

# Awkward Guests (v1)

Keeping Track Of Turns and Actions in each Round

## 2 Player Game

Refer to the players as **L** and **R** (could stand for Left and Right or could be **Light green** and **Red**)

Use a small marker to slide across each column to keep track of what comes next in each round.

The second half of each round players may have fewer cards due to exchanging cards that are then discarded.

**Round One** (and **odd** numbered rounds):

L	L	R	L	Exchange	R	L	R	Exchange	Solve?	Both	Both	Switch
Start Player	<b>Inquiry</b>	<b>Offer</b>	<b>Pays</b>	<b>Discard exchange cards</b>	<b>Inquiry</b>	<b>Offer</b>	<b>Pays</b>	<b>Discard exchange cards</b>	<b>Want to Solve?</b>	<b>Discard</b>	<b>Draw</b>	Round is Over
Round Begins with <b>L</b> as Start Player	Choose Criteria - Ask Info about 4 Rooms and / or People	Not required - each card offered must meet one of the inquiry criteria	If no offer then draw <b>2</b> cards <b>OR</b> may pay the same or greater value in any cards	Players both look at cards received in the exchange (or drawn) then discard them	Choose Criteria - Ask Info about 4 Rooms and / or People	Not required - each card offered must meet one of the inquiry criteria	If no offer then draw <b>2</b> cards <b>OR</b> may pay the same or greater value in any cards	Players both look at cards received in the exchange (or drawn) then discard them	Players decide if they wish to Solve the case or not	Discard cards down to <b>3 cards left in hand</b>	Draw new cards to have <b>6 in hand</b>	<b>R</b> is Start Player for the next round

**Round Two** (and **even** numbered rounds):

R	R	L	R	Exchange	L	R	L	Exchange	Solve?	Both	Both	Switch
Start Player	<b>Inquiry</b>	<b>Offer</b>	<b>Pays</b>	<b>Discard exchange cards</b>	<b>Inquiry</b>	<b>Offer</b>	<b>Pays</b>	Discard exchange cards	Want to Solve?	<b>Discard</b>	<b>Draw</b>	Round is Over
Round Begins with <b>R</b> as Start Player	Choose Criteria - Ask Info about 4 Rooms and / or People	Not required - each card offered must meet one of the inquiry criteria	If no offer then draw <b>2</b> cards <b>OR</b> may pay the same or greater value in any cards	Players both look at cards received in the exchange (or drawn) then discard them	Choose Criteria - Ask Info about 4 Rooms and / or People	Not required - each card offered must meet one of the inquiry criteria	If no offer then draw <b>2</b> cards <b>OR</b> may pay the same or greater value in any cards	Players both look at cards received in the exchange (or drawn) then discard them	Players decide if they wish to Solve the case or not	Discard cards down to <b>3 cards left in hand</b>	Draw new cards to have <b>6 in hand</b>	<b>L</b> is Start Player for the next round