

MEGACORPIN
GAMES



AWKWARD GUESTS 2

The Berwick Cases

CREDITS

Version 02 (December 2023)

**An original game by
MEGACORPIN GAMES
crafted in Spain**

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We would like to thank all of our backers who funded the first edition of this game in 2023. This investigation could not have begun without you.



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Just a week apart from each other, the Berwick twins were found dead in their bedrooms...and all signs point to homicide.

First it was Beatrice, murdered while hosting a cocktail party at her mansion. Seven days later came Berenice's demise after summoning the same six awkward guests that her sister had invited. Had she learned nothing from Mr. Walton's fate and dared to seek out her twin's killer on her own?

The police have proven incapable of finding the culprits and now risk facing the court of public opinion. That is why the chief inspector has desperately requested the help of the two most highly reputed investigators in the business. Obviously, you are one of them. The other one is the person currently on your mind, the one you've had an ongoing rivalry with for years.

Two murders occurred in almost identical crime scenes, surrounded by indistinguishable circumstances, with the same exact suspects and with two victims that were like two peas in a pod. Of course, it is now time to find the culprits and to seek justice, but this might also be the best chance to settle, once and for all, who the best detective is.

The challenge is clear: you will each take on one of the cases and whoever solves theirs first, wins. Will you settle for second place?

Awkward guests 2: The Berwick Cases is a game of dice, mystery and deduction that offers you the challenge of not only solving the homicide of one of the Berwick twins... but also of orchestrating the murder of the other one. In each of the cases you will lead a different role.



In one case you will be the **mastermind** that ORCHESTRATES the murder of one of the twins,



while in the other case, you will be the **investigator** that tries to SOLVE the murder of the other twin.



GAME DESCRIPTION

The first investigator to answer these questions correctly:

WHO killed Beatrice/Berenice Berwick?



WHY did they do it?



HOW did they end her life?



wins the game.



2 PLAYERS



12+



30'-40'

GAME CONTENTS

This rulebook.
3 inquiry dice.
6 suspect cards.
1 notebook with tracking sheets (double sided).
1 inquiry board (double sided).
2 screens to prevent "awkward glances".
60 game cards, divided into two sets,
one for each case.



Image 1: Suspect cards.

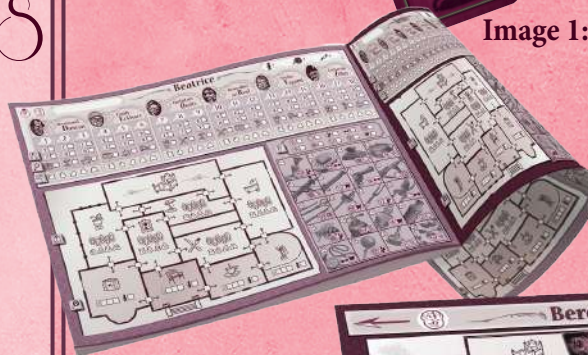


Image 2: Notebook with tracking sheets (double sided)

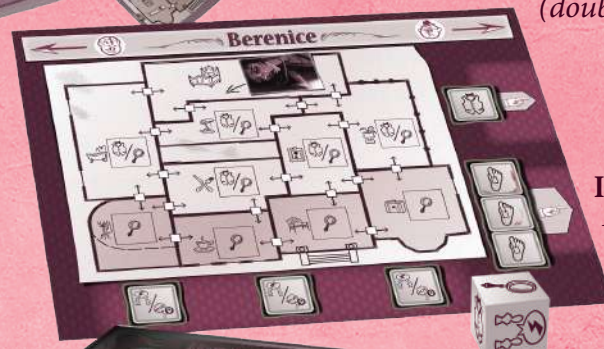


Image 3: Inquiry board (double sided).

Image 4: Inquiry dice.



Each *inquiry die* has the following sides:



forensics



evidence



testimonies



interrogations



the help



the help

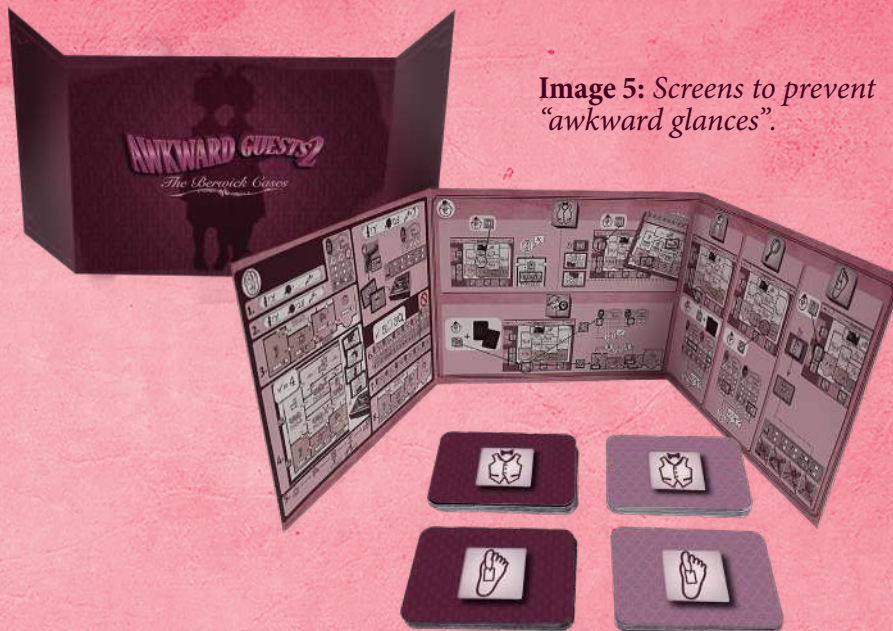


Image 5: Screens to prevent “awkward glances”.

