

Components

27 cards and 1 Decoder.

Rule book

The Wall is an investigation game in which you'll try to shed light on a mysterious event. You'll collect precious clues while carefully exploring various locations, you'll find items to analyze and you'll have to press suspects with interrogations.

At the end of the investigation you'll have to answer some questions that will measure your skill in solving the mystery. You'll get points for each correct answer.

Each investigation is divided in Chapters that will allow you to continue with your search. Unless otherwise stated, **you'll be free to view both sides of each card added to the Bulletin Board**, the zone at the center of the table, until the end of the investigation. Some cards, instead, must be put aside among the Secondary Trails, without adding them to the Bulletin Board. During an investigation, **you can only consult the front side of the cards in the Secondary Trails**. Some cards in the Secondary Trails could still be added to the Bulletin Board at a later moment.



While discussing which cards to choose to proceed with the investigation, be careful not to inadvertently flip any card that hasn't been added to the Bulletin Board!



Location Cards

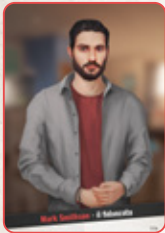
The back of Location cards depict a location that's significant to the development of the investigation. Each Location card contains a series of details relevant to the investigation that will count as clues to support your final hypothesis.

To decide which location to add to the Bulletin Board, you can look at the front sides to get a view of the crime scene through the police tape.



Item Cards

The front of Item cards depicts an item relevant to the investigation, while on the back there is a detailed analysis. When you have to choose among multiple Items to add to the Bulletin Board, only look at the front side. Do not flip them. You can consult the back of an Item card only if it's on the Bulletin Board. Each side of the card can hide relevant details.



Character Cards

The front of Character cards depicts an individual relevant to the investigation, like a witness or a suspect, while on the back there is a series of questions that you can ask during an interrogation.

If you have to choose among multiple Character cards to add to the Bulletin Board, only look at the front side. Do not flip them. You can consult the back of a Character card only if it's on the Bulletin Board.

During interrogations, you have a limited number of questions at your disposal that you can ask the Characters on the Bulletin Board. Some game effects can allow you to ask more questions later. To read the answer, you'll have to use the Decoder: place it on the encrypted space under the chosen question and read the answer aloud.

Mark each question you ask with a check on the Character card. You can read the answer to a marked question at any time (if you don't want to write on the cards, you can note the questions on a slip of paper). Each side of the card can hide relevant details.



End of the Investigation

The Final Chapter denotes the end of the investigation. In this last Chapter you'll find a series of questions that you must try to answer by using the clues you've found during the investigation.

The last cards give a detailed list of the various clues disseminated during the investigation, to help you reconstruct the facts at the end of your sleuthing.

Your level of success is defined by the Investigation Points (IP) that you'll gain for each correct answer. The maximum amount of points you can ever get is 25 IP, but the investigation is considered a full success from 20 IP onwards.

The last cards list in detail the various clues you can find during the investigation. This will help you to reconstruct the facts at the end of your sleuthing.

Do you want
to stay updated
on these rules?

