

WALKTHROUGH

AGATHA CHRISTIE: THE ABC MURDERS

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ANDOVER

STREET

Your adventure begins at the Andover Street with Hastings as company.



First of all take the way to Mme Ascher's shop where are standing inspector Japp and a policeman, this will automatically launch a dialogue with them.



After that, click on Japp, a submenu should appear with on one side glasses and on the other a text bubble. Click on the first one to proceed to your first observation phase. Here you have to click on the right object or body part to find clues.



Now select the other option to talk with him. The goal in this phase is to answer or ask question, according to these, the answers of the character will be different and their humor too, which will have an incident on the dialogues and characters feelings.

Once it's done, go into Mme Asher's shop by clicking the door (doing so, you will see a hand indicating that an action is available).



CRIME SCENE

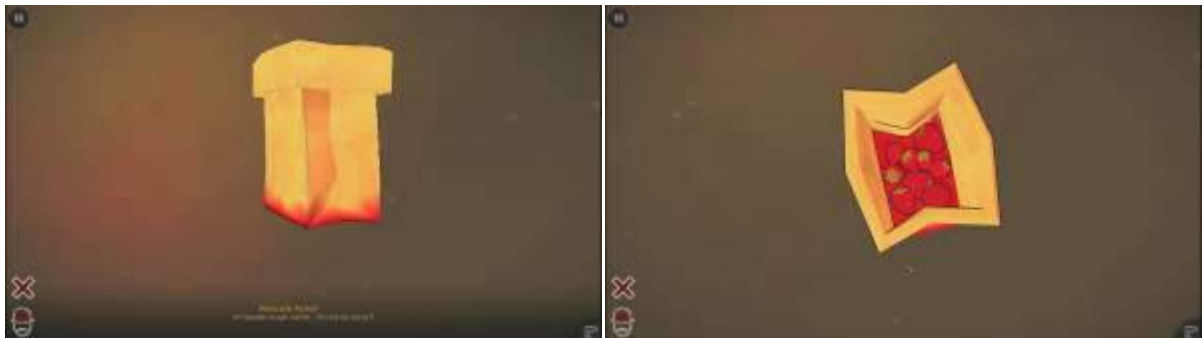
There you are inside the shop. Your objective will be to inspect the crime scene so begin with the shelf on the right of the entrance door. Do the same thing you've done on the Japp but the time on objects.



Some clues in your possession, go in front of the counter to inspect other objects.



The first one is a bag from which a red liquid is flowing, click on it. A new screen will appear in which you will be able to move the object at 360 degrees. Manipulate the bag to see what is inside and discover that it's only strawberries.



To exit, just press the red cross above the head in the bottom left corner of the scene. Now look at the book behind titled ABC. Manipulate it to observe that it's opened at the letter A.



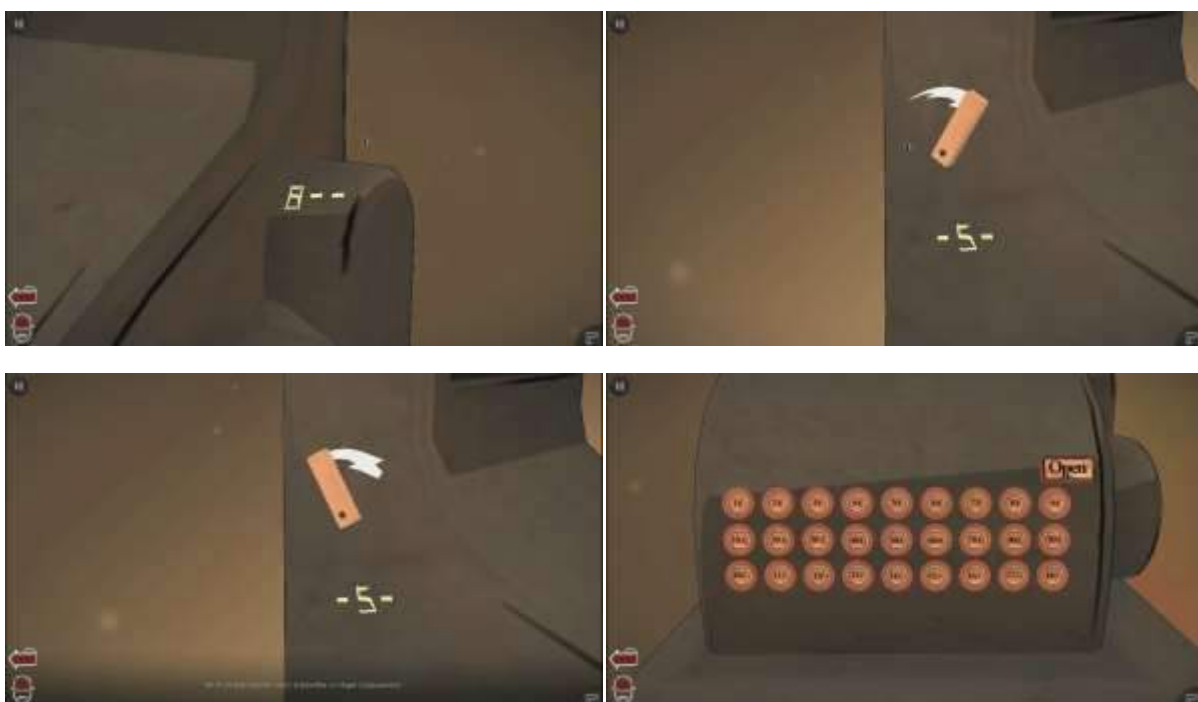
Finally, look at the left of the book to notice that's the counter is full of fingerprint but you unfortunately can't exploited these so exit the view.



Trying to go to the other room, you will discover that you need a key to enter. To find it, inspect the cash register.



First look at it right to find the number 8 then look at it left to find the number 5. Click on the lever to unlock the drawer and click on the open button to open the cash register.



In the compartement, you will find the number 2 with a key behind this on but its locked. To open it, tap the combinaison, found earlier, on the numbers of the cash register (852). Now you can pick up the key.



When it's done, inspect the victim's body. Click on the areas as shown below and don't forget to click on the shelf where the cigarettes packs are in order to get another clue.

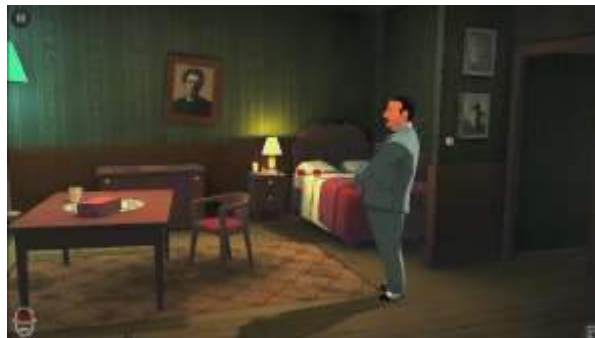




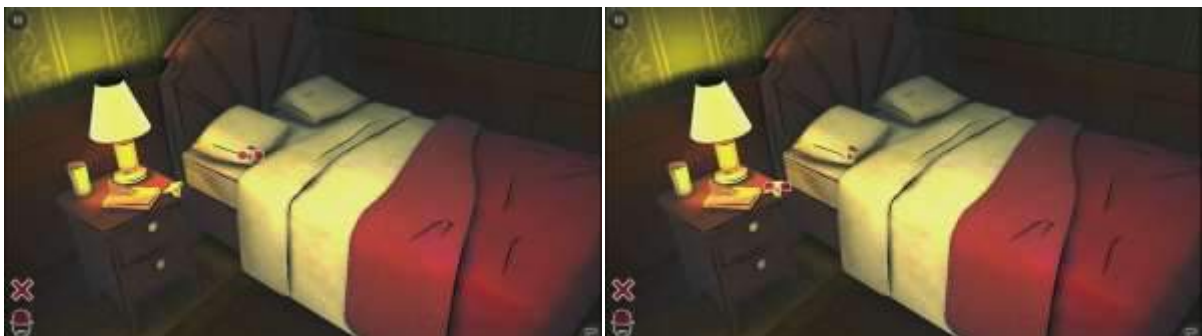
You now got all the clues needed to enter in the back room. To do so, open the inventory, drag and drop the key on the door and click on it.

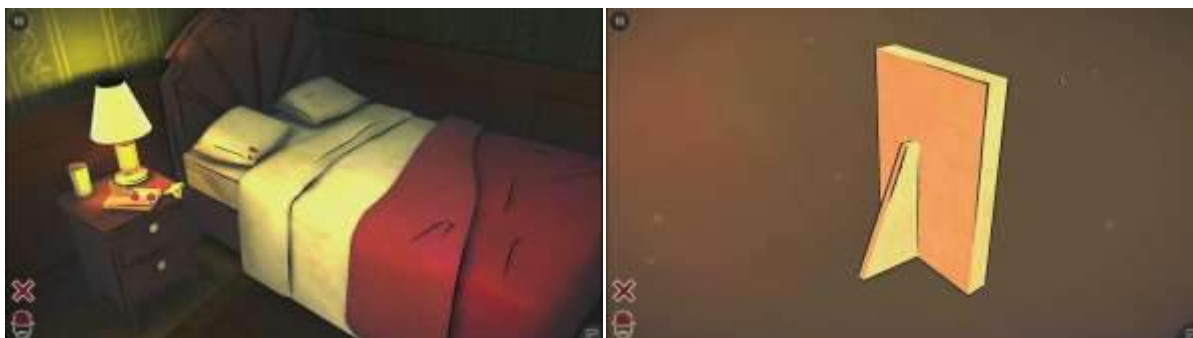


BEDROOM

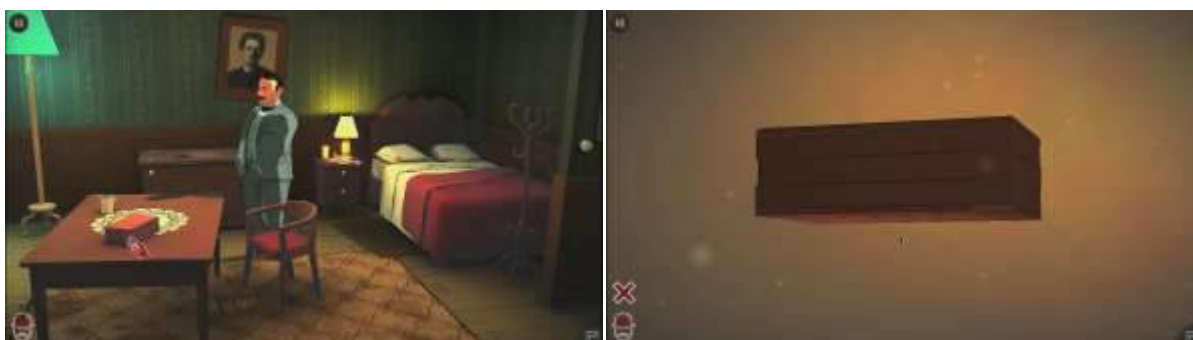


First inspect the bed, the tissue and the photo frame. Manipulate this last one to see a photo of the victim and her husband Frantz.





Then click on the rectangular wood box on the table to start a puzzle.



Look at the bottom and slide the bottom. Do the same for the left one and the top one to discover a button ; click on it.





Go back to the previous view and look at the length of the box turning it from 180 degrees. Slide the part and again click the button.



Go back to the previous view but this time turn the box from 90 degrees to the left.



Go back to the side where you discovered the second button but this time click the top part and the button



To complete the puzzle open the box by sliding the top of the box then click on the photo and manipulate it to see a note on it back.



This action ended, a new dialogue begins where you ask to Japp to bring here the victim's daughter for a questioning.



Look at the mirror to understand Poirot's philosophy then click near the fireplace to find clues.





Now access to a new puzzle by clicking on the chest of drawers. You have to click on the top of it to unlock the flower mechanism. The goal is to bring the rose to the center moving the different circles to trace a path.



Secondly, you have to reproduce the scheme of the orientation of the birds, placed at the four corner of the top of the chest, on the four corners of the face.





Once it's done, click on the middle of the chest to open it and select the bottle to inspect its label then click on the letter aside to read it.



Doing so, all the clues needed in this room are found so you can now go back to the murder scene and start a brain session (first icon beginning on the bottom of the inventory). Answer the question available (slide the first and the fourth phrase in the squares) and go outside.