Image 6: Game cards of the *Berenice* case



Image 7: Game cards of the *Beatrice* case



Images 8 and 9: tracking sheet

Each side of the **AWKWARD GUESTS 2: The Berwick Cases tracking sheet** represents one of the murder cases of the Berwick sisters: Beatrice and Berenice.

Both cases have exactly the same elements except for the blueprints of the mansions, which are mirror images of each other. Let's look at one of the two sides in detail.

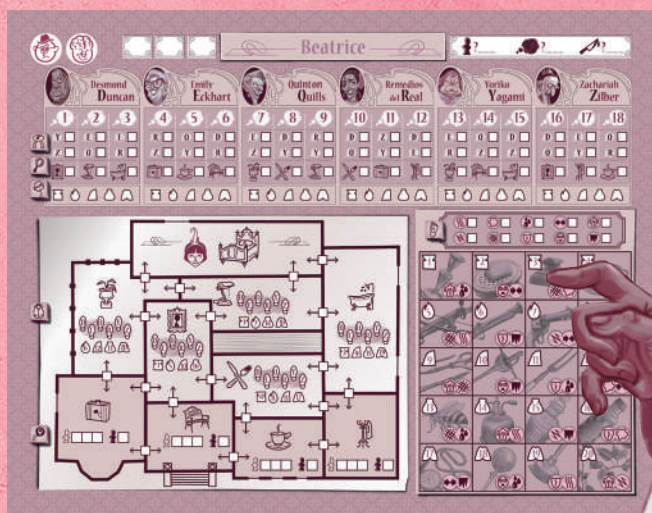


Image 8: Beatrice case side

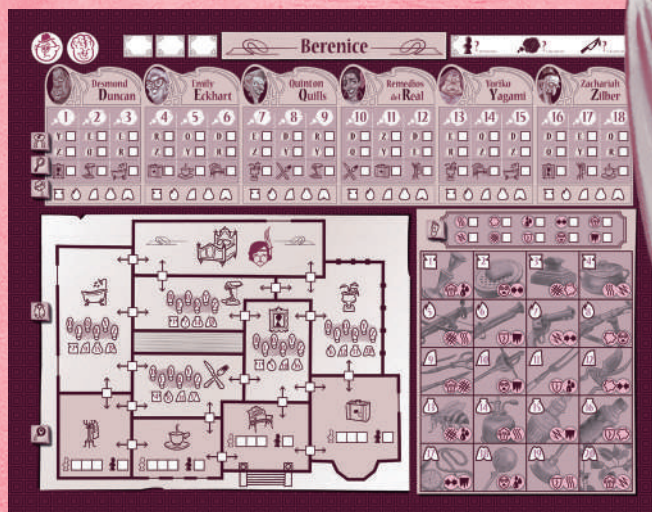


Image 9: Berenice case side

Role Area to mark your role in this case:



mastermind or



investigator.

These checkboxes are used to keep track of your failed attempts to solve this case.

This header specifies what **case** this side of the board corresponds to.

Solution Area to write the solution for this case: Killer, motive, and weapon.

Suspects Area to register information about their motives and their favorite types of weapons.

Map of the mansion to jot down the information provided by the help and the alibi rooms used by the suspects.

Forensics Area to keep track of information regarding the crime weapon.

Beatrice

Desmond Duncan			Emily Eckhart			Quinton Quills			Remedios del Real			Yoriko Yagami			Zachariah Zilber		
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
☐ Y	☐ E	☐ E	☐ R	☐ Q	☐ D	☐ E	☐ D	☐ R	☐ D	☐ Z	☐ D	☐ E	☐ Q	☐ D	☐ D	☐ E	☐ Q
☐ Z	☐ Q	☐ R	☐ Z	☐ Y	☐ R	☐ Z	☐ Y	☐ V	☐ Q	☐ Y	☐ E	☐ R	☐ Z	☐ Z	☐ Q	☐ Y	☐ R

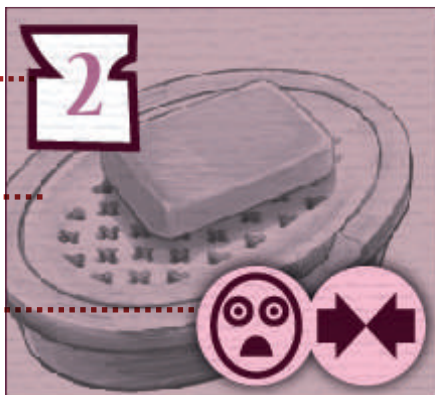


Forensics Area

Weapon type and identifier number

Illustration of the weapon

These are the *signs* the weapon leaves on the corpse when used.



Motive identifier number.

The symbols with numbers on them represent the suspect's possible *motives* for murdering the Berwick Sisters.

These are the *evidence* boxes. They indicate whether or not the evidence associated with a motive has been found. Evidence of motive #10 can be found in the dining room.

Remedios del Real		
10	11	12
D	Z	D
Q	Y	E

Suspects Area

Name of the guest.

These are the *testimony* boxes. They indicate whether or not testimonies associated with a certain motive have been made. For example, Desmond Duncan could testify against Remedios del Real by declaring that she had motive #12 to commit the crime.

