards provide information regarding the suspects that could act as accomplices.



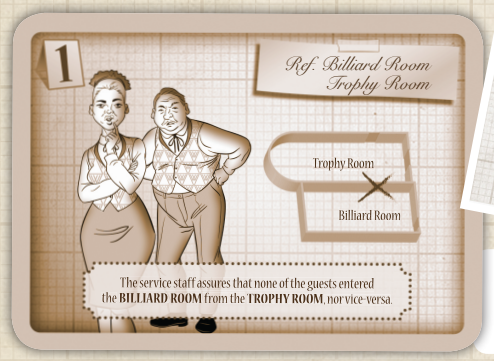
In the *"Beginner"*, *"Very easy"* and *"Easy"* difficulty games **there is NEVER an ACCOMPLICE**. In the rest of the difficulty levels, there might or might not be an ACCOMPLICE.

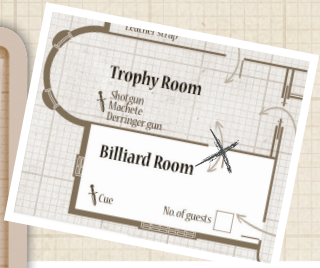
If there is an ACCOMPLICE in the game, the service staff will ALWAYS find them conspiring. But BE CAREFUL! as you might find other guests conspiring that were NOT the ACCOMPLICE.

The ACCOMPLICE only helps the murderer by providing an alibi for them. They will both declare to have been in the same room at the time of the murder. The ACCOMPLICE will NOT lie regarding the room they were in at the time of the murder. The ACCOMPLICE will NOT expose the MURDERER's motives and vice versa.

Opportunity cards

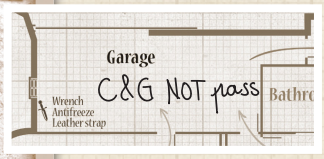
These cards provide information regarding the suspects that were capable of carrying out the crime.





If a suspect could not access the Study/Crime Scene because there are no possible routes connecting them to the Study/Crime Scene, then the suspect is NOT the murderer.





The **MURDERER ALWAYS** had access to the room where the the murder weapon was.

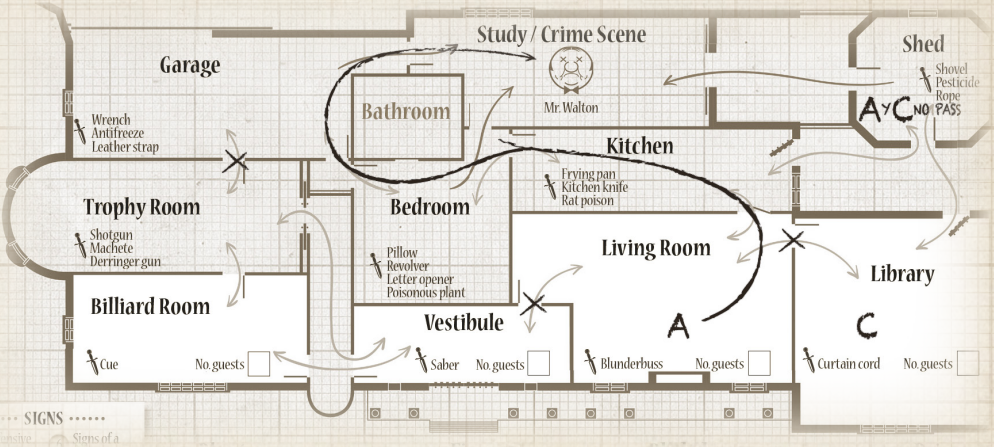


The **MURDERER** could have crossed occupied rooms on their way to the Study/Crime Scene and even grabbed the murder weapon from one of them.



This information is **NOT** always decisive, but combined with the information from other cards, it may be of great help to confirm a hunch.

EXAMPLE
Mr. Wang has collected the following information during his investigation:



As we can see, Claudette Cazelar claims to have been in the Library at the time of the murder. We also know that if she were the murderer, she must have been able to walk to the Study from the Library. However, the information provided by Mr. Walton's selfless service staff dismisses such a possibility. There is no doubt that Madame Cazelar is innocent.

On the other hand, Mr. Wang has heard that Angelica Albinson claims to have been in the Living Room at the time of the murder. With this information in hand, the only possible routes connecting the suspect to the Study are those that have been drawn by the canny investigator. At the time being, he cannot dismiss Ms. Albinson as the murderer. However, he has discovered the murder weapons she could have possibly used (the ones in the rooms she could have entered: the Blunderbuss, Rat Poison, Letter Opener, Pillow or Leather Strap). If all of the weapons in the Living Room, Kitchen, Bedroom and the Garage were dismissed, Ms. Albinson would also be dismissed as a suspect.

Mr. Wang has decided to request information regarding the Billiard Room and the Vestibule in his next Inquiry Phase. If any other guests claim to have been in these rooms at the time of the murder, this would immediately confirm their innocence.

Advice

AWKWARD GUESTS is a game of logic and association. If you use your deductive skills, you will be able to extract more information from the cards as a whole than if you focus on them individually.

· The police, forensics, housekeeper and the rest of the Walton Mansion service staff DO NOT LIE.

· Pay attention to the innocent guests. They are still awkward, but they DO NOT LIE regarding who they were with at the time of the murder.

· Be organized and accurate when jotting down the information you receive on the tracking sheets. A misplaced piece of information could ruin the investigation.

· In order to increase your chances of exchanging information with your adversaries, try to keep cards in your hand with different values and references.

·Don't hesitate to exchange information at the beginning of a game. As the game progresses and you have well-founded suspicion regarding a suspect, selectively hide the information you find most critical from your adversaries. In any case, do not stop exchanging cards with them or it will be impossible to solve the murder before anyone else.

·If you always return the same information that was exchanged with you, your adversaries will lose interest in exchanging information with you in the future. Try to find a balance of what cards to exchange.

·If you are lost trying to determine the murder weapon used, request information regarding the Study/Crime Scene and carefully consider the possible routes taken by the guests in the Walton Mansion.

·If you run out of tracking sheets or need some in a bigger size, drop by **www.awkwardguests.com** to download them for free.

AWKWARD GUESTS



Don't let them into your house