Go on the right to first meet the fruit and vegetable shopper but before talking to her, inspect the scene. When you will discuss with her, nevermind your question, she will be reticent. Abandon for this time and after a dialogue with Japp go back to the crime scene.

VEGETABLE SHOPPER FIRST MEET



Going there you will be interrupt by Japp asking you if you need help to get informations from the shopper. Decline his help and continue your path. Before questioning Mary Dower, answer a question in the brain.



Start a new brain and slide the information below on the round to answer the question.



MARY DOWER

It's time to get new information. Begin with an observation of your representative and continue with a questioning. The goal is to make her feel confident to get new crunchy information. At the end of your interview, Japp make a coming in to take back Mary and inform you that Frantz, the alchoolic husband, has been conducted here for you to question him.





FRANTZ ASHER

Go back to the crime scene and admire the great entrance of a professional alcoholic. Unfortunately, you can't question him because he's still drunk. Examine the book that had fallen due to his walk to find arguments to make the shopper speak.



Talk to her to make her cooperative then ask her to loan you the vinegar.



Before using it on Frantz, resolve the two brains added and listen to the dialogue.



Now drag and drop the vinegar on Frantz and complete the observation phase and the questioning.





When you have the conviction that he's not guilty, proceed to a new brain and look at the dialogue.



FIRST CRIME RECONSTRUCTION

After this one, you have to reconstruct the continuity of the murder choosing the good actions realized by the murderer (step up, order, turn over). Listen to a new dialogue to conclude your inquiry on this first crime scene.

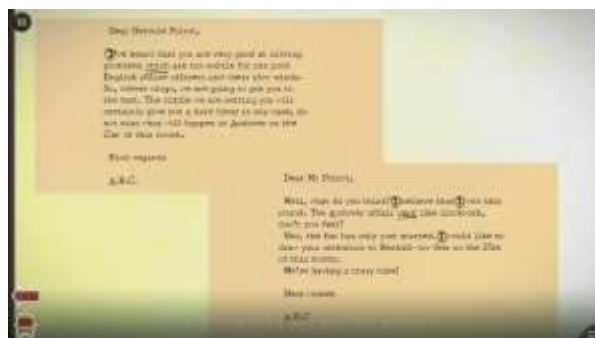


WHITEHAVEN 1

Here you are in Poirot's office. After the discussion, take the letter that have just been bring in. To do so, go on the left of the room in front of the entrance then click on the letter. Manipulate it to read it and take the way to the desk in the opposit direction to compare it with the previous one you receive from the murderer.



In this puzzle, you have to find the similarities between the two letters. These are the fat letters « I », the faded « w » letters and the nonaligned « A » letter of the signature. Poirot concludes that the two letters has been written with the same typewriter.



To continue your investigations, go outside, click on the taxi that is waiting for you then take the way to Scotland Yard office.



SCOTLAND YARD 1

Once you are in the Scotland street, click on the portal to access to the office.



Inside the office, begin with a click on the piece of furniture on the right of the entrance to launch an observation phase where you have to select the center medal, the document hang on the wall on it right and the trophy.



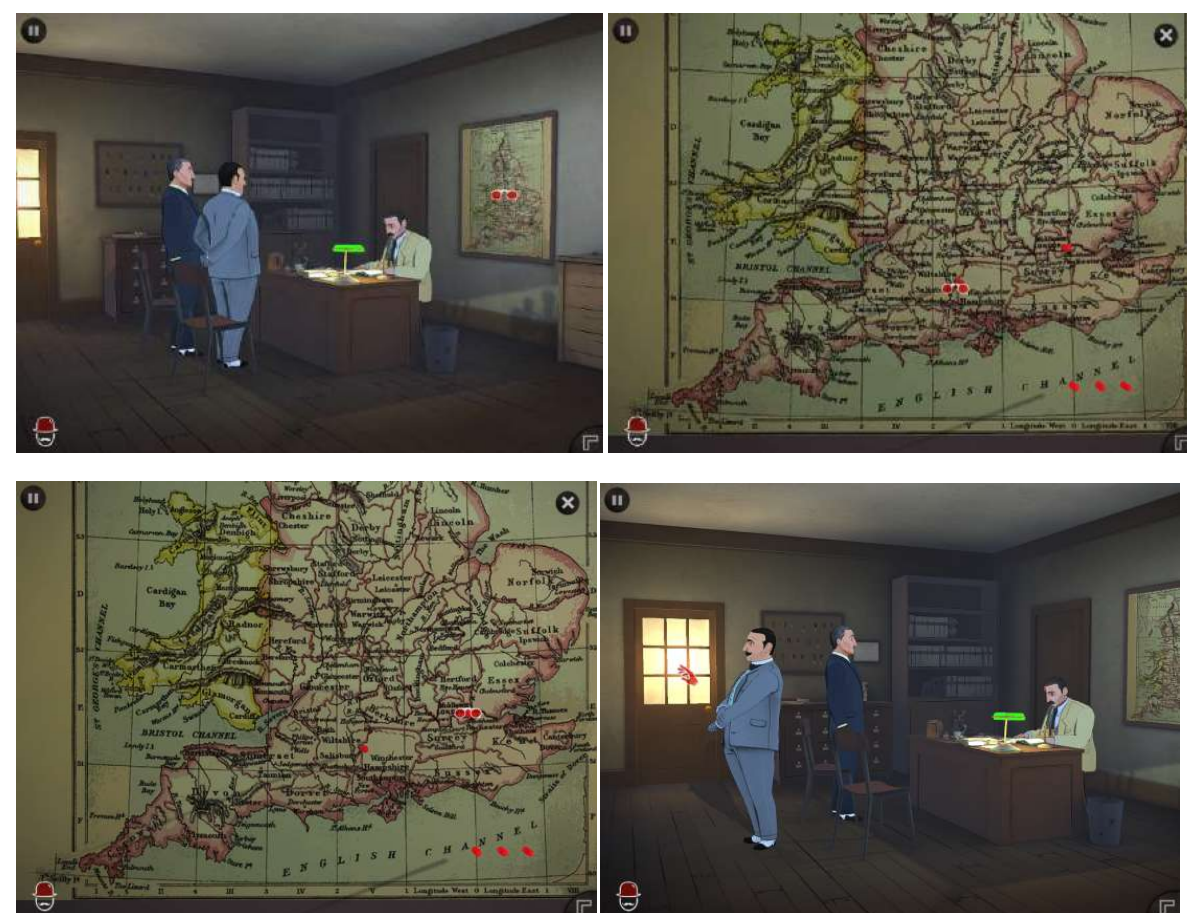
Continue with another observation phase by looking at Japp and click on the phone, the coffee cup and the documents; in a mess; in front of him.



When it's done, click again on him to start a discussion about the second murder.



To end up with this Scotland part, select the big map behind him and click on the two red tacks



BEXHILL

STREET

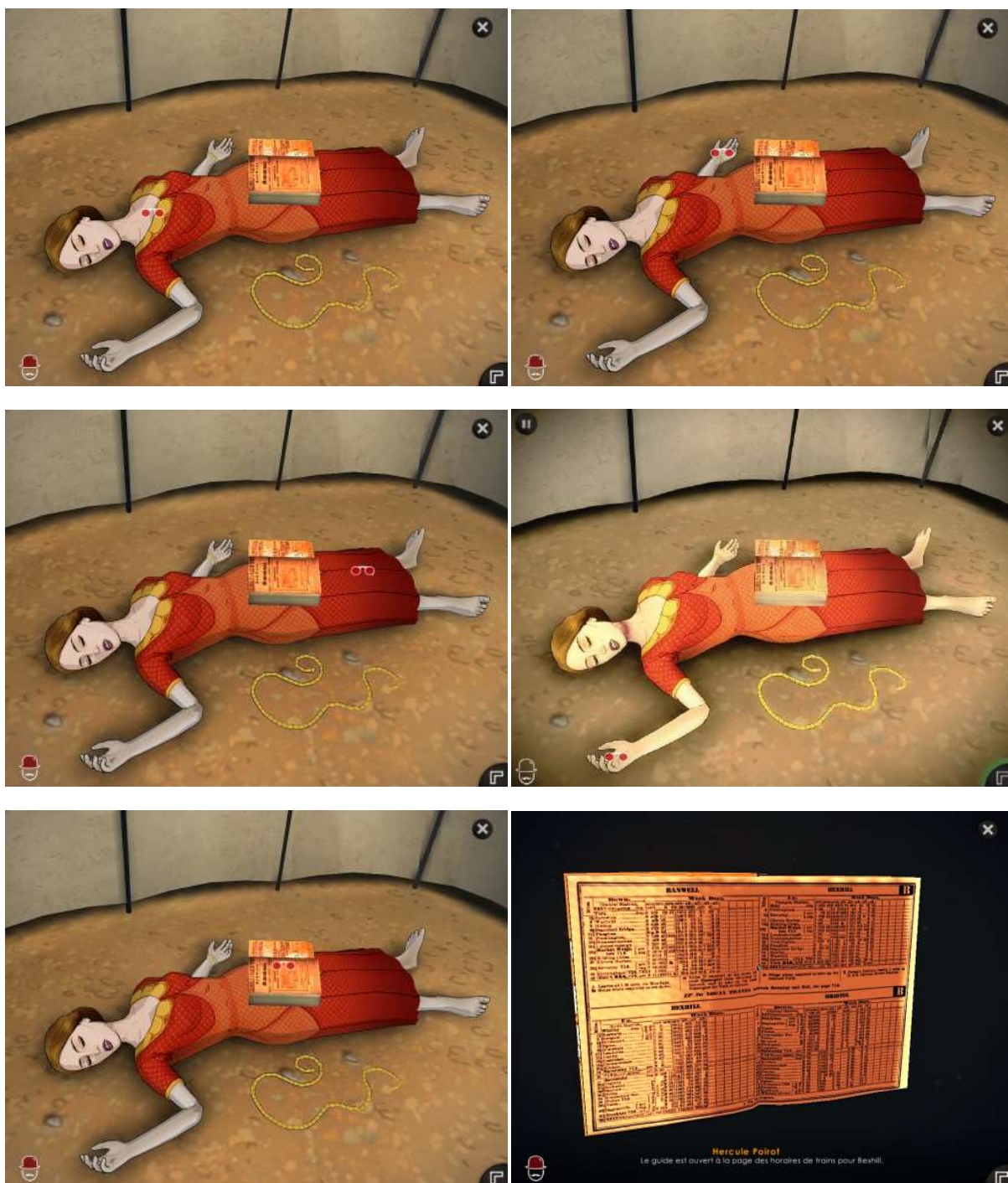


Here you are next to the second crime scene. To inspect it, take the stairs to reach the beach and click on the woman body.

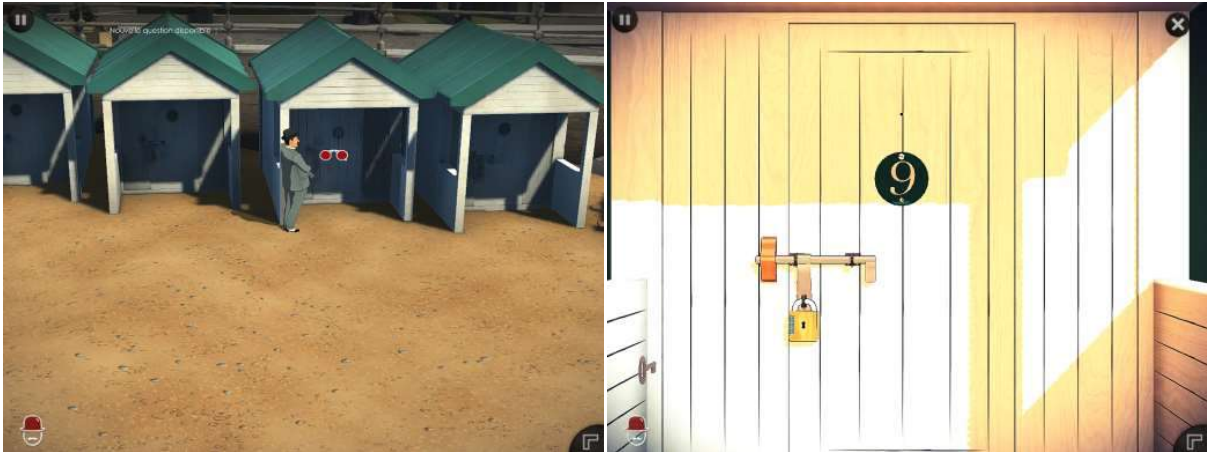


There is 7 parts to look at to collect all the clues needed to continue namely the head, the feet, the left and right hand, the neck, the belt and the ABC book. For this last one, turn it to observe that it's open at the « B » letter.