These are the *favorite type of weapon* boxes. They indicate a suspect's favorite type of weapon (the only weapon they would use if they committed the murder).

Signs

	Strong odor		Burn marks
	Heavy bleeding		Cyanosis or bruises
	Oily substance		Defensive wounds
	Signs of a fight		Rictus grin
	Attacked from behind		Torn clothing

Types of weapons

	Blunt
	Firearms
	Blades
	Poisons
	Suffocating

Blueprint of the mansion

Each **room** has a distinctive symbol assigned to it.

Crime scene room



Bedroom

Walk-in rooms



Greenhouse



Gallery



Dining room



Study



Bathroom

Starting rooms



Guest house



Porch



Tea Room



Vestibule

The **bedroom** is the **Crime scene**, the room where both Beatrice and Berenice were killed.

These **connections** are the **possible paths** the killer could have taken to cross from one room to another.

These **footprints** with the suspects' initials are crossed out during the game to mark what suspects **did not pass** through that room. They are only present in walk-in rooms.

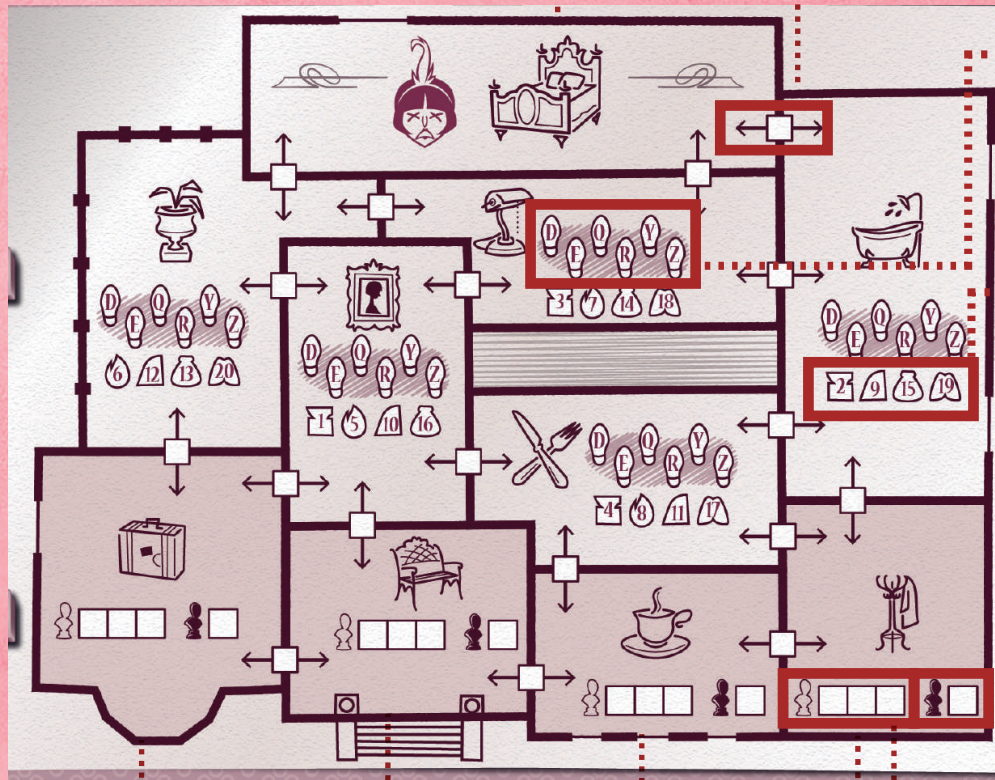
These numbers represent the **weapons** found in the room. To identify them, see the **Forensics Area**.

A suspect's **alibi room** is where they say they were at the time of the murder. For the murderer, it is the room from which they began their journey to the bedroom.

This is the **murderer's alibi box**. When orchestrating the murder, this is where you will write the murderer's initial to identify it as their alibi room.

These are the starting rooms. They are the only ones that the suspects can identify as their **alibi rooms**.

These are the **suspects' alibi boxes**. During the investigation, this is where you will write the initials of the suspects who say they were in that room at the time of the murder



GAME OBJECTIVE

The goal of the game is to solve the murder orchestrated by your opponent before they solve the one you orchestrated for them. The solution must answer the following questions correctly:

**WHO killed Beatrice/
Berenice Berwick?**

WHAT WAS THE MOTIVE?

**WHICH WEAPON
was used to end their life?**



GAME SETUP

Sit facing each other at the game table.
For each case, assign a role to each player:

If you are the *investigator*
for the *Beatrice case*, your rival will be
the *mastermind*

It will be the other way around
for the *Berenice case*;
you will be the *mastermind*
and they will be the *investigator*.

Place the Inquiry board between the two of
you face up, showing the side of the Beatrice
case. Place it so the arrows point to the player
with the correct role.

Leave the suspect cards next to the inquiry
board.

Take a screen and one tracking sheet each.
You will also need pencils to write with.

Place your tracking sheets
showing *the side of the case of
which you are each investigators*.



In the Role Area, *circle the
Investigator box*.



Take the "I resolve" and "I'll keep investigating"
cards that correspond to each of your cases.

*Then flip over your tracking
sheet. Circle the mastermind
box in the Role Area on this side
of the sheet.*



On this side you are going to orchestrate the
crime that your rival will try to solve. Victory
will depend on your deduction skills and also
on how well you design your rival's challenge.

Take the connection and forensic sign decks
that correspond to each of your cases.

Let the game begin!



Paz and Ron are going to play a game of *AWKWARD GUESTS 2: The Berwick Cases*.

