

## Awkward Guests 1 page Rules Summary (v2)

### Clue Tracking (see pages 11-13):

- Police, Forensics, and staff never lie.
- Innocent guests also never lie (but who is innocent?)
- The murderer (and accomplice if playing advanced) can lie!
- Mark your tracking sheet to track the clues you find

### Solo Gameplay (or coop as a group):

- You must use the App. Choose "Random Case - Solitary"
- Choose the difficulty level and "never played case"
- Gather face down the cards specified by the app
- As you play, your available points are shown in the top right corner. Solve the case before you run out of points!
- Choose two things you wish info about by tapping on either box then selecting a person or a room
- The app offers cards of varying numbers and points. Choose and points are deducted and you look at the specified cards.
- Playing cooperatively, work together to gather cards, mark the clues and figure out what to ask for next.
- Figured it out? Instead of asking for info click SOLVE.
  - Specify the Who, Why and How (and accomplice)
  - If you are right, you WIN! If not, you fail, but you can keep playing by looking for more information (if you have points available) or tap SEE SOLUTION.

### Setup (2-8 players):

- Each player takes a clue tracking sheet and privacy screen
- Place the inquiry tokens (arrows) and offer tokens (numbers) on the table where all can reach them
- Choose a case from the rulebook or app (note the case#)
- Without looking at the card fronts, gather and shuffle the 70 cards needed for the case as specified by the app or rulebook into one face down deck.
- Deal 6 cards to each player
- Place the remaining cards as a deck face down on the table
- Place the Discard Tray next to that deck. The **Classified Information** card is placed in the discard tray (as cards are discarded during the game, they go UNDER that card)
- Choose who gets the starting player standee.

### Gameplay (2-8 players):

Beginning with the player that has the starting player standee, players take a turn in these phases (a round):

1. **Inquiry Phase** - the active player specifies 2 things they wish info on using 2 Inquiry Tokens (arrows) to point to rooms or people using the back cover of the rulebook. **In a 2 Player game, specify 4 things.** This is the selection criteria.
2. **Offer Phase** - other players place face down cards from their hand that match at least one of the selection criteria, placing an offer token (number) on top of them to indicate the value of the cards (adding the value of each card). They do not have to offer any cards and do not have to offer all their matching cards. But all cards offered **MUST** match at least one of the selection criteria.

3. **Exchange Phase** - If no offer is made, the active player draws 3 cards (**only 2 cards for a 2 player game**). To accept an offer, they must give the other player cards from their hand with a total value equal to or greater than the offer. They may accept offers (of their choice) from more than one player (but may not use cards from one exchange to pay for another exchange). Must choose to accept and pay for all chosen offers before looking at any cards received. Cards exchanged or drawn go into a player's hand (**except in a 2 player game where exchanged or drawn cards go to the discard pile once looked at**). If all offers are declined or if all the active player's cards total less than an offer value, their turn is over. They don't get to draw cards and the offer cards return to the other players' hands. **Next player's turn!**
4. **Solving Token Phase** - After **all** players have had a turn, players place their solving token in their closed hand, either white side up (if they want to solve it) or brown side up (if they want to continue investigating). Reveal tokens simultaneously. **If** any are white, go to the Solution Phase. (**see below**)
5. **Discard Phase** - Players discard down to 3 cards placing their cards face down in the discard tray. The starting player standee is passed to the player on the right who deals cards to players so each player has 6 cards in their hand. Then the next round begins with the new starting player.

**Solution Phase** - any player wishing to solve the case writes their answer on their tracking sheet in the Solution box. They check if their solution is correct in one of these two ways:

- **Using the app**, players check if their solution is correct.
  - If correct, the game ends and they **win**. If any other player also chose to solve the case, they also get a chance to use the app to do so. More than one player may win.
  - If a player is incorrect, the app does not reveal the correct answers, so they may continue to play the game but are **not** allowed to try to solve the case in the next round.
- **Using the rulebook solution pages** (16-18) each player wishing to solve the case checks if their solution is correct.
  - If correct, the game ends. They **win**. More than 1 can win.
  - If incorrect, they are **eliminated** from the game. If only one other player remains, that player **wins**.
    - **When a player is eliminated**, all their cards are revealed to the other players to examine and then are placed face up in a "revealed cards" pile (next to the discard pile). At this point another player may decide to try to solve the case via the **Solution Phase**.

If no player correctly solved the case and more than one player remains, continue at (5) **Discard Phase**.

### Notes:

- If the deck runs out, shuffle the discard pile, reveal face up three cards for all to see (and update their tracking sheets) then place the three cards face down into a new discard pile. Remaining cards are the new deck.
- Once offered, you can't unoffer cards or change the offer.