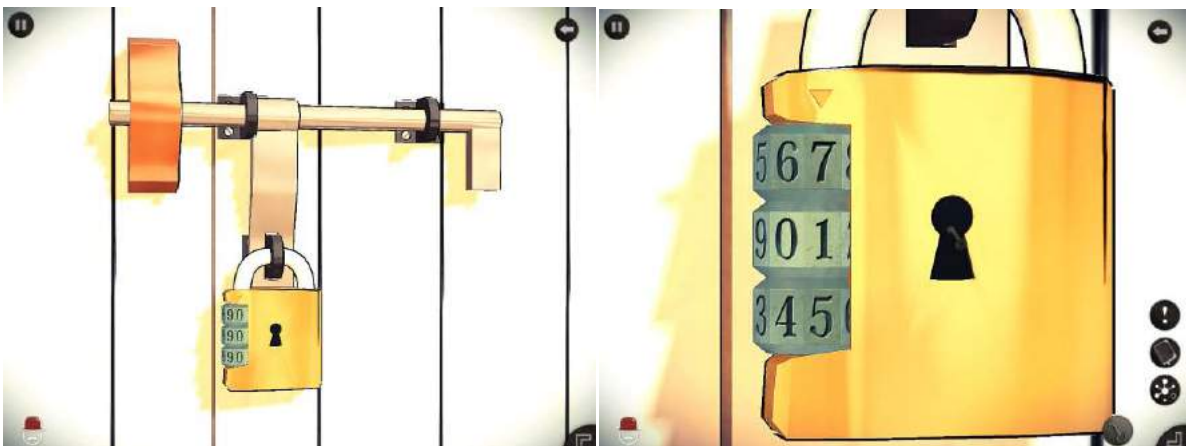
To understand how the crime has been committed, take a look a little far away on the beach at the second cabin starting from the right.



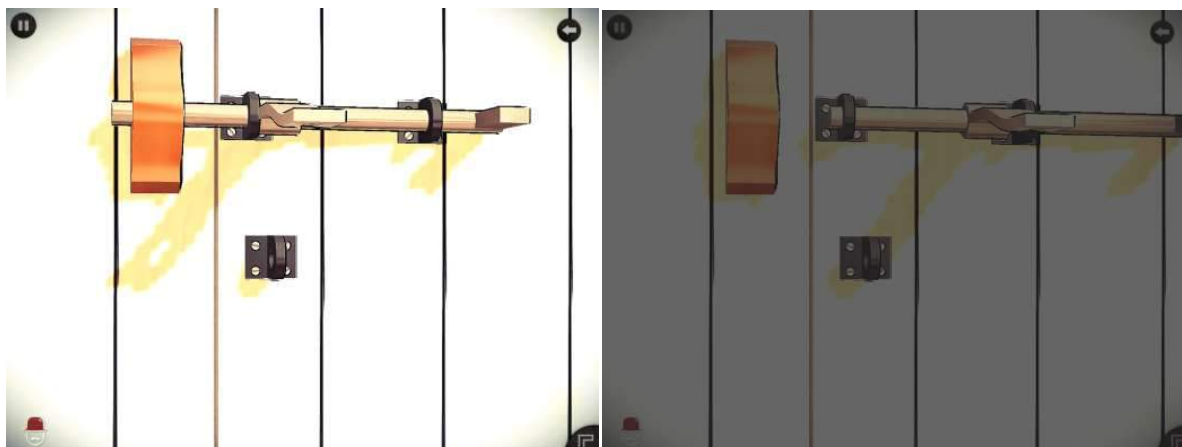
Looking at the door, you can see a lock that prevents to open it. To go through this problem, move the number as shown below to reveal the secret code then enter it on the lock.



Slide the key in your inventory to open and remove it.



When the lock is removed, slide the latch where the lock was to the top then slide the rod to the right to open the door.



Now that you are inside the cabin, click on the shoes on the ground, on the handbag and of the photo next to the coat to observe on it the victim standing in front of a restaurant.



Proceed to the dialogue with Hastings and go back to the street going up the stairs. Take the road to the left then take a look on the library and on the rounded side of the building to find likeness with the building on the photography you have just discovered.



In this observation phase, select the dome, the library on the left and the stone in the middle of the building on the beach as shown below



You are now sure that is the same place but before going in the restaurant, take the time to answer 2 questions about the murder ; is that the same murderer than Andover one and how does the victim was killed? (reproduce the image below by helping you with the images and the colors of it)





These questions clarified, you can now access the restaurant by clicking on the door.



GINGER CAT



Once you are in, first of all make an observation of the receptionist and light up the three elements indicated below.



When it's done, talk to her. At the end of the short discussion, take advantage of her leaving and inspect the object on the counter.



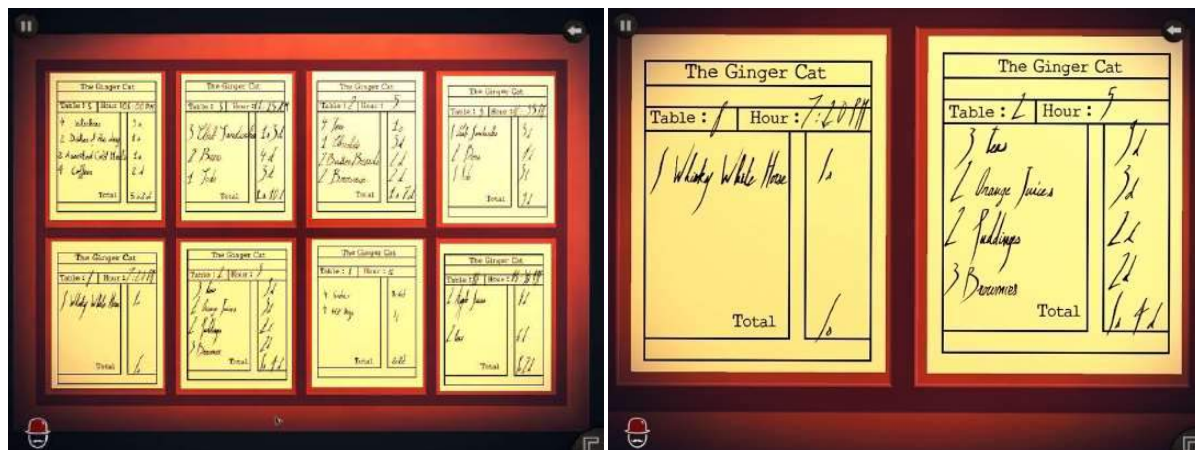
First, click on the pieces of paper that are in the little basket to place it on the board.



Secondly, click on time on the book and another one on the left page to take a look at the schedule of the employees. Now click on « 7.30pm » and on another hour to launch an intervention of Poirot saying that the victim was alone at this time.

Time	Millie	Mrs Merion	Betty	Mark
05:00 AM				05:00 AM
08:00 AM	7 AM			
12:00 AM		09 a.m.	11 AM	
04:00 PM				02:00 PM
08:00 PM	5 PM	04 pm	7:30 pm	
12:00 PM				
00:00 AM				

Third, click on the board in the middle and search for bills (the one of 5PM and 7.20pm) revealing the last persons that could have seen the victim.



After that, the receptionist will come back and ask you what you were doing. Answer her and when the discussion is over exit the restaurant and go to the victim's house, in the perpendicular street of the one you are in, to talk to her sister.



After this talk, click on the door to go in.

BETTY'S HOUSE

LIVING ROOM 1



First, complete the “synthé” looking at the piano.



Now observe the protagonist to get information about her state and find the three relevant elements as shown below.



After that, have a talk with her and a dialogue with Hasting will automatically begin at the end.



After that the sister's victim gave you the right to inspect the victim's bedroom, go upstairs by clicking on the stairs on the right of the entrance door.

BEDROOM



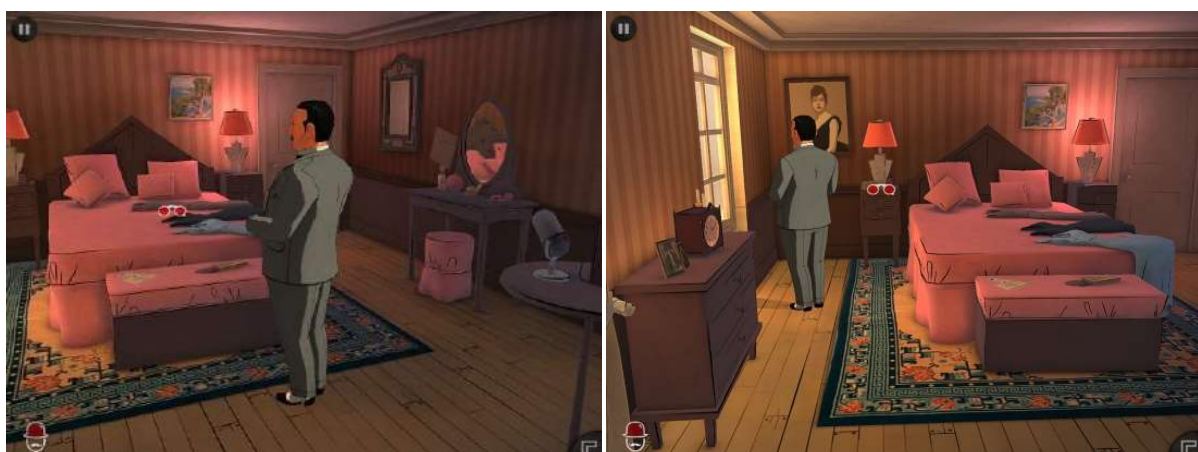
Here take a look at the table where a microphone is to start an observation phase. Click on the microphone, the sheet music and the metronome.



Do another observation phase at the bottom of the bed and click on the three visible elements.

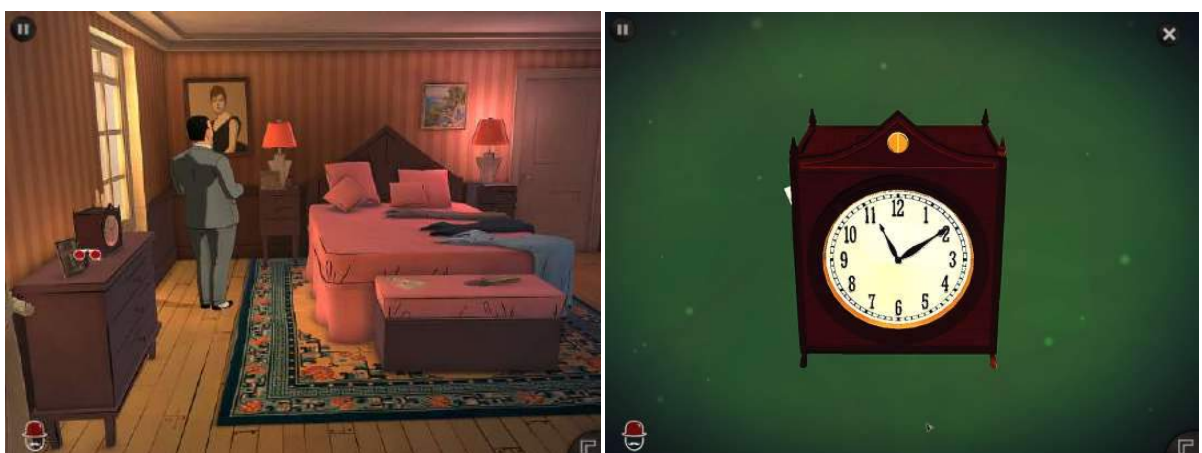


Now click on the bed and on the bedside table, here click on the medicine and on the box to find a key inside it.





When it's done, click on the clock at the left of the room to begin a new puzzle.



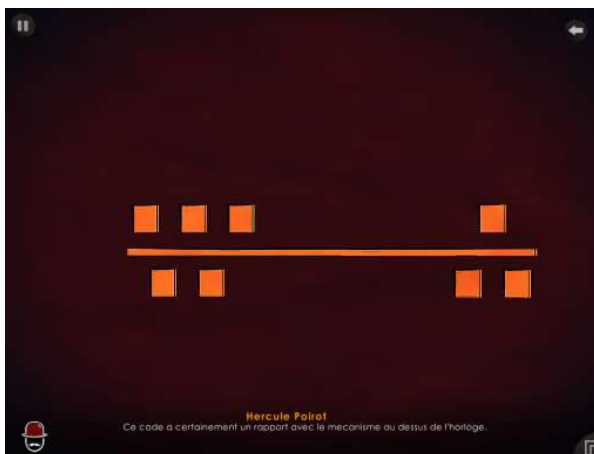
The first thing to do is to open the top of the clock to reveal its mechanism but it is blocked so you can't do anything else on it for the moment.