The first thing they have to do is assign the roles for each case.

This is how they do it:

In the Beatrice case, Paz will be the *investigator*  and Ron the *mastermind* .

Then in the Berenice case, Ron will be the *investigator*  and Paz the *mastermind* .

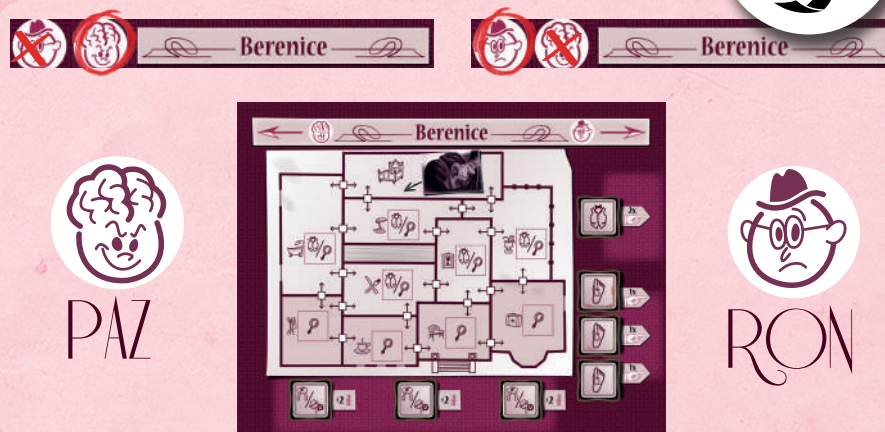
This is how the Role Areas in the tracking sheets look now:



The inquiry board is then placed between them, with the Beatrice case side facing up as shown below:



In the Berenice case, the roles are switched and the sheets and board are flipped to the other side.



ORCHESTRATING THE MURDERS

The following pages explain the 8 steps that must be followed to orchestrate the murder that your rival must solve.

Parallel to the explanation, we will see how Paz followed these steps when designing Berenice's murder. Simultaneously, Ron will have followed the same steps to plan *Beatrice's murder*.

1. Choose a **MURDERER** from among the 6 suspects

D E Q R Y Z

Write their initial in the designated space in the *Solution Area*.

1. Paz chooses Yoriko Yagami (Y) as the MURDERER.



2. Choose the **CRIME MOTIVE** among the 3 possible options available for that suspect.

Use a checkmark ✓ to verify the two testimony boxes and the evidence box that belong to that crime motive.

2. Yoriko Yagami's (Y) possible motives are #13, #14 and #15.

Paz picks motive as the crime motive.

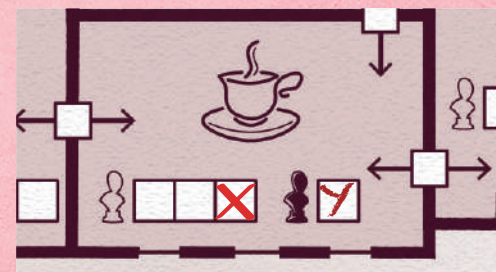


3. Designate one of the starting rooms as the murderer's **ALIBI ROOM**.



This is the room they will say they were in at the time of the murder. Write the murderer's initial in that room's *murderer's alibi box* and cross out one of the suspects' alibi boxes. No more than 3 suspects can be placed in the same room (2 if the killer claims to be in it).

3. Paz designates the tea room as the murderer's (Yoriko Yagami (Y)) alibi room.



4. Trace the PATH followed by the murderer starting from their alibi room and ending in the bedroom (the crime scene). The path must fulfill these conditions:



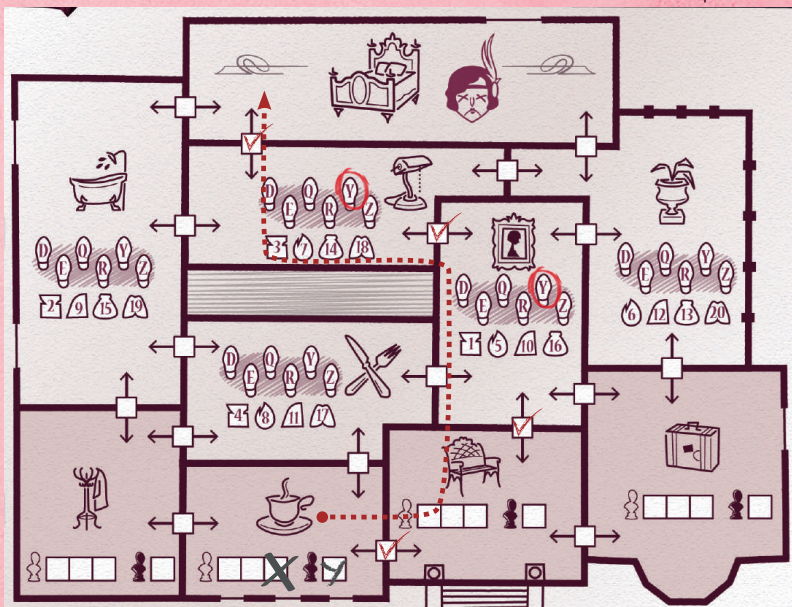
- It **MUST** use **EXACTLY 4 connections**.
- It **CANNOT** pass through the same room twice.

Check ✓ the boxes of the connections used by the murderer to get to the crime scene and circle ○ their footprint in the walk-in rooms they have crossed.

