



AWKWARD



GUESTS



You wouldn't want them in your home



THE
WALTON
CASE



The investigation begins



AWKWARD GUESTS

You wouldn't want them in your home



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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 reason to want to kill me, but there are only seven stupid enough to carry it through: my old and mediocre university classmate, Stanley Smith; my slow-witted nephew, Mortimer W. Mollow; my late associate's despicable daughters, Beatrice and Berenice Berwick; my incompetent bodyguard, Greg Gaffney; my former housemaid, now a renowned medium, Claudette Gazelar; and, of course, my unbearable "friend" Angelica Albinson.

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

Unfortunately, something must have gone terribly wrong. My father always warned me that people who wish you dead make for

AWKWARD GUESTS

Now, stop wasting time and find my murderer!

Woodruff Walton

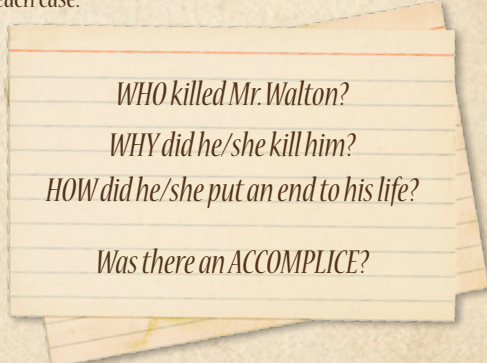
Game Description

AWKWARD GUESTS: The Walton Case 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?



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!



THE SUSPECTS

Game Contents

The **AWKWARD GUESTS: The Walton Case** game box contains:

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

(*) solo mode requires **AWKWARD GUESTS: The Walton Case App** (not included). Available on Android and iOS.

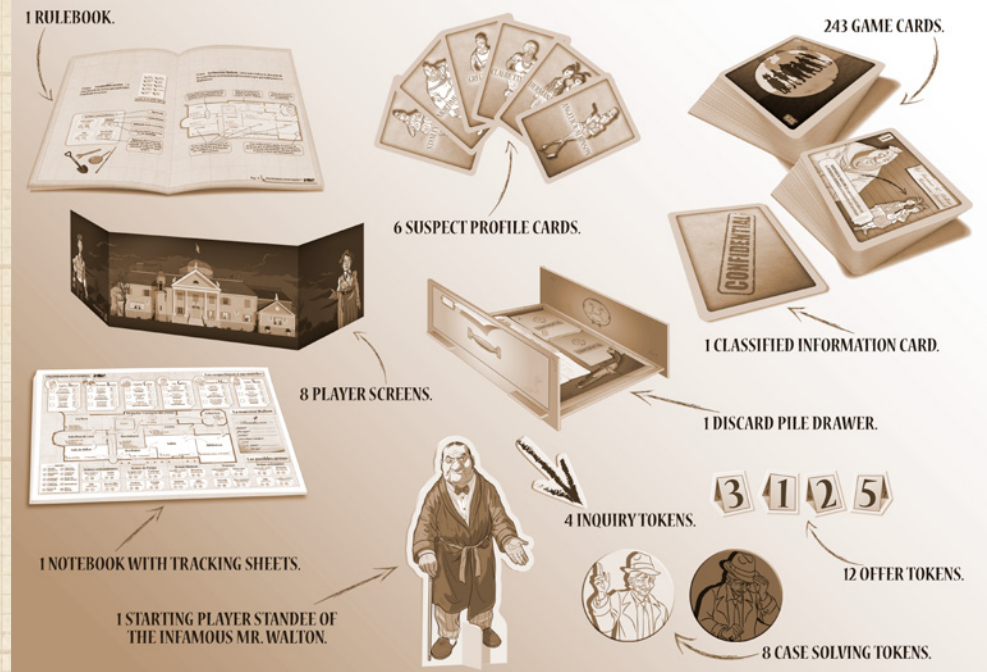


Figure 1: Example of card front

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**.



This is how the card information is jotted down in the tracking sheet

Figure 2: Example of card back

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



Figure 3: Tracking sheet

This is the **AWKWARD GUESTS: The Walton Case** 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.

AWKWARD GUESTS

The suspects and their motives

Angelica Albinston	Berwick Sisters	Claudette Cazelar	Greg Gaffney	Mortimer W. Malloy	Stanley Smith
<input type="checkbox"/> Poisoned chalice	<input type="checkbox"/> Family vendetta	<input type="checkbox"/> Exposed fraud	<input type="checkbox"/> Stolen recipe	<input type="checkbox"/> Broken dreams	<input type="checkbox"/> Macabre bet
<input type="checkbox"/> Extreme principles	<input type="checkbox"/> Social undermining	<input type="checkbox"/> Fatal rejection	<input type="checkbox"/> Fixed fights	<input type="checkbox"/> Pirated idea	<input type="checkbox"/> Fraternity hazing
<input type="checkbox"/> Sinister plans	<input type="checkbox"/> Excessive ambition	<input type="checkbox"/> Unforeseen business	<input type="checkbox"/> Animal cruelty	<input type="checkbox"/> Child neglect	<input type="checkbox"/> Fake identity

The Walton Mansion

Solution

Who? _____
 Why? _____
 How? _____
 Was there an accomplice?
 No
 Yes Who? _____
 Why? _____

The possible weapons

Blunt weapons	Firearms	Bladed weapons	Poisons	Suffocating weapons
Wrench Garage	Shotgun Trophy Room	Kitchen knife Kitchen	Antifreeze Garage	Leather strap Garage
Frying pan Kitchen	Derringer gun Trophy Room	Letter opener Bedroom	Rat poison Kitchen	Pillow Bedroom
Shovel Shed	Revolver Bedroom	Machete Trophy Room	Pesticide Shed	Rope Shed
Cue Billiard Room	Blunderbuss Living Room	Saber Vestibule	Poisonous plant Bedroom	Curtain cord Library

The Suspects and their motives

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

Angelica Albinston

Poisoned chalice

Extreme principles

Sinister plans

Guest name.