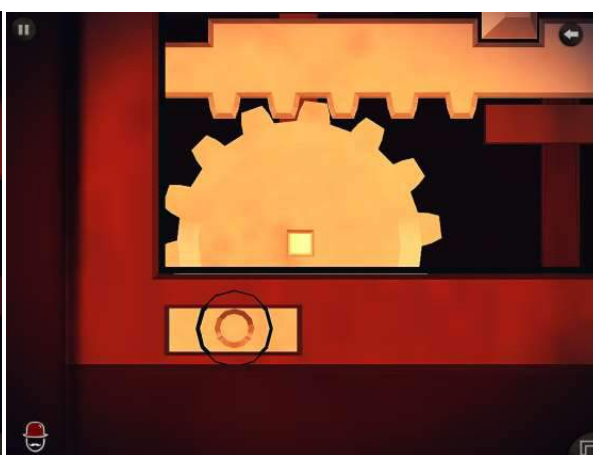
To find a way to unlock it, unscrew the top part and slide down the bottom piece of the face of the clock as shown below.



Well executed, the left part of the clock is unlocked and you can open it by double clicking on it. In this one you will find the key for the mechanism and the combination to unlock it.

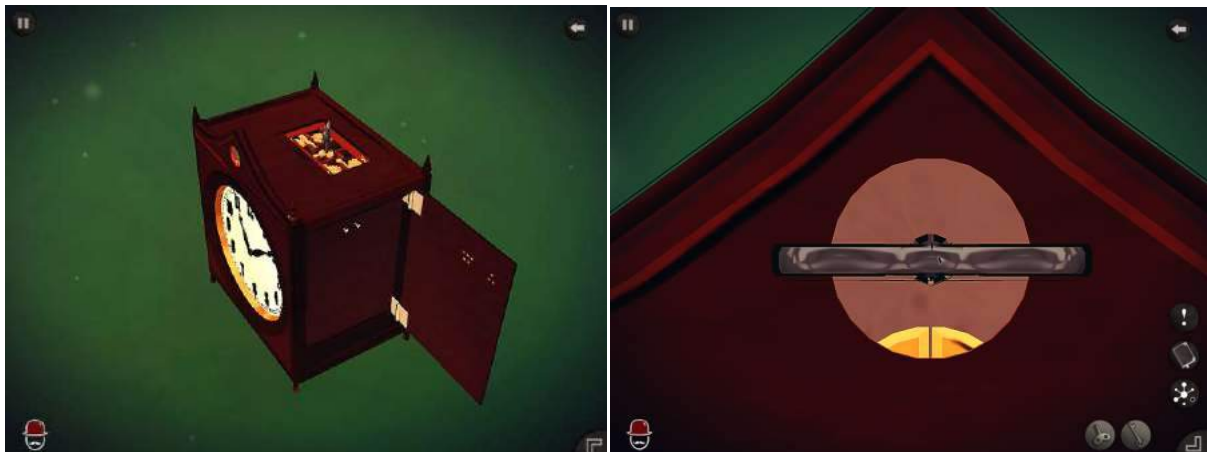


The number of square represents the way that you have to place each circle at the extremities of the mechanism. Reproduce the scheme below and use the key recently took on the top left, on the bottom right and on the center wheel of the mechanism.





Doing so, the yellow circle on the face of the clock will slide out and a new place where you have to put the key will appear.



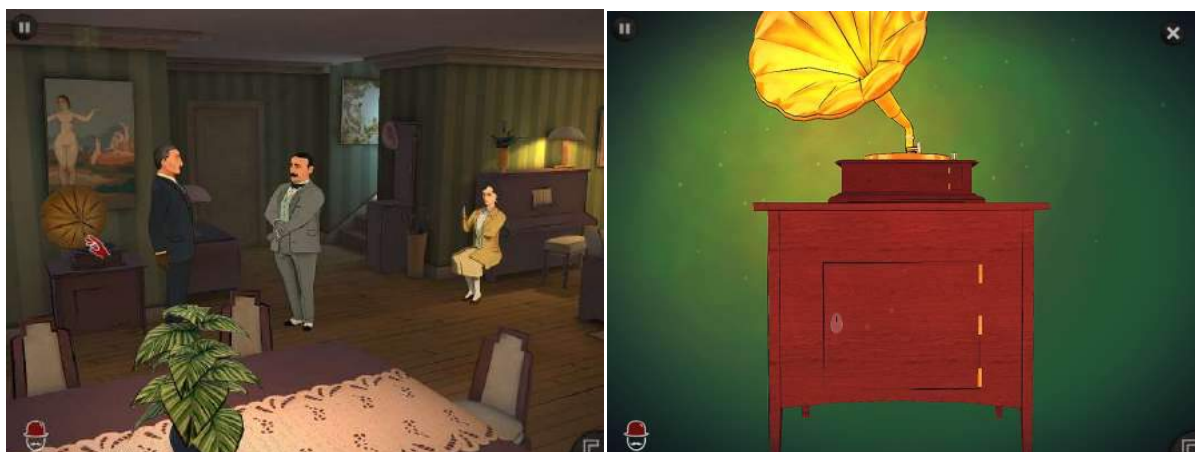
Finally, pick up the pieces of paper that are now available in the left side of the clock.



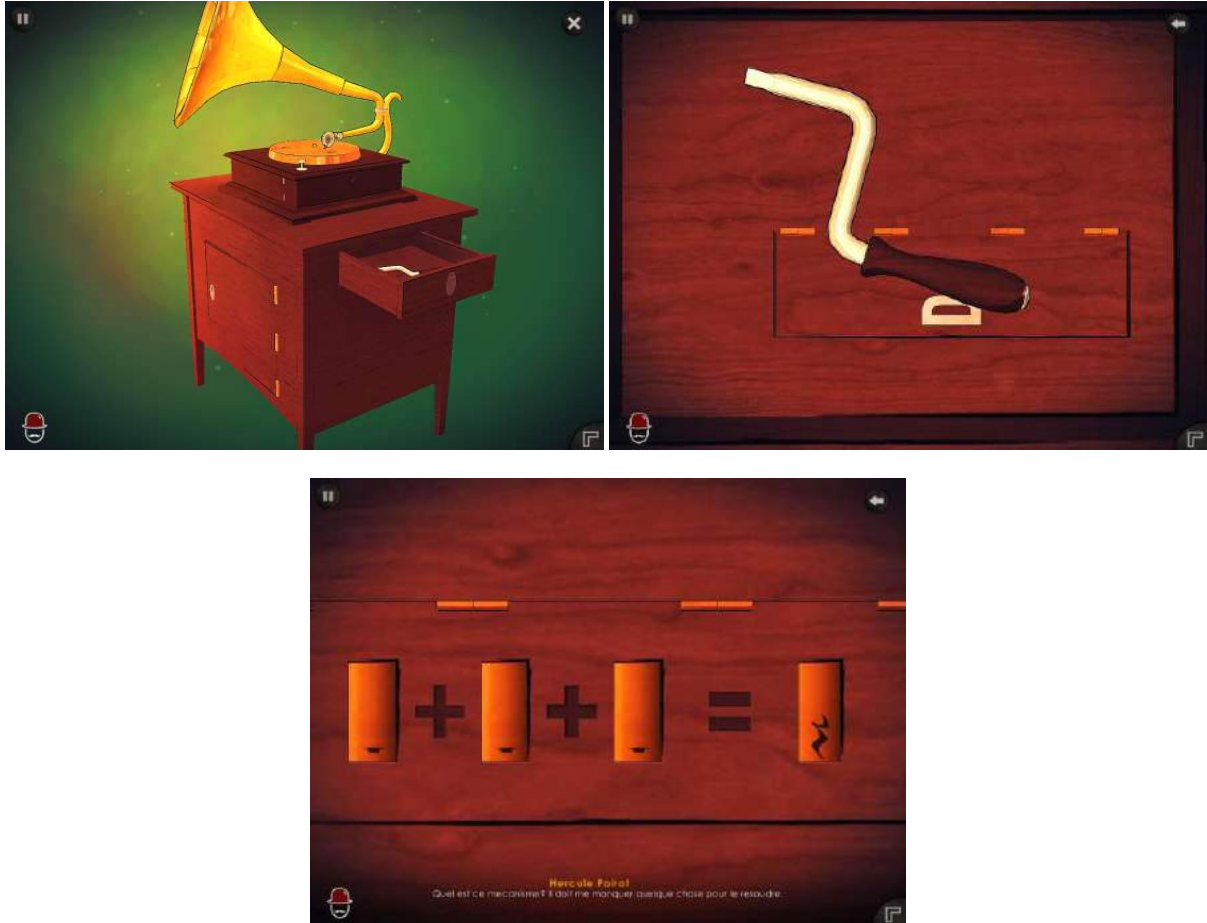
The puzzle finished, don't forget to click on the vinyl above the clock in order to be able to exit the room.

Now go back to the living room, listen the dialogue and look at the phonograph to start a new one.

LIVING ROOM 2



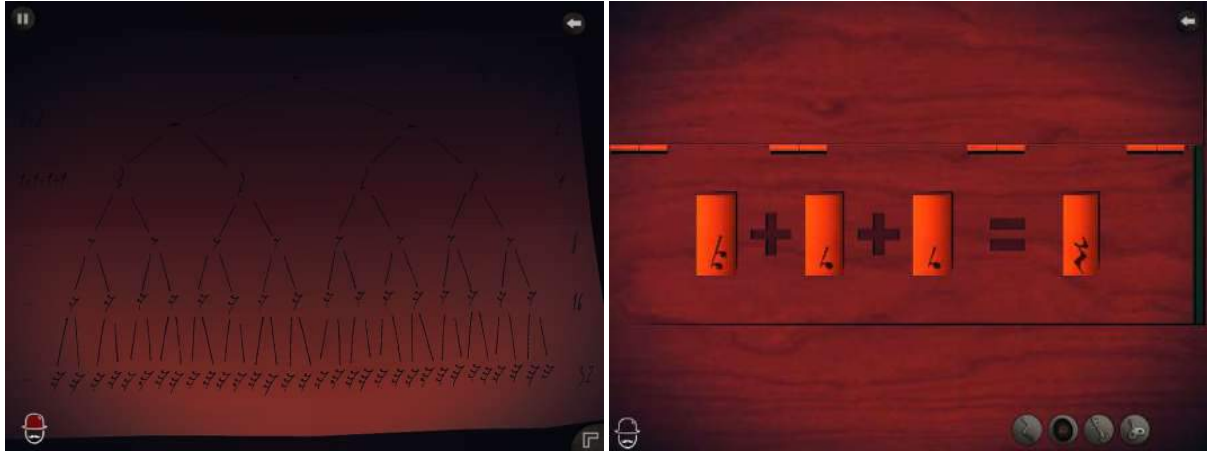
First open the drawer on the right and pick up the handle and of the trap to discover an enigma composed by music notes.



To find the solution, open the front door of the cupboard to pick up a vinyl (note the combination of number and letter, you will need it shortly) and a piece of paper telling you the values and correspondences of music note.