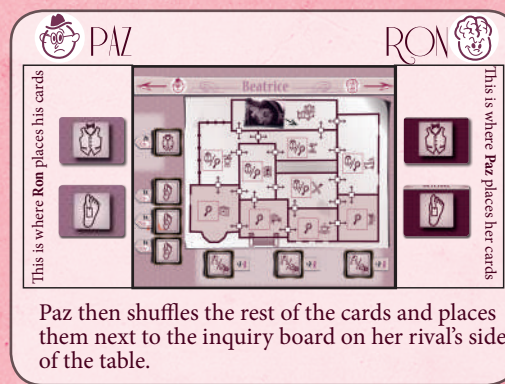
Then, take that case's **connection deck** and **return the 4 cards (face down)** that correspond to the connections used by your killer to the game box. They will not be used in the game. Shuffle the rest and place them face down next to the **inquiry board** on your rival's side of the table.



4. Paz traces the murderer's path following the restrictions.



The path traced by Paz requires removing these cards from the game:



The murder has been committed, all you have to do now is follow the remaining steps to complete the crime scene to create a challenge worthy of your rival:

6. Add false clues to mislead your rival. Mark 5 **testimony** and 3 **evidence boxes** related to motives different from the actual crime motive. If you like, you can mark boxes from the other 2 motives available in the murderer's profile.

6. Paz marks 8 false clues to mislead Ron

5 3

Desmond Duncan			Emily Eckhart			Quinton Quills			Remedios del Real			Yoriko Yagami			Zachariah Zilber		
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Y	F	F	R	O	D	E	D	R	D	Z	D	E	O	D	D	F	O
Z	O	R	Z	Y	R	Z	Y	Y	O	Y	F	R	Z	Z	O	Y	R

IMPORTANT: No suspect, including the murderer, can have more than one motive fully checkmarked (2 testimonies and 1 evidence).

Emily Eckhart		
4	5	6
R	O	D
Z	Y	R

NO

Emily Eckhart		
4	5	6
R	O	D
Z	Y	R

YES

7. Assign a favorite type of weapon to each of the innocent suspects. A suspect may have the same favorite type of weapon as other suspects (including the killer).

7. Paz assigns a favorite type of weapon to all the other innocent suspects.

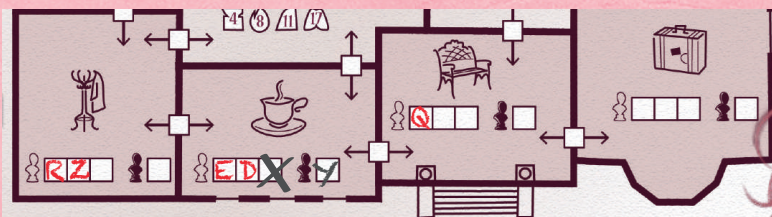
Desmond Duncan			Emily Eckhart			Quinton Quills			Remedios del Real			Yoriko Yagami			Zachariah Zilber		

8. Assign a starting room to each of the innocent suspects to show where they were at the time of the murder and write their initial in an empty alibi box.



IMPORTANT: It is not allowed to place more than 3 suspects in the same room (2 if the killer claims to be inside).

8. Paz distributes the innocent suspects among the 4 starting rooms.



All set to go! You have now finished orchestrating the murders. Double check everything because from this moment on, it is **strictly forbidden to make any modifications**. You'll find a summarized help guide of this whole process on the player screens.

IMPORTANT: Once you have finished orchestrating the murder, all remaining boxes without a checkmark ✓ are considered crossed out ✗. Place both of your tracking sheets with the Beatrice case facing up and you are now ready to start the game rounds.

THE ROUND SEQUENCE

Once both murders have been planned out, the investigations begin. These are played out over an undetermined number of rounds until one *investigator* (or both) solves their case. Each round consists of the following phases:

- Investigation phase of the Beatrice case.
- Investigation phase of the Berenice case.
- Resolution Phase.

INVESTIGATION PHASES

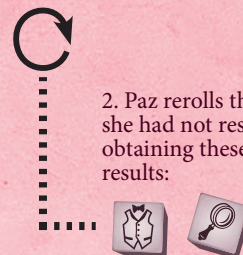
The investigation phases for both cases are carried out similarly. In each investigation phase the *investigator takes action while the mastermind provides them with information*. At the beginning of any investigation phase, it is **ESSENTIAL** that the inquiry board and the tracking sheets all show the side of the case being investigated. As the *investigator*, you must perform the following actions:

1. Roll the 3 inquiry dice and reserve, if you like, the ones with results that interest you.
2. (Optional) Re-roll all the dice you did not reserve. You may do this only once.
3. (Optional) Discard an inquiry die to modify the result of another die.
4. Raise queries. With the results obtained in the roll, the *investigator* will formulate up to 3 queries. To do this, they must place the dice on spaces of the inquiry board that match the results obtained (see section "Inquiries" further down).
5. Solving queries. The *investigator* chooses the order in which the queries are resolved and writes the information obtained on their tracking sheet. When required to intervene, the *mastermind* must always share **TRUTHFUL** information about the murder they orchestrated.
6. Flip over the inquiry board and the tracking sheets. Once the queries are resolved, the dice are set aside and the inquiry board and tracking sheets are flipped over, ready for the investigation phase of the other case.

1. Paz has obtained these results after rolling the inquiry dice and decides to reserve one of the results:



2. Paz rerolls the dice she had not reserved obtaining these new results:



3. Paz has 3 available dice to use, but decides to discard one of them in order to change the result of another. This leaves her with 2 available dice.