Check these boxes when you find *testimonies* (O) or *evidence* (Q) that supports that specific motive.

These are the *guest's possible motives* for killing Mr. Walton. Next to each personal motive is the *general motive type icon* 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 the rooms through which they could have moved.

These arrows represent the possible routes guests could take between rooms.

This is the room where Mr. Walton was murdered.

These are the possible murder weapons found in the room.

Wrench Antifreeze Leather strap (Garage)

Shotgun Machete Derringer gun (Trophy Room)

Shovel Pesticides Rope (Shed)

Frying pan Kitchen knife Rat poison (Kitchen)

Pillow Revolver Letter opener Poisonous plant (Bedroom)

Cue (Billiard Room)

Saber (Vestibule)

Blunderbuss (Living Room)

Curtain cord (Library)

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.

Blunt weapons	Firearms	Bladed weapons	Poisons	Suffocating weapons
Wrench Garage	Shotgun Trophy Room	Kitchen knife Kitchen	Antifreeze Garage	Leather strap Garage
Frying pan Kitchen	Derringer gun Trophy Room	Letter opener Bedroom	Rat poison Kitchen	Pillow Bedroom
Shovel Shed	Revolver Bedroom	Machete Trophy Room	Pesticide Shed	Rope Shed
Cue Billiard Room	Blunderbuss Living Room	Saber Vestibule	Poisonous plant Bedroom	Curtain cord Library

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".

..... SIGNS

Defensive wounds	Signs of a fight
Heavy bleeding	Only substance
Attack from behind	Traces of a dark powder
Cyanosis or bruises	Bury marks
Traces of dirt	Strong odors

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



Figure 4: Starting player standee.



Figure 7: "Classified Information" card.

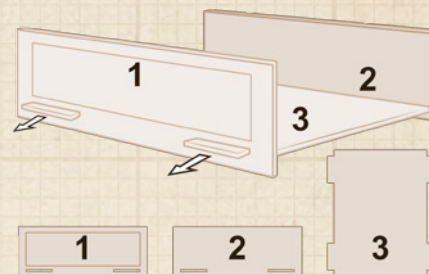


Figure 9: Discard pile drawer and its assembly instructions.



Game Objective

Investigate clues and exchange information with your opponents to be the first player to solve the mystery of Woodruff Walton's murder. The solution must correctly answer these four questions:

WHO killed Mr. Walton?

WHY did he/she kill him?

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

Was there an ACCOMPLICE? and, if so, WHO and WHY?

Game Setup

- Give every player a tracking sheet and a screen. Each player chooses a case solving token.
- Place the offer tokens and inquiry tokens in the center of the table within everyone's reach.
- Choose a case from the end of this rulebook or from the **AWKWARD GUESTS: The Walton Case App**. Make a note of the case reference number: this is necessary for referencing the solution.
- WITHOUT LOOKING AT THE CARD FRONTS, separate the 70 cards specified by the case according to the unique card number on their backs. These cards make up the game deck and will provide a unique solution to the questions that must be answered to solve the case. Return the remaining cards to the game box.
- Shuffle the game deck and deal 6 cards to each player.
- Place the remaining cards 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. Leave space for a revealed card pile. At the beginning of the game the revealed card pile is empty.
- The starting player of the first round will be the player considered by the host as the most awkward guest. Place the starting player standee in front of their player screen.



Figure 5: Inquiry token.



Figure 8: Case solving tokens.



Figure 6: Offer tokens.

Turn Order and Overview

AWKWARD GUESTS: The Walton Case 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's 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 out loud 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* that is the *Crime Scene*.

A player can therefore request information regarding **2 suspects or 2 rooms, or 1 suspect and 1 room**.

The active player can use inquiry tokens and the back of this rulebook to pinpoint the references about which they are requesting information.



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 *Pendergast'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 with whom to exchange cards. 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 to 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: Let's 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 bright side to solve the mystery or the dark 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 cases there is NEVER an ACCOMPLICE.

Solution

Who? ...STANLEY SMITHE...

Why? ...MACABRE BET...

How? ...CUE...

Was there an accomplice?

No

Yes Who?

Why?

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: The Walton Case 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

A 2 player game of AWKWARD GUESTS: The Walton Case is played the same way as the 3-8 player game with the following changes:

- When making inquiries, you must request information regarding 4 different references instead of 2. Possible references are the same:
- **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 that is the Crime Scene.*

A player can therefore request information regarding 4 suspects, or 3 suspects and 1 room, or 2 suspects and 2 rooms, or 1 suspect and 3 rooms, or 4 room.

- In the Exchange Phase, cards received in an exchange are not placed in players' hands. Both players look at the cards they received, make any notes they wish on their tracking sheet, then immediately discard those cards.
- Only in cases where the active player doesn't receive an offer, they draw 2 cards from the game deck, make any notes you wish on your tracking sheet, then immediately discard those two cards.



Solo mode game

To enjoy the solo mode of AWKWARD GUESTS: The Walton Case you will need its mobile app, available on Android and iOS. On launching the app, choose 'Solo Mode Game'. The app will explain how to play the solo variant.

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** on 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: The Walton Case** and how to jot down their information on your *tracking sheet*.

Alibi cards

These cards provide information regarding the suspects' alibis.

1 Ref: Berwick Sisters
Billiard Room BB
Guests

The **BERWICK SISTERS** claim that they were in the **BILLIARD ROOM** at the time of the murder.

The room where the **MURDERER** claims 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.**

1 Ref: Claudette Cazlar
Greg Gaffney

CLAUDETTE CAZLAR claims that she was with **GREG GAFFNEY** at the time of the murder.

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 claims 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**.

2 Ref: Vestibule

The housekeeper reports that there were **2 people** in the **VESTIBULE** at the time of the murder.