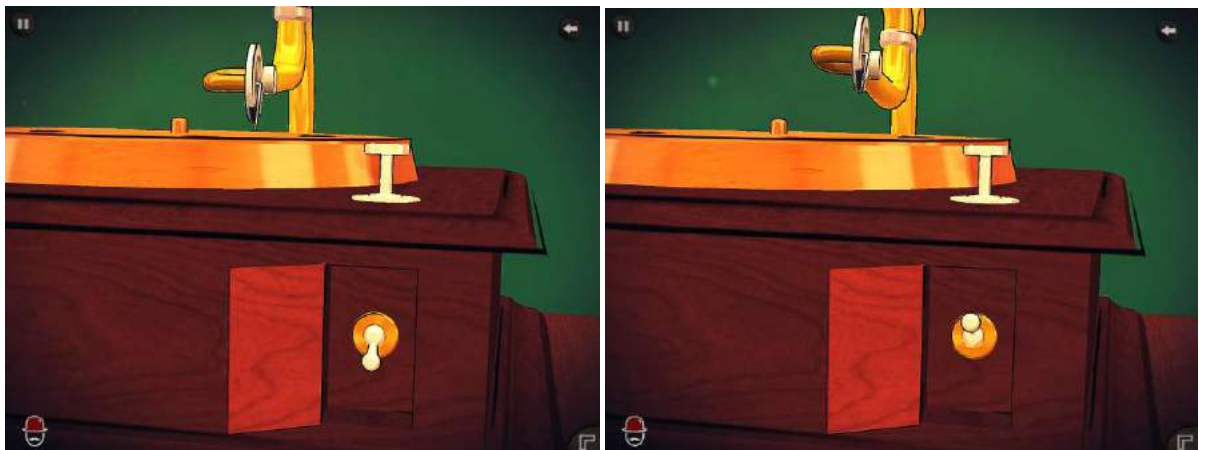
Helped with it, you can understand the following solution (a silence = four black quaver, a combination of four quaver with three symbols is the solution so indicate a double quaver, a simple one and another simple one)



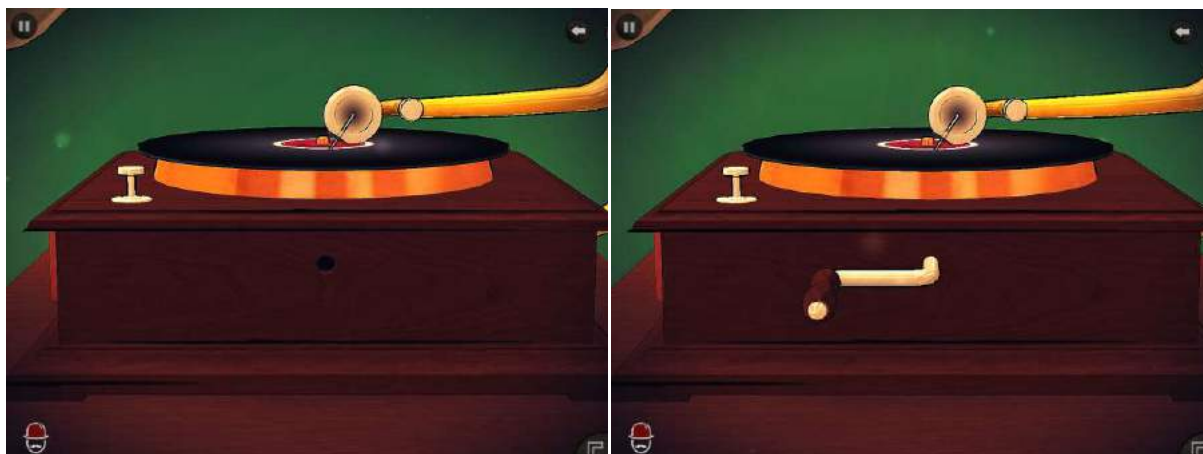
Solving it will unlock another enigma composed with 2 numbers and one letter, the one you just found on the vinyl (78T).



Now open the front trap behind the phonograph and slide the button up to move up the reader head.



Place the vinyl in the place provided and slide down the same button. Place the crank at the right of the phonograph, turn it clockwise and click on the button near to the vinyl. Finally listen to the record.

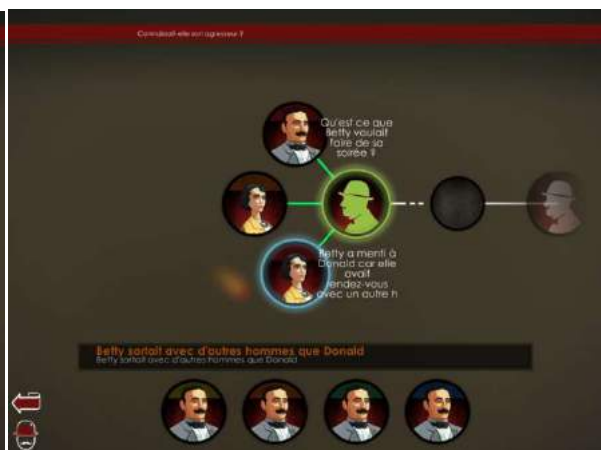
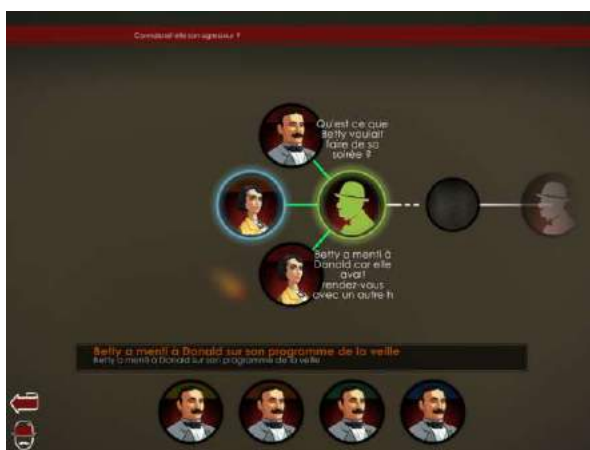


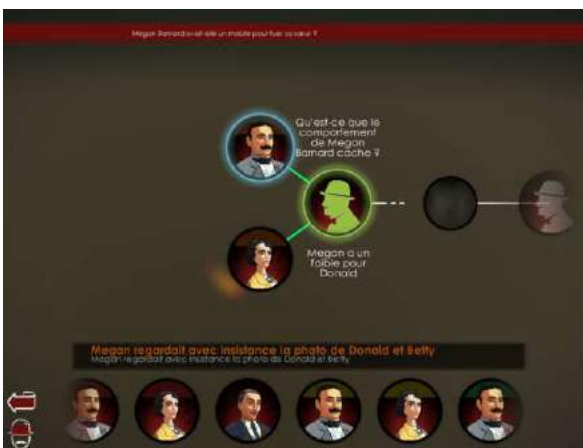
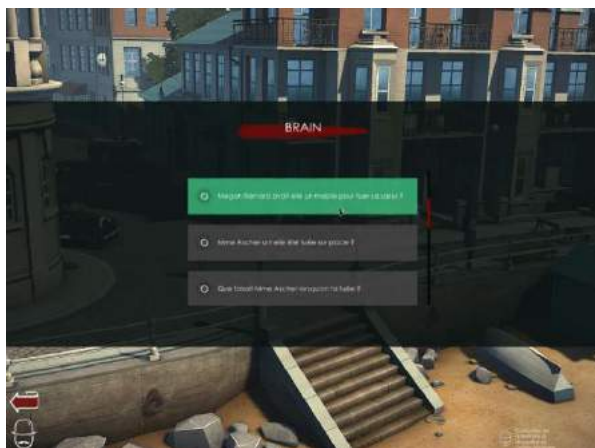
Now proceed to a new talk with Megane then go out of the house.



STREET 2

Outside, answer the two new questions as shown below and once it's done, take the way to the restaurant.



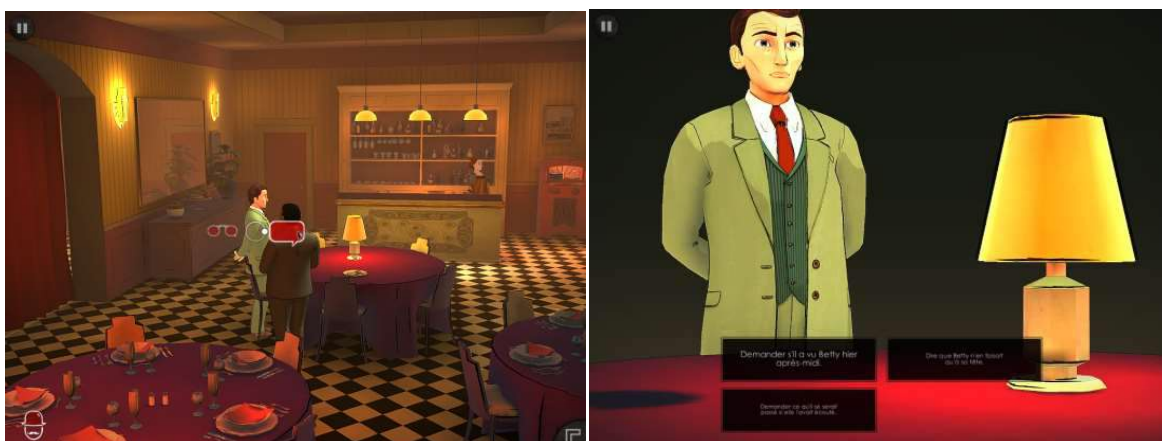


Go inside and talk to the men in green sit at the table.

GINGER CAT 2

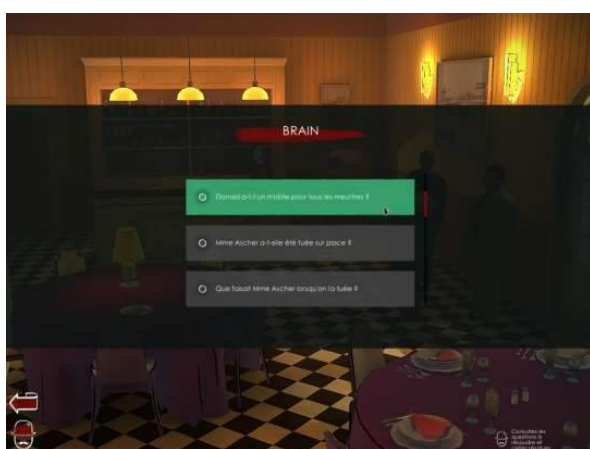


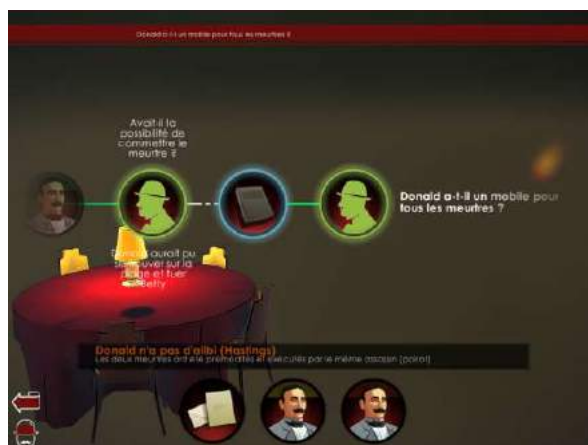
Begin an observation phase and a dialogue one with Donald.





Answer a new brain and leave this place.





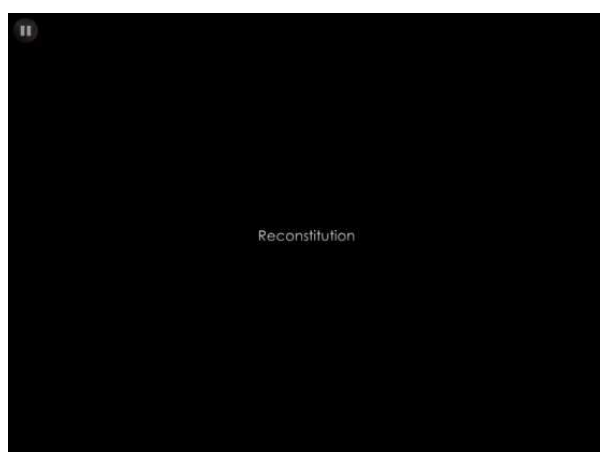
STREET 3

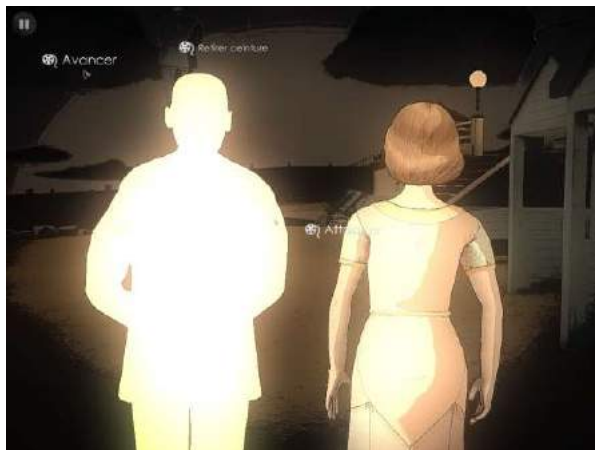
Tell Hastings about the crime in the street and start the reconstruction of this murder.