INQUIRIES

To raise a query, the **investigator** must place an inquiry die in one of the spaces of the inquiry board that matches the symbol obtained on the die.

We will now see the different types of queries that an **investigator** can raise and how they are played out.

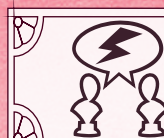
 testimonies

 evidence

 interrogations

 the help

 forensics



TESTIMONIES

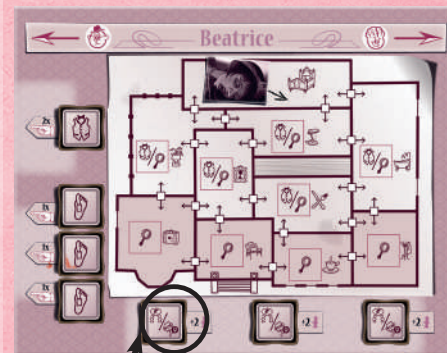
The **investigator** in addition to placing the die on a space, also picks 2 suspect cards that they have not yet used in any other query of that turn.

How are they useful?

They reveal if the chosen suspects have testified against each other regarding any of their motives.

How is it played out?

The **mastermind** will reveal whether or not the chosen suspects have testified against each other: meaning, which of the boxes under their motives that show each other's initials have a checkmark ✓ and which ones do not. If there is more than one box with the other suspect's initial, the **mastermind** is obliged to reveal the information in each one of those boxes.



Desmond Duncan			Emily Eckhart		
1	2	3	4	5	6
Y	E	E	R	O	D
Z	U	R	Z	Y	R





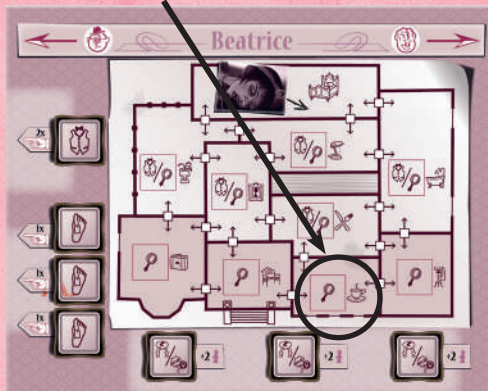
EVIDENCE

How are they useful?

They reveal if there was evidence found in the chosen room, related to specific motives.

How is it played out?

After the **investigator** places the die in a room, the **mastermind** will reveal whether or not evidence was found in that room associated to any of the suspects' motives. In other words, which of the evidence boxes with a matching icon have a checkmark ✓ and which ones do not.



Emily Eckhart			Zachariah Zilber		
4	5	6	16	17	18
R	Q	D	D	E	Q
Z	Y	R	Q	Y	R
☒	☒	☐	☒	☒	☒



INTERROGATIONS

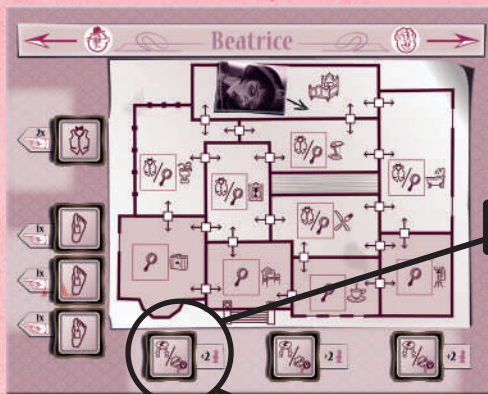
The **investigator** in addition to placing the die on a space, also picks 2 suspect cards that they have not yet used in any other query of that turn.

How are they useful?

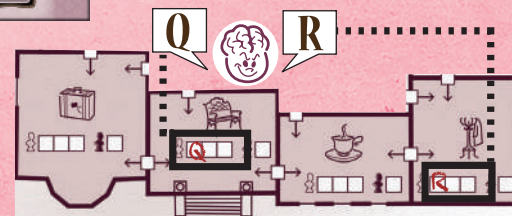
They reveal the chosen suspects' favorite type of weapon or alibi rooms.

How is it played out?

The **investigator** chooses between favorite type of weapon or alibi room and the **mastermind** will reveal that information for both suspects.



Quinton Quills	Remedios del Real
☒	☒



THE HELP

How are they useful?

They reveal information regarding where the suspects have moved around inside the mansion.