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

Motive cards

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

3 Ref: Claudette Cazlar
Greg Gaffney
Mortimer W. Mollow

The police report shows that among the possible motives, **NONE** were of the type **PAYBACK**.

Greg Gaffney: Stolen recipe, Fixed fights, Animal cruelty

Claudette Cazlar: Exposed fraud, Fatal rejection, Unforeseen business

Mortimer W. Mollow: Broken dreams, Pirated idea, Child neglect

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.

1 Ref: Angelica Albinson

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

The police report states that **ANGELICA ALBINSON's** motive **POISONED CHALICE** was **NOT** the crime motive.

Angelica Albinson: Poisoned chalice, Extreme principles, Sinister plans

Mortimer W. Mollow: Broken dreams, Pirated idea, Child neglect

2 Ref: Mortimer W. Mollow
Bedroom

Supporting evidence regarding **MORTIMER W. MOLLOW's** motive **CHILD NEGLIGENCE** was discovered.

1 Ref: Angelica Albinson
Greg Gaffney

ANGELICA ALBINSON asserts that **GREG GAFFNEY** might have been involved in the murder, motivated by **STOLEN RECIPE**.

Greg Gaffney: Stolen recipe, Fixed fights, Animal cruelty

There are **ALWAYS 2 testimonies** and **1 piece of supporting evidence** of the crime motive. But **be careful!** There are motives with 2 testimonies and 1 piece of supporting evidence that turn out not to be the crime motive.

Opportunity cards

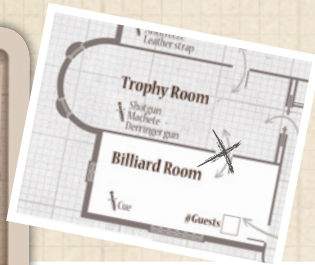
These cards provide information regarding the suspects that were capable of carrying out the crime.

1

Ref: *Billiard Room
Trophy Room*

Trophy Room
Billiard Room

The service staff reports that none of the guests entered the **BILLIARD ROOM** from the **TROPHY ROOM**, and vice versa.



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

2

Ref: *Claudette Cazelar
Greg Gaffney
Garage*

Garage

Wrench
Antifreeze
Leather strap

The service staff reports that **CLAUDETTE CAZELAR** and **GREG GAFFNEY** did **NOT** pass through the **GARAGE**.

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

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

1

Ref: *Berwick Sisters
Stanley Smithe
Kitchen*

Either the **BERWICK SISTERS** or **STANLEY SMITHE** might have passed through the **KITCHEN**.

These cards can connect the murderer with the Walton Mansion rooms. If one of the suspects named in this card is the **MURDERER**, then he or she passed through the named room in their way to the Study. If the room named in this card is the location of the crime weapon, then one of the named suspects is the murderer. Otherwise, this card has no useful information.



Method cards

These cards provide information regarding the murder weapon.

3

Ref: *Study*

After examining the body, the coroner did **NOT** find **CYANOSIS OR BRUISES**.



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

3

Ref: *Study*

After examining the body, the coroner determined that a **SUFFOCATING WEAPON** was **NOT** used to murder Mr. Walton.



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

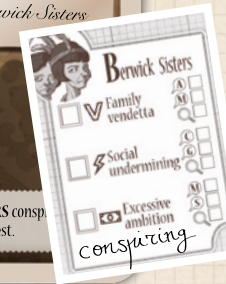
Conspiracy cards

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

1

Ref: *Berwick Sisters*

The service staff caught the **BERWICK SISTERS** conspiring against Mr. Walton with another guest.



If there is an **ACCOMPLICE** in the game, the service staff will **ALWAYS** find them conspiring. But **BE CAREFUL!** There are guests conspiring that were **NOT** the **ACCOMPLICE**.

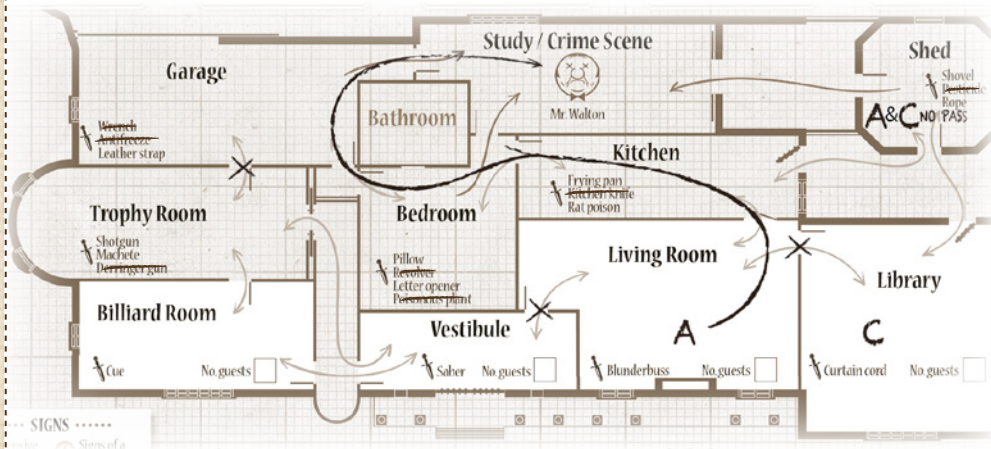
The **ACCOMPLICE** only helps the murderer by providing an alibi for them. They will both declare to have been in the same room at the time of the murder. The **ACCOMPLICE** will **NOT** lie regarding the room they were in at the time of the murder.

The **ACCOMPLICE** will **NOT** expose the **MURDERER'S** motives and vice versa.

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

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: The Walton Case 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, that is the 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.

Cases

AWKWARD GUESTS: The Walton Case comes with 39 predesigned cases classified in 7 levels of difficulty on a scale from "Beginner" to "Perfect Crime". If this is the first time you play **AWKWARD GUESTS: The Walton Case**, start off with a case in the "Beginner" difficulty level and play several additional cases in this category before advancing to the next one.