SECOND CRIME RECONSTRUCTION

Choose in this order « advance », « dress up » and « attack » to succeed.





After having told your conclusions to Hastings, click on the taxi near the victim's sister house to go to your apartment.



When you are in, listen to the dialogue and let Poirot pick up the phone.

After the dialogue, answer Hasting and resolve an observation phase on the suitcase.

WHITEHAVEN 2



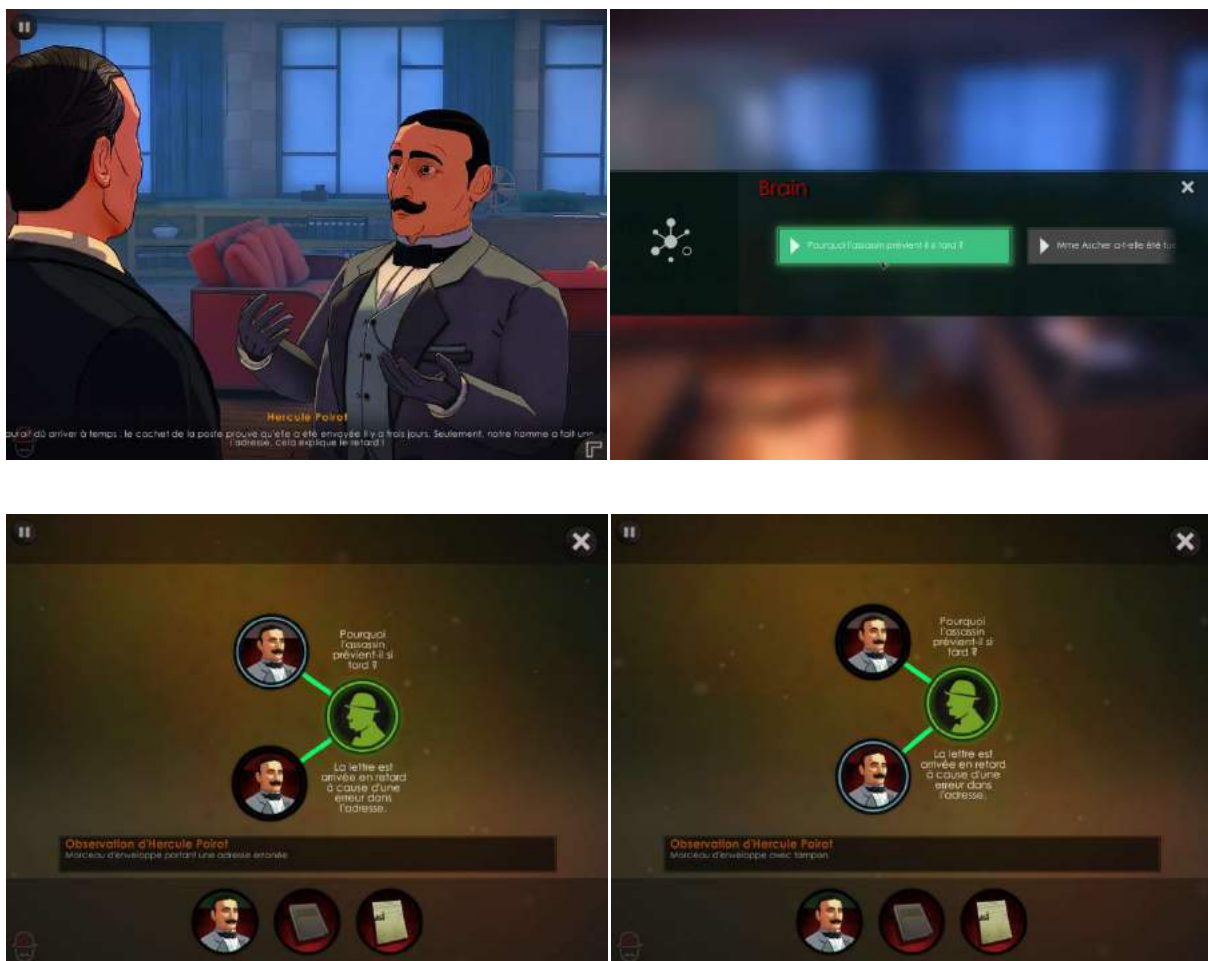
Click on the 5 items as shown below and dialogue a new time with Hastings.



To end this second part of the game, pick up the letter in front of the entrance and go to the desk to compare it to the other one you even got.



Assist the dialogue and answer a new brain following the solution below.



WHEN IT'S OK, PICK UP THE PHONE TO LEARN THAT A NEW MURDER HAPPENED IN CHURSTON.



CHURSTON 1

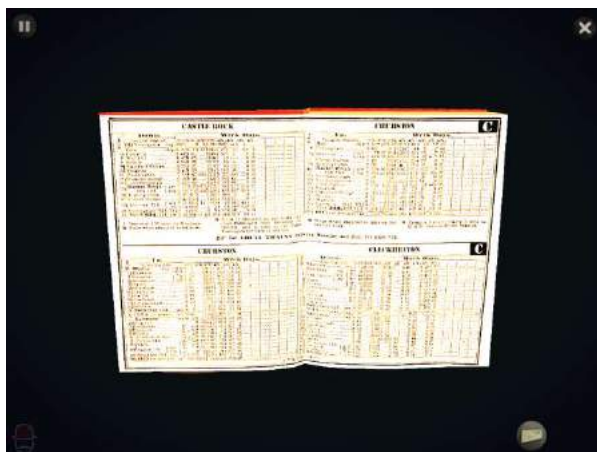
COAST

Here you are near a cliff at Churston where the third crime has been committed.



Observe the body and find clues by clicking the areas below (blood on the ground, face, chest and book) and notice that there an ABC book opened at the letter « C » beside the victim.





Now inspect the blue sheet near the body where Japp arranged the entire object held by the victim.

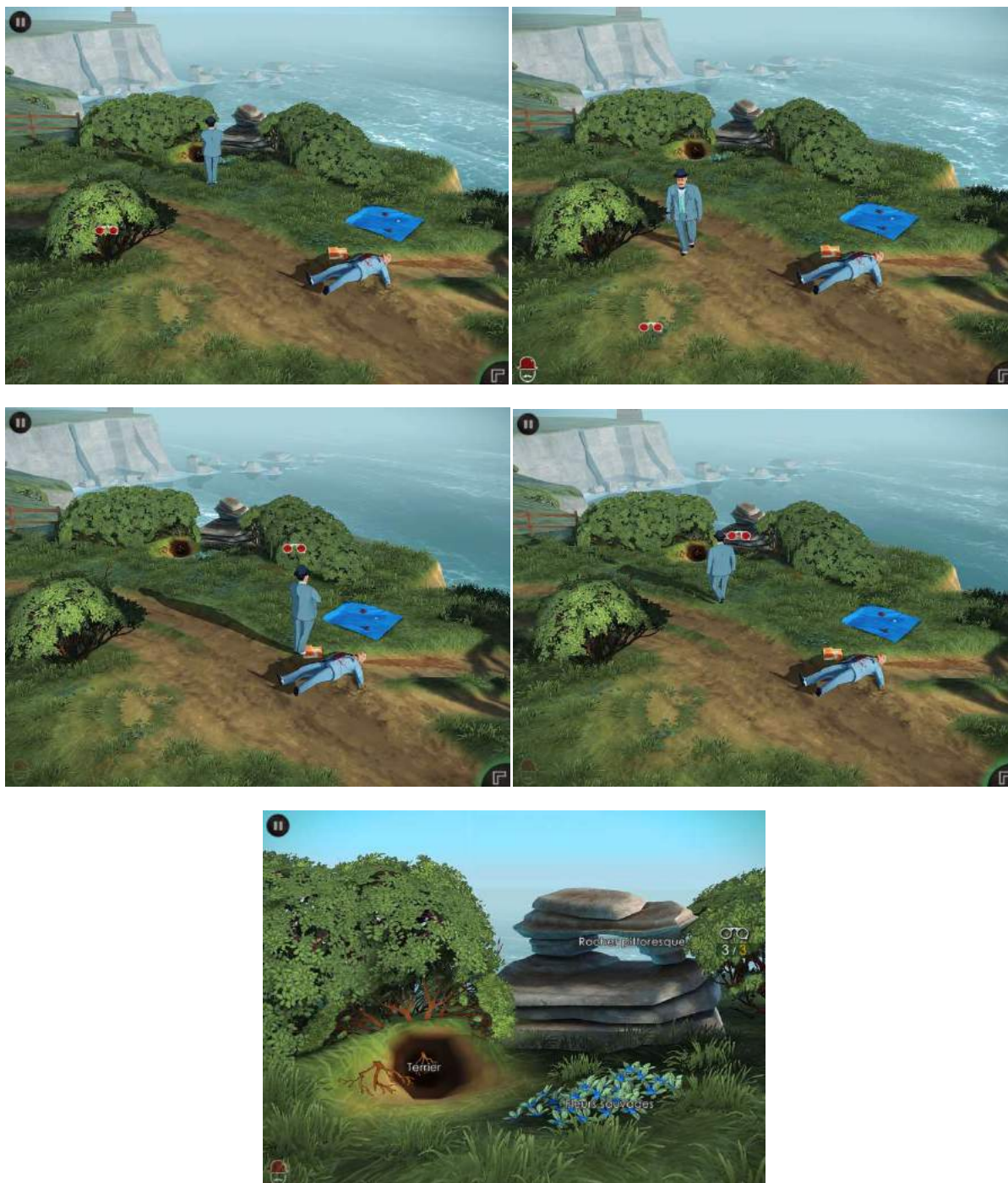


Take a look to the pocket watch, the ring, the wallet and the keys.





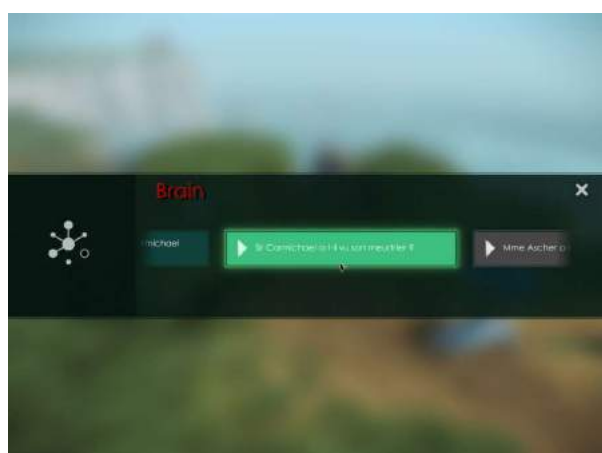
When you have done this, inspect the surroundings to begin a new observation phase and click on the elements as shown below.



After that, answer a new brain and when you will have clicked on all places needed, a dialogue with Japp will start.



Answer his questions and another time resolve a new brain.



There is nothing left to do here so take the way to the left to go to the manor where the victim's family lives. Assist to the dialogue then observe the victim's brother and Thora as indicate below.



CLARK'S MANOR

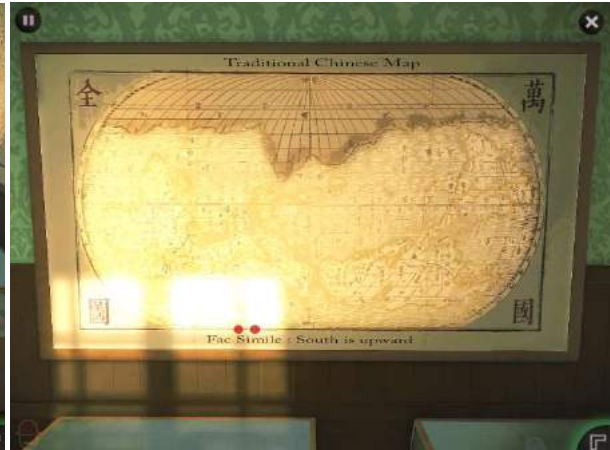
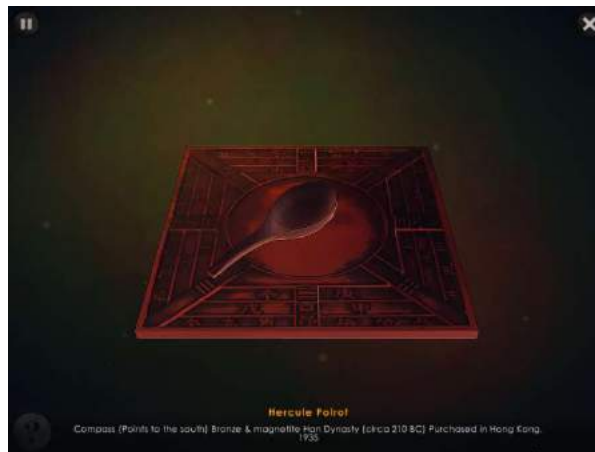
LIVING ROOM 1





If you have done it right, a new dialogue scene will start and you will have to inspect the room while nobody is present.