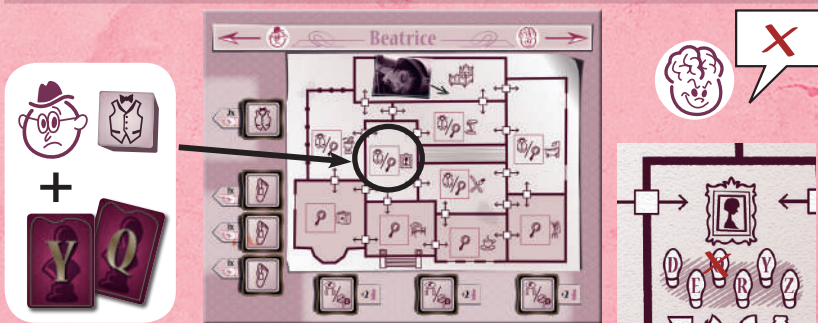
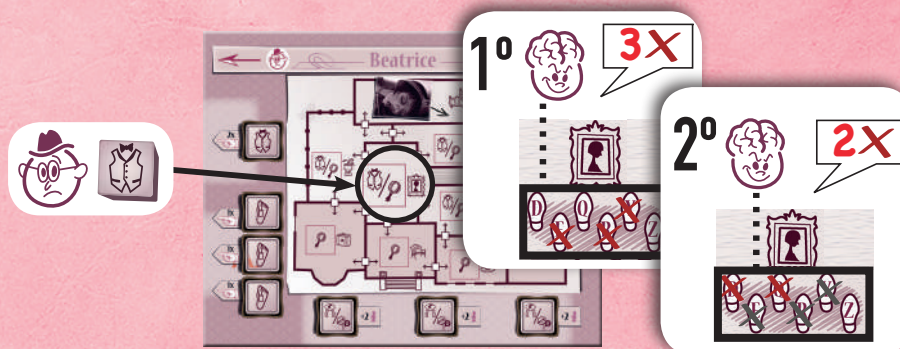
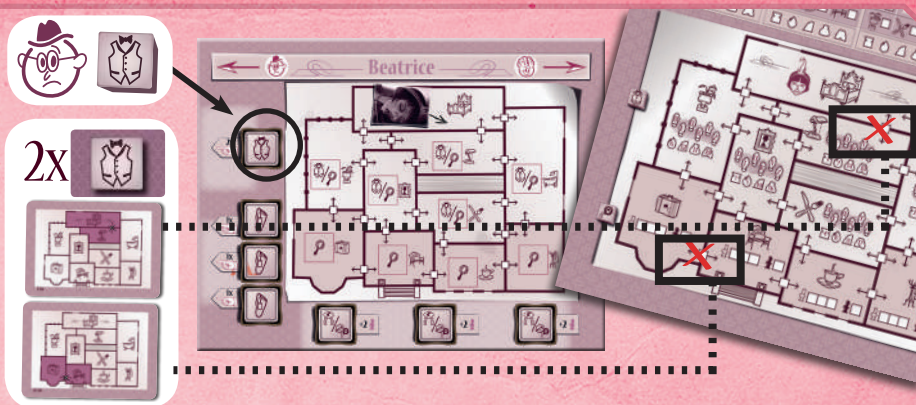
How is it played out?

It depends on the space where the *investigator* places the die: 

- If the *investigator* places it in the connections space, they draw, face down, 2x  of the case they are investigating and cross out those corresponding connections on their tracking sheet.
- If they place the die in a room, the *mastermind*  will then reveal the names of 3 suspects who did not pass through that room. The second time this result is used in the same room, the *mastermind*  will reveal the names of 2 other suspects who did not pass through that room. This result CANNOT be used more than 2 times in the same room.

Optional rule:

The *investigator* , in addition to placing the die on a space, may also play 2 suspect cards that they have not yet used in any other query of that turn so the *mastermind*  reveals which of them did not pass through that room. The cards of suspects that have already been determined to have not passed through that room cannot be used.



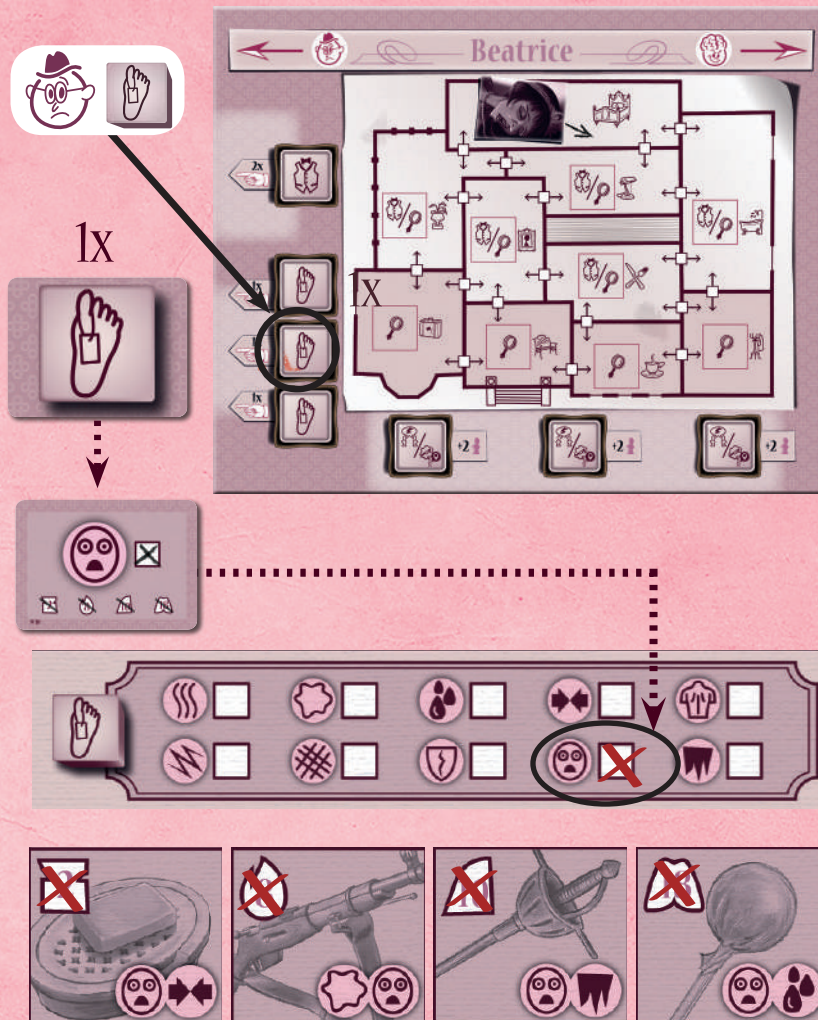
FORENSICS

How are they useful?