For more cases, download the **AWKWARD GUESTS: The Walton Case** App for Android and iOS.

DIFFICULTY	DIFFICULTY I	DIFFICULTY A	DIFFICULTY B	DIFFICULTY C	DIFFICULTY D	DIFFICULTY E	PERFECT CRIME
	INITIATION	VERY EASY	EASY	MEDIUM	HARD	VERY HARD	VERY VERY HARD

011736-J CASE DIFFICULTY I

009 014 015 025 035 036 039
040 043 046 049 054 060 066
070 073 076 078 079 083 086
087 091 092 093 094 097 098
100 107 108 109 110 116 118
131 135 142 148 151 152 153
154 155 156 160 162 163 168
172 175 177 178 180 182 187
190 193 196 197 206 213 214
222 228 229 233 235 239 241

036365-P CASE DIFFICULTY A

003 006 009 014 023 024 029
031 034 036 054 058 060 063
067 069 072 073 076 077 081
084 090 091 098 100 102 108
109 110 113 118 122 123 126
132 135 137 141 142 143 148
162 163 168 169 173 178 182
184 186 187 190 191 197 199
204 207 216 218 219 220 222
227 228 233 235 236 237 241

098282-V CASE DIFFICULTY B

007 010 011 012 013 016 018
022 024 033 034 035 047 048
050 052 061 065 081 083 084
088 092 098 102 107 113 116
117 118 119 120 124 127 132
134 135 136 141 142 143 144
147 148 156 158 162 163 166
177 178 187 190 191 193 194
197 204 207 216 222 227 229
231 232 233 235 237 239 241

101839-S CASE DIFFICULTY A

001 003 009 013 015 017 018
024 025 028 029 031 033 034
038 043 050 051 054 061 063
072 076 081 083 088 091 094
098 099 101 106 115 116 117
118 119 123 132 135 138 142
147 148 153 155 156 159 163
170 172 175 178 188 190 191
192 198 199 204 211 218 222
227 233 235 236 239 240 241

148938-L CASE DIFFICULTY A

001 004 005 007 009 013 014
017 021 029 035 038 044 050
054 072 075 076 080 081 083
086 092 098 102 109 130 132
133 135 136 139 142 146 147
148 149 155 157 161 162 163
168 172 177 178 183 187 188
190 193 197 204 205 209 213
215 216 220 223 226 227 228
230 233 235 236 237 239 241

157819-Q CASE DIFFICULTY A

002 003 009 013 014 024 030
032 033 043 057 058 063 066
067 072 077 079 081 083 085
088 090 091 093 097 098 100
103 114 117 118 123 126 129
130 132 138 143 144 147 149
151 158 160 163 170 172 176
177 178 187 190 196 197 199
203 204 209 213 219 222 223
224 228 229 233 236 239 241

054288-K CASE DIFFICULTY I

013 015 024 031 033 035 041
043 044 053 055 059 070 072
074 075 078 081 083 086 087
088 090 091 093 098 103 106
108 118 121 132 134 135 138
142 147 150 153 156 160 162
163 166 173 176 177 183 190
195 197 202 204 208 211 215
218 221 222 228 233 235 236
237 238 239 240 241 242 243

076683-Z CASE DIFFICULTY A

003 008 009 014 015 018 024
027 033 038 043 045 047 059
063 065 072 074 076 081 083
091 093 096 098 099 101 102
110 115 116 117 125 132 133
134 135 138 142 147 148 163
165 168 173 177 178 179 187
188 189 190 192 193 197 205
207 208 210 219 220 222 227
232 233 235 236 239 241 243

178900-Q CASE DIFFICULTY A

001 004 023 024 025 028 033
035 038 044 048 051 054 058
065 071 072 073 076 083 091
097 098 100 103 109 110 112
118 120 122 124 134 137 138
139 142 143 144 148 153 156
162 166 171 173 175 176 178
187 189 190 194 196 197 199
201 210 212 214 218 222 225
228 229 233 236 237 239 241

189268-X CASE DIFFICULTY A

010 017 024 030 031 033 035
036 044 051 054 056 061 067
081 083 085 087 090 091 092
097 103 108 116 118 122 123
125 127 129 130 132 133 134
136 138 142 145 146 147 148
149 153 162 163 165 176 177
178 180 187 189 190 193 197
204 205 210 211 214 216 217
220 222 224 228 233 239 240

085266-T CASE DIFFICULTY I

005 007 014 024 028 029 033
034 035 038 045 047 048 051
054 056 058 059 072 073 076
077 078 080 083 091 098 100
101 109 115 118 119 123 124
133 134 137 142 144 148 152
157 162 163 170 177 183 187
188 191 192 196 197 202 204
205 208 210 213 215 220 222
227 228 229 230 233 236 241

086126-F CASE DIFFICULTY A

004 006 015 024 028 032 033
035 039 043 045 048 052 054
057 058 063 072 076 077 081
088 089 090 091 098 099 103
117 118 123 125 132 135 136
146 147 148 150 154 155 160
162 166 174 176 177 178 182
187 188 191 192 197 204 206
209 218 219 222 223 226 228
232 233 236 238 239 241 242

006818-Q CASE DIFFICULTY C

001 009 024 028 032 033 035
037 038 047 048 053 054 065
069 071 072 074 077 081 083
086 096 098 099 102 103 108
116 118 125 130 131 132 135
136 137 141 142 147 148 149
153 155 156 159 162 167 180
187 190 195 196 197 198 204
206 214 222 223 225 227 228
232 233 234 238 239 241 242

031900-G CASE DIFFICULTY C

009 019 041 045 048 049 052
054 058 059 064 069 070 071
076 077 078 081 083 085 087
091 093 098 107 110 112 116
118 122 128 130 131 132 135
140 141 142 144 147 148 152
155 158 162 163 166 168 172
177 178 187 190 193 197 198
200 202 203 204 206 208 214
217 222 224 226 228 239 240