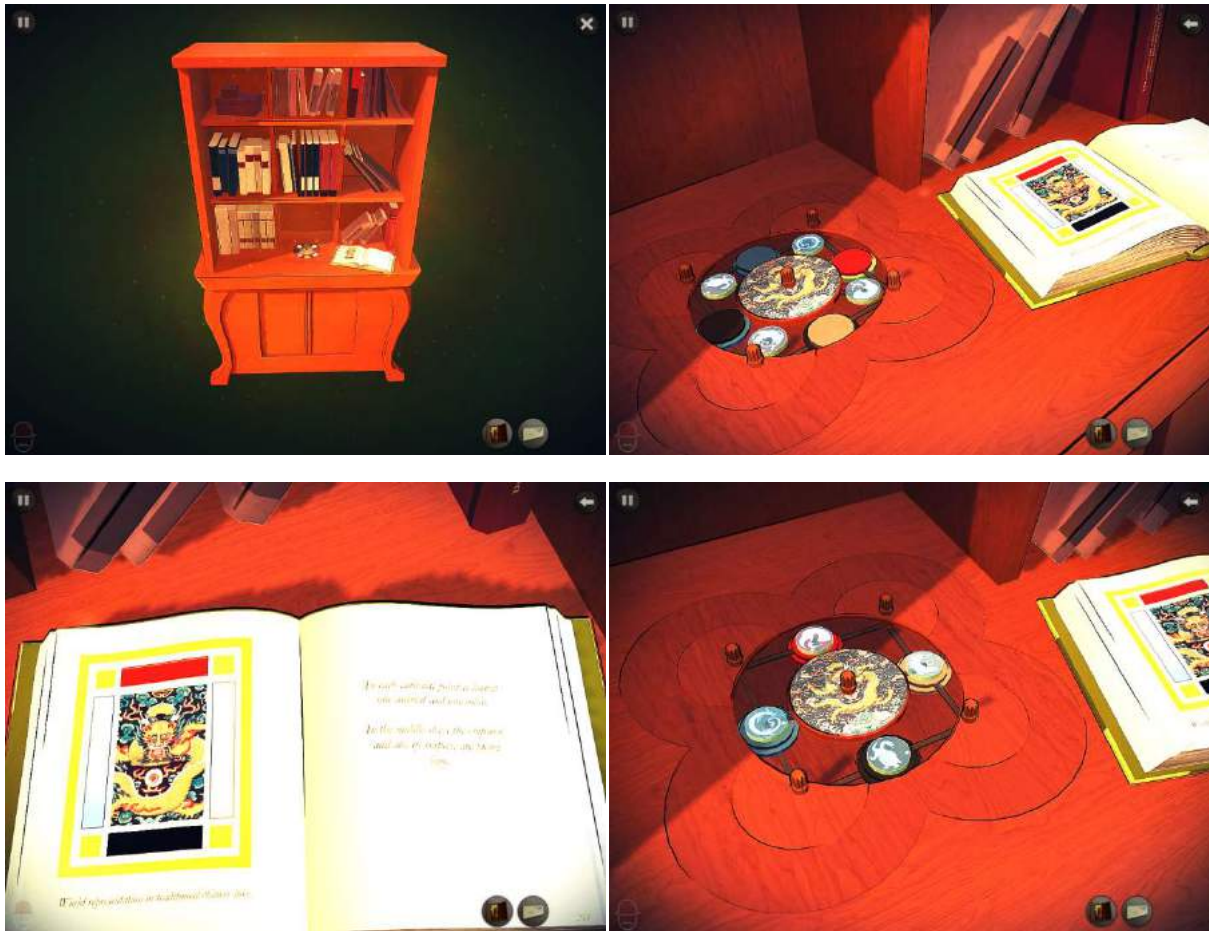




After having took a look to these objects, click on the tapestry on the wall to begin an observation phase. Click the good elements and look at the furniture on the left at the end of the room.

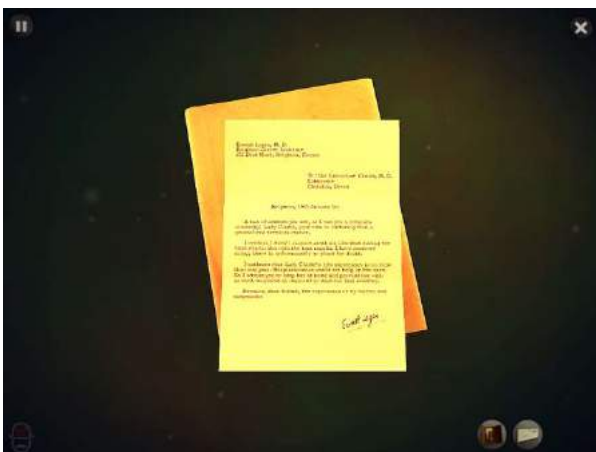


This is a new puzzle in which you will have to slide the right colors and animals around the dragon using the indications written on the book aside.



When it's done, the bottom part of the closet will be opened and you will be able to look at the knives and to pick up the letters in the book at their left.





Now look at the table and click on the elements belong to get new information about the family, their hobbies and way of living.







All items clicked, a dialogue will launch and after it, observe a new time Thora, discuss with her and ask her questions.





When the questioning session is over, a new dialogue will start then the reconstruction of the crime will begin.



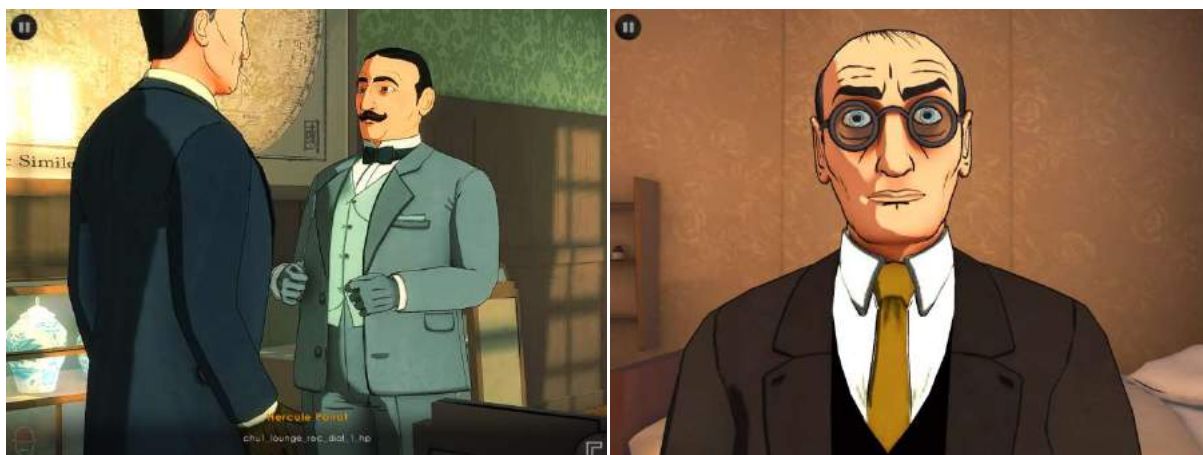
THIRD CRIME RECONSTRUCTION

Choose « wait » two times, « admire », « attack from the right » and « cut throat » to succeed the reconstruction.





After a talk with Hastings about your conclusions of the crime, a cut scene with the murderer will start.



WHITEHAVEN 3

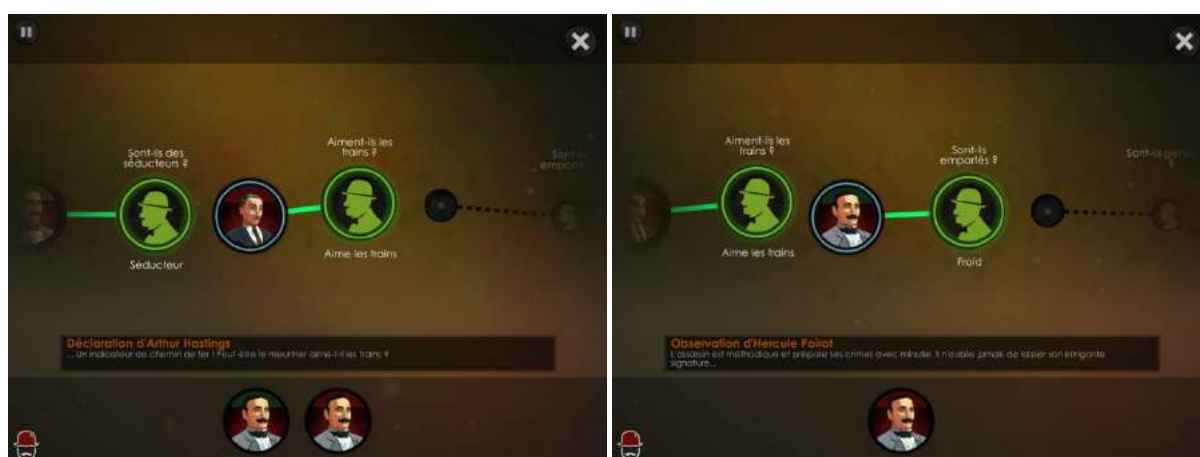
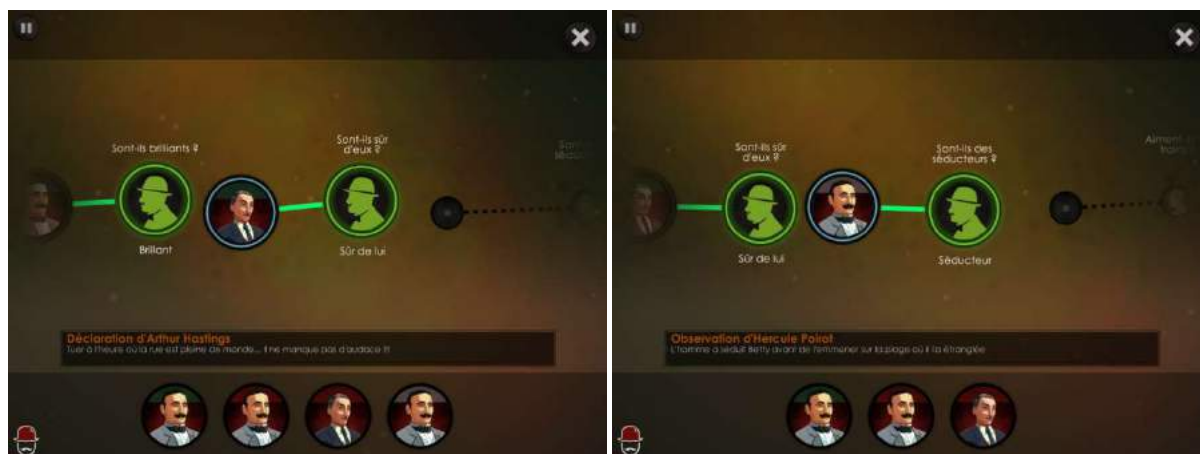
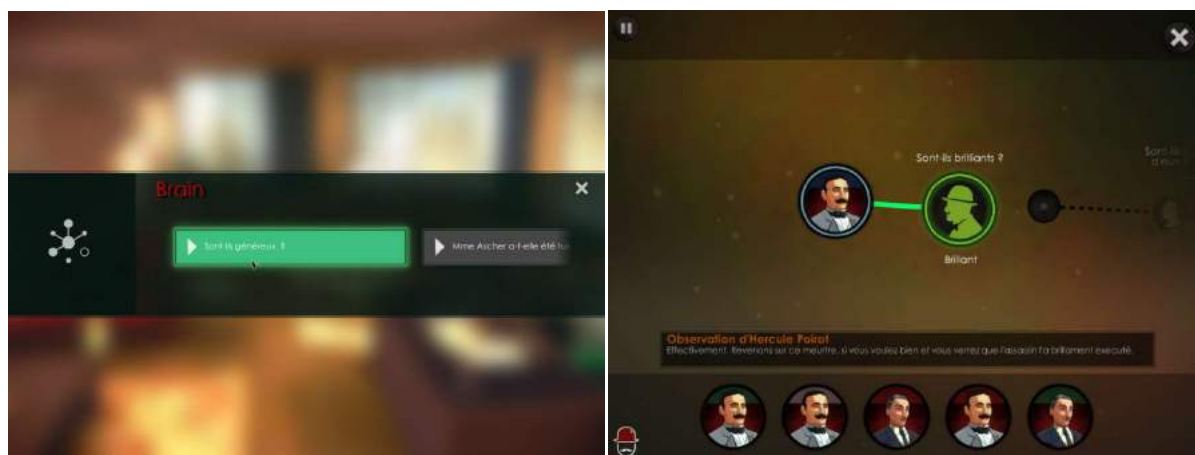
Back to Whitehaven, have a talk with Hastings then, when the guest will be arrived, observe everyone of them (including Hastings).