They reveal signs that were NOT found on the corpse and therefore help rule out weapons that are not the murder weapon.

How is it played out?

The **investigator** secretly draws 1x of the case they are investigating and discards all the weapons associated with the sign shown on the card.



RESOLUTION PHASE

At this phase of the game you will decide whether to solve the case orchestrated by your rival or continue investigating. Throughout the game, each **investigator** will have only 3 attempts to solve the murder. If a player fails to solve the case on their third attempt, they automatically lose the game.

During this phase, you will both take your "I resolve" and "I'll keep investigating" cards, and secretly choose the one that matches your intentions before simultaneously revealing them to each other.

- If you both decide to continue investigating, start a new round as described earlier.
- If at least one of you decides to resolve, that player (or players) must write their hypothesis in the **Solution Area** of their tracking sheet. This is composed of: MURDERER'S INITIAL, MOTIVE IDENTIFIER NUMBER AND WEAPON IDENTIFIER NUMBER. They will then reveal their hypothesis to their opponent.
- **If all 3 pieces of information are correct**, and **ONLY** then, will the **mastermind** say: "The case has been solved." The player acting as the **investigator** wins and the game ends. If both players resolve correctly during the same resolution phase, the one who has used the least attempts wins. If they have both used the same number of attempts, whoever drew the least number of cards (adding connection and forensic signs) wins. If they both drew the same number of cards, whoever can reveal the correct path followed by the murderer wins. If the tie still persists, both players share the victory.
- Every time a player fails to solve, they must cross out one of the failed attempt boxes on their tracking sheet. When they cross out the third box, they automatically lose the game.
- In any other case, the **mastermind** will say: "Keep investigating!", without providing any additional information. Then start a new round as described earlier.



If both investigators try to solve and both fail, they will both cross out a failed attempt box on the **investigator** side of their tracking sheets.

If only one of the investigators attempts to resolve and fails, only they will cross out a failed attempt box on the **investigator** side of their tracking sheet. Their rival will then immediately receive a bonus query in which they will roll 3 inquiry dice and **ONLY USE THE RESULT OF ONE** of them. After that, they will be given the option to try to solve their case. If they take it and fail, they will cross out a failed attempt box on the **investigator** side of their tracking sheet.

After no one resolves correctly, start a new round.



Desmond
Duncan

1 Ancestral affront:

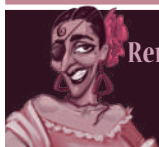
Mr. Duncan had never gotten over the ridicule his ancestor had suffered from one of the Berwick sisters' ancestors.

2 Compromised honor:

Senator Duncan's political career was in jeopardy because of a certain piece of information held by the Berwick sisters.

3 Psychedelic migraines:

Mr. Duncan never forgave the Berwick sisters for providing his wife with illegal medication.



Remedios del
Real

10 Culinary espionage:

Ms. del Real accused the Berwicks of stealing her secret recipes to write a book.

11 Perverse blackmail:

Ms. del Real was suspicious that the Berwicks had leaked compromising photos of her.

12 Lethal jealousy:

Ms. del Real couldn't stand seeing the Berwicks wooed by other suitors.



Emily
Eckhart

4 Profitable kidnapping:

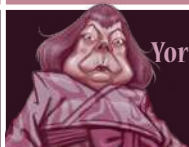
One of Mrs. Eckhart's sons was "retained" by the Berwicks in order to extort her.

5 Convicted witness:

Mrs. Eckhart held a grudge against the Berwicks for testifying against her during a trial.

6 Congregation threat:

Mrs. Eckhart was irritated by the Berwick's lack of contributions to her fundraisers.



Yoriko
Yagami

13 Narcotic competition:

Mrs. Yagami had lost the monopoly over "recreational medicine" because of the Berwicks.

14 Insurmountable debt:

Mrs. Yagami claimed payment from the Berwicks over many of her artistic creations.

15 Compromising sect:

Mrs. Yagami wanted to punish the Berwicks for leaving her collective meditation group.



Quinton
Quills

7 Avenged pets:

Mr. Quills blamed the Berwicks for the disappearance of his kittens.

8 Gastronomic outrage:

The Berwicks' had had the audacity to make culinary changes to Mr. Quill's favorite dish.

9 Wounded heart:

Mr. Quills was spiteful towards the Berwicks because of his unrequited love towards them.



Zachariah
Zilber

16 Sickening completism:

Mr. Zilber obsessed over a collection piece in the Berwicks' possession.

17 Crushed pride:

Mr. Zilber did not tolerate how the Berwicks constantly mocked him.

18 Fatal property:

Mr. Zilber longed to get ahold of some real estate that belonged to his deceased wife, aunt of the Berwicks.

Signs

-  Strong odor
-  Heavy bleeding
-  Oily substance
-  Signs of a fight
-  Attack from behind
-  Burn marks
-  Cyanosis or bruises
-  Defensive wounds
-  Rictus grin
-  Torn clothing

Each *inquiry die* has the following sides:

-  forensics
-  evidence
-  testimonies
-  interrogations
-  the help
-  the help



Types of weapons

-  Blunt
-  Firearms
-  Blades
-  Poisons
-  Suffocating

Crime scene room

-  Bedroom

Walk-in rooms

-  Greenhouse
-  Gallery
-  Dining room
-  Study
-  Bathroom

Starting rooms

-  Guest house
-  Porch
-  Tea room
-  Vestibule