056729-S CASE
DIFFICULTY B

001 002 003 005 008 018 022
024 027 035 038 045 047 052
054 057 069 072 074 075 076
083 086 090 091 092 096 100
101 107 109 110 118 121 122
124 132 135 136 139 141 142
143 144 147 148 153 155 159
162 163 165 177 180 183 187
190 193 197 198 204 212 216
218 220 228 238 241 242 243

067683-D CASE
DIFFICULTY C

002 003 011 024 032 033 038
040 044 045 052 054 058 059
061 063 066 067 072 077 081
088 091 092 100 106 108 109
116 118 120 129 132 133 134
135 137 142 144 147 151 155
156 163 168 173 176 177 178
190 191 192 193 194 195 196
197 204 208 209 210 215 223
225 228 231 233 235 239 241

119415-M CASE
DIFFICULTY B

002 011 015 017 018 019 022
024 031 033 034 035 040 048
051 055 058 059 061 070 072
081 083 090 092 093 098 099
103 106 107 108 110 118 125
129 132 134 135 140 142 147
160 163 166 172 173 174 177
182 183 186 187 190 192 196
197 200 204 207 208 218 221
222 228 233 238 239 241 243

123921-O CASE
DIFFICULTY B

003 008 027 028 030 031 032
033 038 045 047 049 050 054
058 061 067 070 071 072 075
076 083 086 090 091 094 097
098 100 102 114 115 118 119
124 128 130 131 135 138 142
145 147 162 163 168 170 177
178 179 188 190 192 196 203
204 206 209 213 214 216 217
223 228 229 230 233 239 241

058475-R CASE
DIFFICULTY B

002 003 004 011 014 015 023
024 025 033 046 052 053 054
056 057 063 064 065 070 072
074 076 081 083 085 086 091
097 098 100 103 107 110 118
123 124 125 132 135 137 142
143 148 149 158 160 162 169
172 173 175 177 178 187 188
189 192 199 201 204 206 213
218 219 222 223 224 228 239

116363-M CASE
DIFFICULTY B

004 013 031 033 035 043 048
049 053 054 055 056 060 061
065 072 075 081 086 090 091
093 094 097 098 099 109 110
115 118 119 120 126 131 135
136 143 147 148 153 155 156
162 163 172 173 177 178 182
187 189 190 194 196 197 201
204 206 210 213 214 221 222
225 227 233 235 236 239 241

121615-T CASE
DIFFICULTY B

005 014 019 023 024 028 033
036 041 043 044 045 048 052
054 059 064 072 076 077 080
081 084 091 098 101 102 103
104 107 113 118 120 122 123
135 140 142 143 147 148 155
157 160 162 166 168 169 176
177 178 181 183 188 192 194
197 199 200 204 208 215 217
218 222 228 231 236 239 241

126134-Y CASE
DIFFICULTY B

001 002 006 007 009 016 017
024 031 032 033 035 037 038
051 053 054 056 057 060 075
077 081 083 089 090 091 103
105 108 109 112 115 118 122
123 129 130 132 134 136 141
142 147 148 149 162 163 166
167 170 173 174 177 178 182
187 190 191 193 196 197 204
210 216 228 233 234 236 241

208614-X CASE
DIFFICULTY C

004 008 011 013 014 016 017
019 024 025 027 028 033 035
038 043 044 049 053 054 056
062 064 065 071 072 073 081
083 091 092 098 099 110 121
130 135 137 140 147 148 158
159 160 162 163 164 172 175
177 178 184 185 186 187 191
193 198 200 201 204 206 209
222 223 228 232 235 239 243

042635-Q CASE
DIFFICULTY C

009 010 013 014 024 028 029
030 031 033 035 043 045 054
056 065 072 073 075 076 081
083 084 086 088 092 098 100
103 107 113 120 122 126 127
131 133 135 136 137 142 147
148 149 153 156 162 163 165
167 170 172 177 178 180 183
187 192 193 204 205 206 210
222 227 228 234 235 239 241

070280-Q CASE
DIFFICULTY D

006 007 009 017 024 025 028
033 035 036 043 046 054 055
060 065 066 072 073 076 079
081 083 091 097 098 099 103
104 105 106 109 118 124 131
132 134 137 140 142 146 147
148 151 155 156 160 162 173
175 178 180 181 187 190 191
197 206 214 218 221 226 227
228 229 233 239 241 242 243

078418-V CASE
DIFFICULTY D

001 003 013 016 017 024 032
033 038 040 048 050 054 064
068 070 071 072 077 078 081
083 086 091 093 098 100 107
118 121 122 123 124 125 129
132 135 136 142 148 149 152
153 155 156 159 162 163 164
168 178 180 187 188 190 191
192 198 201 202 204 209 211
218 222 229 235 240 241 242

213697-R CASE
DIFFICULTY C

003 010 013 014 018 019 020
024 031 032 033 034 036 040
043 048 049 054 056 062 071
083 084 085 087 089 091 093
100 108 111 113 116 122 126
127 128 129 132 135 136 144
147 148 160 163 174 176 177
178 188 190 196 197 204 209
211 214 215 216 223 224 225
228 230 233 238 239 240 241

044892-X CASE
DIFFICULTY D

003 005 009 021 022 024 025
033 035 036 041 054 059 065
066 072 074 076 078 080 083
084 086 091 094 096 098 102
103 104 110 117 118 123 124
135 137 138 142 148 150 157
161 166 172 175 177 178 179
183 187 188 196 208 210 213
218 219 220 221 222 228 229
233 236 237 239 241 242 243

076806-F CASE
DIFFICULTY E

003 009 013 017 023 029 031
033 035 039 041 044 045 049
054 059 065 072 075 076 077
088 091 092 093 098 099 100
104 113 114 118 125 126 132
133 135 137 139 142 148 150
151 154 155 156 158 159 160
163 169 172 177 178 180 181
183 187 190 197 199 203 204
212 213 219 225 237 239 242

145162-R CASE
DIFFICULTY D

002 007 008 011 021 022 024
027 030 033 035 037 038 044
045 047 054 056 061 062 069
072 076 082 086 089 091 108
109 117 118 124 131 132 135
136 137 141 142 145 147 155
161 162 163 165 167 168 172
173 174 177 178 183 187 190
192 193 197 204 206 213 228
230 233 234 235 238 241 243

110672-Z CASE DIFFICULTY D

001 003 011 014 024 030 046
 047 049 052 054 055 068 072
 073 075 076 080 083 089 090
 091 100 101 107 109 111 114
 118 121 125 130 132 135 138
 139 142 143 144 145 146 148
 153 155 157 159 162 163 165
 171 174 176 177 184 186 187
 190 193 197 198 208 210 212
 213 214 218 220 221 228 239

112924-I CASE DIFFICULTY D

010 011 012 013 015 019 020
 023 024 027 033 041 047 050
 053 061 067 070 071 072 081
 083 090 091 093 097 098 100
 103 104 106 110 115 118 121
 123 127 130 138 141 144 146
 147 157 163 166 169 171 176
 177 178 181 187 190 192 195
 196 197 204 206 212 214 222
 226 227 228 233 239 240 241

136090-S CASE DIFFICULTY C

002 003 011 012 015 024 025
 027 030 031 033 035 036 037
 047 054 057 058 061 063 065
 072 074 076 083 084 087 088
 091 098 100 103 108 110 113
 118 121 123 124 132 135 137
 143 146 148 153 155 158 165
 173 175 176 179 186 187 190
 192 195 196 197 204 210 220
 226 228 232 233 237 239 241

173868-N CASE DIFFICULTY D

003 007 013 016 018 024 026
 031 033 034 035 039 041 048
 049 054 059 061 067 068 077
 078 080 083 085 088 090 092
 093 094 105 106 108 119 121
 128 129 131 132 135 141 142
 144 147 148 149 150 152 157
 162 163 166 170 171 177 178
 190 191 192 197 204 207 208
 210 216 224 228 233 239 241

101275-P CASE DIFFICULTY D

003 008 009 014 024 025 026
 027 035 037 040 043 048 049
 051 054 060 062 063 065 066
 071 072 076 079 084 086 094
 095 098 099 108 109 113 115
 116 118 121 122 124 135 137
 142 147 148 151 162 163 167
 168 170 173 175 178 184 186
 187 190 197 210 216 218 220
 228 229 234 236 237 239 241

200184-O CASE PERFECT CRIME

002 004 008 010 012 013 017
 021 023 024 027 028 033 035
 038 044 046 049 054 057 063
 064 065 072 073 076 080 081
 083 089 091 095 098 103 109
 110 116 122 130 135 136 137
 140 142 147 148 158 161 162
 163 166 172 174 177 178 180
 187 198 200 204 206 210 212
 215 225 226 228 235 239 242

158082-B CASE PERFECT CRIME

003 011 012 013 014 019 024
 031 033 034 035 038 040 041
 049 054 059 067 071 075 077
 079 083 090 091 092 093 100
 101 110 114 132 135 144 146
 147 148 149 157 159 160 162
 163 171 174 176 177 178 186
 187 188 190 192 197 198 202
 203 204 208 212 214 216 217
 225 226 228 230 232 239 241

117221-F CASE PERFECT CRIME

001 003 007 014 016 022 024
 028 029 033 037 042 048 051
 054 059 068 070 071 072 077
 081 083 084 086 093 096 098
 099 100 101 104 116 117 118
 122 123 124 132 135 138 141
 142 147 148 155 156 163 167
 168 173 178 181 187 188 190
 192 204 205 208 210 218 222
 227 230 234 236 240 241 243

206830-H CASE PERFECT CRIME

002 012 013 020 024 028 030
 031 033 035 038 049 050 054
 057 063 065 066 068 071 072
 077 080 081 083 087 089 091
 098 100 103 107 110 116 130
 131 135 136 137 146 147 148
 157 162 163 166 172 174 176
 177 178 179 180 189 191 198
 204 206 211 215 219 225 226
 228 232 235 239 240 241 242

036365-P CASE DIFFICULTY A

The murderer was **Claudette Cazelar**, motivated by **Unforeseen business**, with the **Pesticide**.

The murderer went through:
 Vestibule, Living Room,
 Kitchen, Shed, Study.

076683-Z CASE DIFFICULTY A

The murderer was **Angelica Albinson**, motivated by **Sinister plans**, with the **Kitchen knife**.

The murderer went through:
 Vestibule, Living Room,
 Kitchen, Bedroom, Study.

086126-F CASE DIFFICULTY A

The murderer was **Mortimer W. Mollow**, motivated by **Child neglect**, with the **Wrench**.

The murderer went through:
 Living Room, Vestibule, Trophy
 Room, Garage, Study.

098282-V CASE DIFFICULTY B

The murderers were the **Berwick Sisters**, motivated by **Social undermining**, with the **Saber**.

The murderers went through:
 Living Room, Vestibule, Trophy
 Room, Garage, Study.

148938-L CASE DIFFICULTY A

The murderer was **Greg Gaffney**, motivated by **Animal cruelty**, with the **Derringer gun**.

The murderer went through:
 Library, Living Room, Vestibule,
 Trophy Room, Garage, Study.

Solutions

011736-J CASE DIFFICULTY I

The murderer was **Stanley Smithe**, motivated by **Macabre bet**, with the **Shotgun**.

The murderer went through:
 Billiard Room, Trophy
 Room, Garage, Study.

054288-K CASE DIFFICULTY I

The murderer was **Claudette Cazelar**, motivated by **Fatal rejection**, with the **Machete**.

The murderer went
 through: Vestibule, Trophy
 Room, Garage, Study.

085266-T CASE DIFFICULTY I

The murderer was **Mortimer W. Mollow**, motivated by **Pirated idea**, with the **Shovel**.

The murderer went through:
 Library, Shed, Study.

178900-Q CASE
DIFFICULTY A

The murderers were the **Berwick Sisters**, motivated by **Excessive ambition**, with the **Antifreeze**.

The murderers went through:
Billiard Room, Trophy Room, Garage, Study.

189268-X CASE
DIFFICULTY A

The murderer was **Greg Gaffney**, motivated by **Fixed fights**, with the **Pillow**.

The murderer went through:
Vestibule, Trophy Room, Garage, Bedroom, Study.

119415-M CASE
DIFFICULTY B

The murderers were the **Berwick Sisters**, motivated by **Social undermining**, with the **Machete**.

The murderers went through:
Vestibule, Trophy Room, Garage, Study.

121615-T CASE
DIFFICULTY B

The murderer was **Mortimer W. Mollow**, motivated by **Broken dreams**, with the **Wrench**.

The murderer went through:
Living Room, Vestibule, Trophy Room, Garage, Study.

006818-Q CASE
DIFFICULTY C

The murderer was **Angelica Albinson**, motivated by **Poisoned chalice**, with the **Poisonous plant**.

The murderer went through:
Vestibule, Trophy Room, Garage, Bedroom, Study.

031900-Q CASE
DIFFICULTY C

The murderer was **Claudette Cazelar**, motivated by **Exposed fraud**, with the **Shotgun**.

The murderer went through:
Living Room, Vestibule, Trophy Room, Garage, Study.

123921-O CASE
DIFFICULTY B

The murderer was **Angelica Albinson**, motivated by **Extreme principles**, with the **Blunderbuss**.

The murderer went through:
Library, Living Room, Library, Shed, Study.

126134-Y CASE
DIFFICULTY B

The murderer was **Claudette Cazelar**, motivated by **Unforeseen business**, with the **Pillow**.

The murderer went through:
Vestibule, Trophy Room, Garage, Bedroom, Study.

101839-S CASE
DIFFICULTY A

The murderer was **Angelica Albinson**, motivated by **Extreme principles**, with the **Rat poison**.

The murderer went through:
Living Room, Kitchen, Bedroom, Study.

056729-S CASE
DIFFICULTY B

The murderer was **Greg Gaffney**, motivated by **Stolen recipe**, with the **Rope**.

The murderer went through:
Billiard Room, Vestibule, Living Room, Library, Shed, Study.

058475-R CASE
DIFFICULTY B

The murderer was **Stanley Smithe**, motivated by **Fake identity**, with the **Frying pan**.

The murderer went through:
Billiard Room, Vestibule, Living Room, Kitchen, Shed, Study.

208614-X CASE
DIFFICULTY C

The murderer was **Stanley Smithe**, motivated by **Fraternity hazing**, with the **Cue**. **Claudette Cazelar** was his **accomplice**, motivated by **Exposed fraud**.

The murderer went through:
Billiard Room, Trophy Room, Garage, Study.

157819-Q CASE
DIFFICULTY A

The murderer was **Mortimer W. Mollow**, motivated by **Child neglect**, with the **Letter opener**.

The murderer went through:
Living Room, Kitchen, Bedroom, Study.

067683-D CASE
DIFFICULTY C

The murderer was **Mortimer W. Mollow**, motivated by **Broken dreams**, with the **Leather strap**.

The murderer went through:
Library, Living Room, Kitchen, Bedroom, Garage, Study.

116363-M CASE
DIFFICULTY B

The murderer was **Stanley Smithe**, motivated by **Fraternity hazing**, with the **Revolver**.

The murderer went through:
Vestibule, Trophy Room, Garage, Bedroom, Study.

042635-Q CASE
DIFFICULTY C

The murderer was **Greg Gaffney**, motivated by **Animal cruelty**, with the **Cue**.

The murderer went through:
Living Room, Vestibule, Billiard Room, Trophy Room, Garage, Study.

070280-Q CASE
DIFFICULTY D

The murderer was **Stanley Smithe**, motivated by **Macabre bet**, with the **Antifreeze**.

The murderer went through: Library, Living Room, Vestibule, Trophy Room, Garage, Study.

078418-V CASE
DIFFICULTY D

The murderer was **Mortimer W. Mollow**, motivated by **Pirated idea**, with the **Rat poison**.

The murderer went through: Billiard Room, Vestibule, Living Room, Kitchen, Shed, Study.

213697-R CASE
DIFFICULTY C

The murderer was **Claudette Cazelar**, motivated by **Fatal rejection**, with the **Curtain cord**. **Mortimer W. Mollow** was her **accomplice**, motivated by **Child neglect**.

The murderer went through: Living Room, Library, Shed, Study.

044892-X CASE
DIFFICULTY D

The murderer was **Angelica Albinson**, motivated by **Sinister plans**, with the **Frying pan**.

The murderer went through: Library, Shed, Kitchen, Bedroom, Study.

076806-F CASE
DIFFICULTY E

The murderer was **Stanley Smithe**, motivated by **Fake identity**, with the **Revolver**.

The murderer went through: Library, Shed, Kitchen, Bedroom, Study.

145162-R CASE
DIFFICULTY D

The murderer was **Greg Gaffney**, motivated by **Stolen recipe**, with the **Leather strap**.

The murderer went through: Living Room, Vestibule, Trophy Room, Garage, Study.

110672-Z CASE
DIFFICULTY D

The murderer was **Greg Gaffney**, motivated by **Fixed fights**, with the **Rope**. The **Berwick Sisters** were his accomplices, motivated by **Excessive ambition**.

The murderer went through: Billiard Room, Vestibule, Living Room, Kitchen, Shed, Study.

112924-I CASE
DIFFICULTY D

The murderers were the **Berwick Sisters**, motivated by **Family vendetta**, with the **Letter opener**.

The murderers went through: Billiard Room, Trophy Room, Garage, Bedroom, Study.

136090-S CASE
DIFFICULTY C

The murderers were the **Berwick Sisters**, motivated by **Family vendetta**, with the **Poisonous plant**.

The murderers went through: Library, Shed, Kitchen, Bedroom, Study.

173868-N CASE
DIFFICULTY D

The murderer was **Angelica Albinson**, motivated by **Extreme principles**, with the **Curtain cord**. The **Berwick Sisters** were her accomplices, motivated by **Social undermining**.

The murderer went through: Living Room, Library, Shed, Study.

101275-P CASE
DIFFICULTY D

The murderer was **Angelica Albinson**, motivated by **Poisoned chalice**, with the **Pesticide**. **Stanley Smithe** was her **accomplice**, motivated by **Macabre bet**.

The murderer went through: Billiard Room, Vestibule, Living Room, Library, Shed, Garage, Study.

200184-O CASE
PERFECT CRIME

The murderer was **Claudette Cazelar**, motivated by **Exposed fraud**, with the **Cue**.

The murderer went through: Library, Living Room, Vestibule, Billiard Room, Trophy Room, Garage, Study.

158082-B CASE
PERFECT CRIME

The murderers were the **Berwick Sisters**, motivated by **Family vendetta** with the **Curtain cord**.

The murderer went through: Billiard Room, Vestibule, Living Room, Library, Shed, Study.

117221-F CASE
PERFECT CRIME

The murderer was **Angelica Albinson**, motivated by **Poisoned chalice**, with the **Rat poison**. **Greg Gaffney** was her **accomplice**, motivated by **Stolen recipe**.

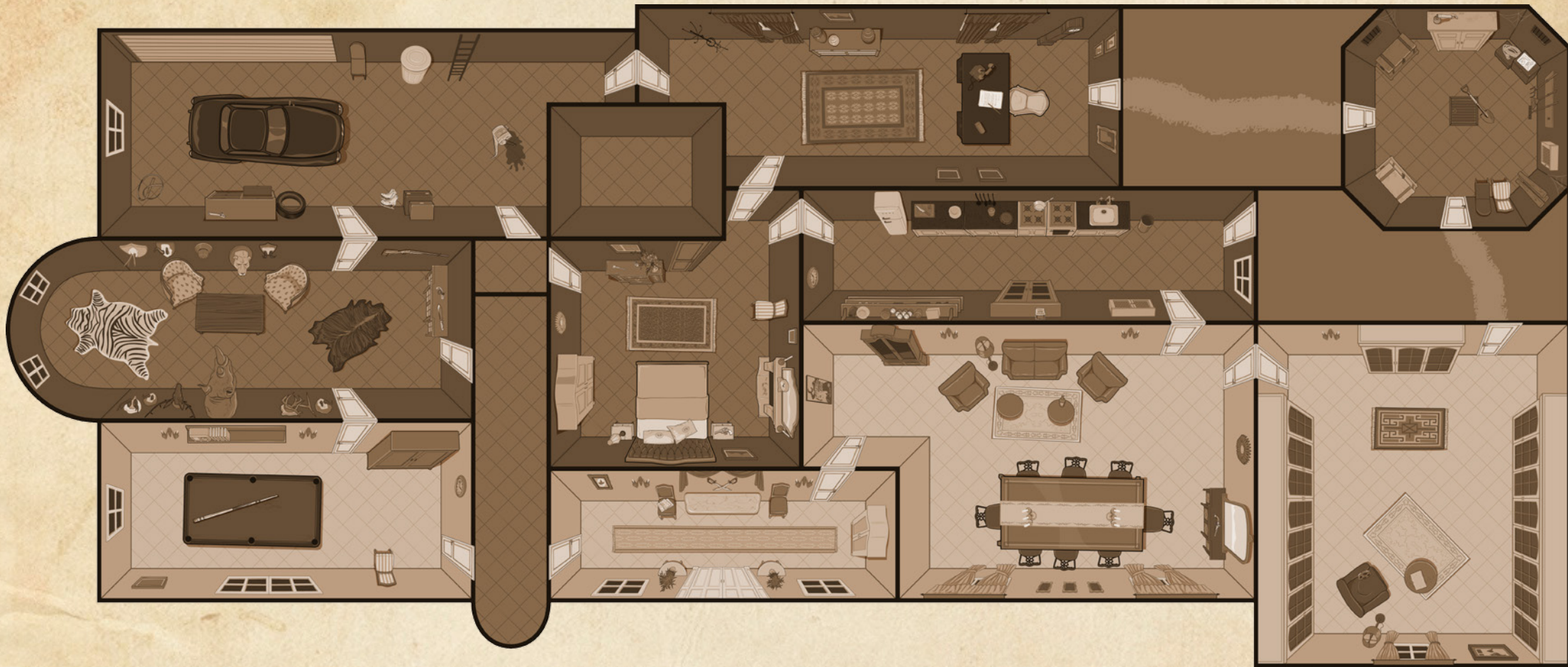
The murderer went through: Billiard Room, Vestibule, Living Room, Kitchen, Bedroom, Study.

206830-H CASE
PERFECT CRIME

The murderer was **Claudette Cazelar**, motivated by **Fatal rejection**, with the **Cue**. The **Berwick Sisters** were her accomplices, motivated by **Family Vendetta**.

The murderer went through: Library, Living Room, Vestibule, Billiard Room, Trophy Room, Garage, Study.





PLACE YOUR INQUIRY

Garage

Study

Shed

Kitchen

Trophy Room

Bedroom

Living Room

Library

Billiard Room

Vestibule