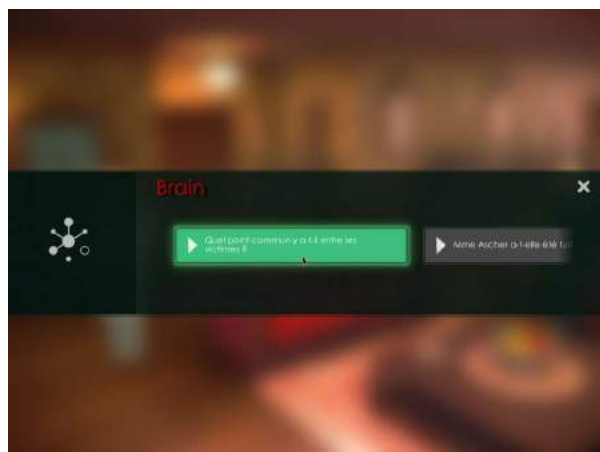
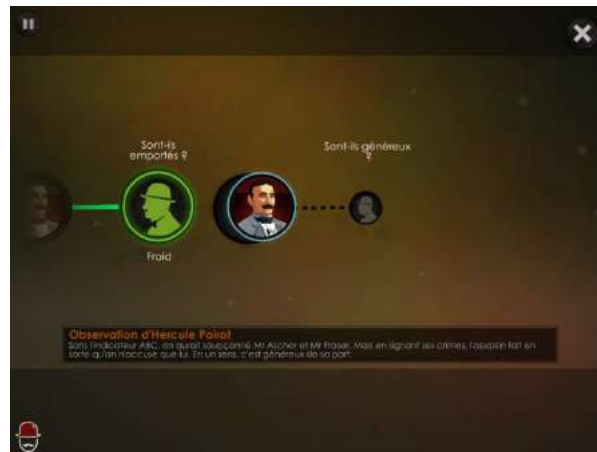


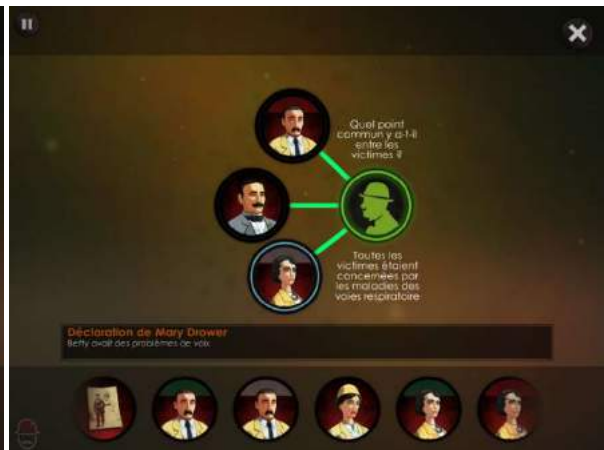




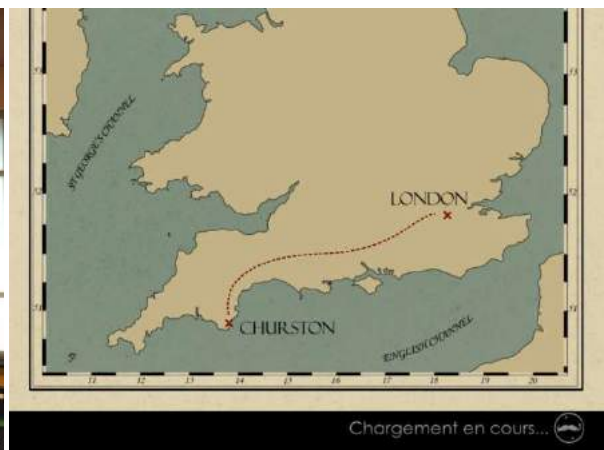
Finally answer two new brains intersperse by questions to your audience.







Tell your conclusions to Hasting and go back to Chuston to find new evidences due to what you have just learned



CHURSTON 2

HALL

Back to the manor, have a talk with the victim's brother and go upstairs.



LADY CLARK'S BEDROOM

Make an observation phase of the old hill women and talk with her.





Go downstairs to answer the phone near the door and pick up what's needed to give the morphine injection to the old women. Find a key on the animal trophy on the left of the living room door.



Another time go back to the room upstairs and look at the mirror in front of the old woman and take the compress in the case on the left.



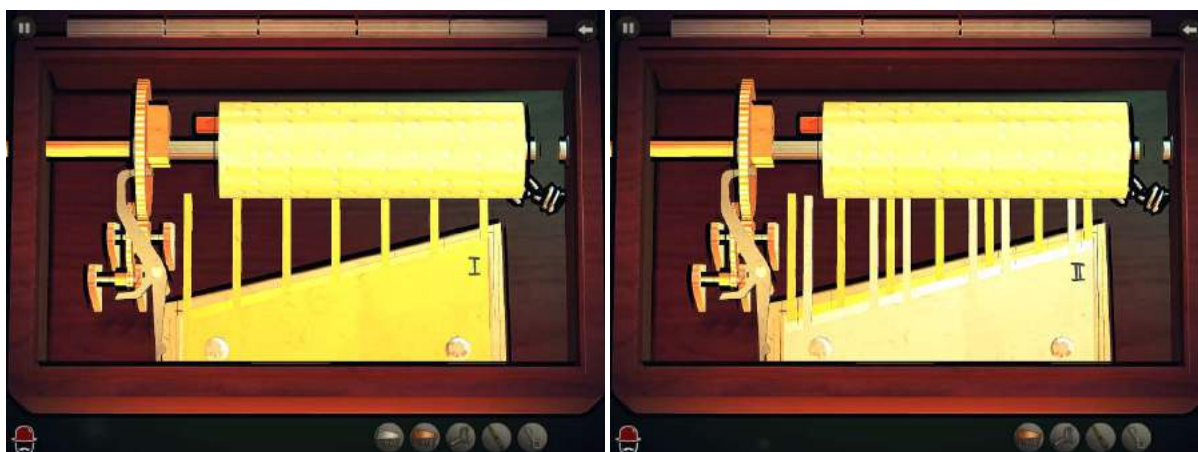
Note that the woman is now sleeping so you will have to find a way to wake up her. To do it, pick up the three piece of the music box spread in the room at the indicate locations.

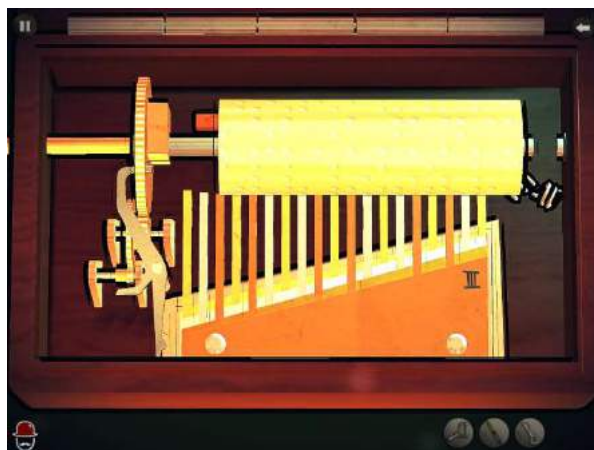


After that, click on the desk beside the entrance to start an observation phase then on the music box to start a new puzzle



Put the three pieces you have just collected on the place provided as shown below (in order: piece number 3, 2 and 1).

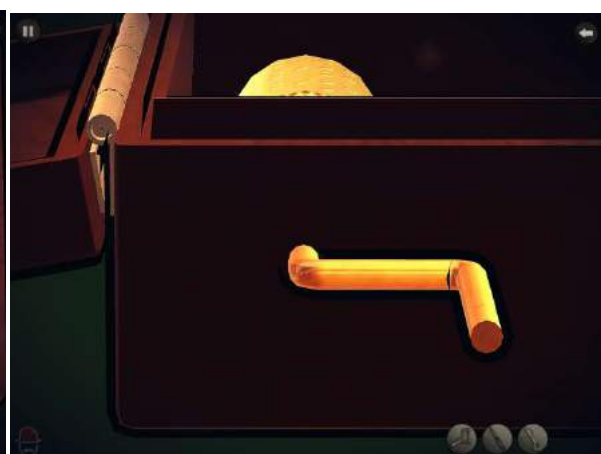
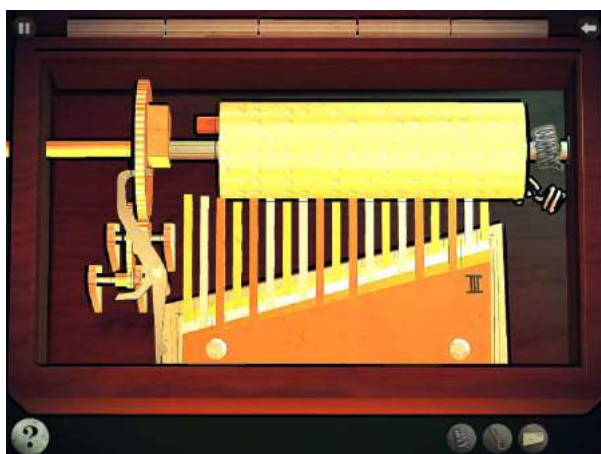




Notice that a spring is missing on the mechanism. To find this last one, choose the pen in the inventory then click on the hand icon on the right to open it and to be able to pick up the spring.



Drag the spring on it place and turn the crank on the left of the music box clockwise to activate the melody.



Now that the woman is waked up, have a talk with her and leave the room.



Pick up the phone downstairs and go into the room on the right of where you are.

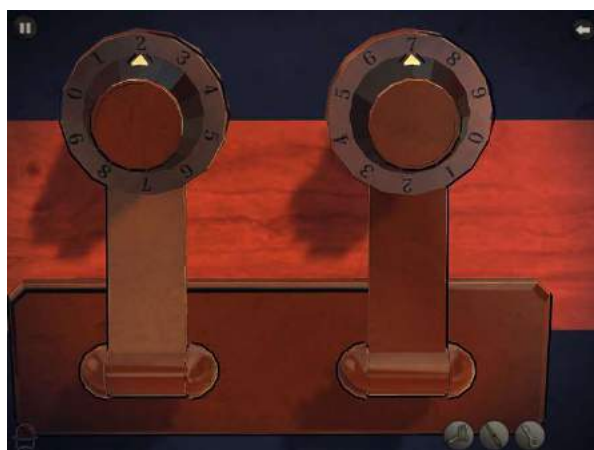
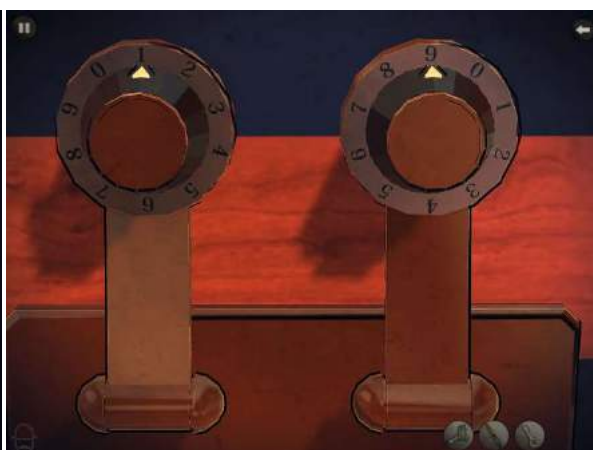


OFFICE

Click on the trunk at the entrance to begin a new puzzle.



Turn it to see its left side and click on the handle to reveal the code (1927) then enter it on the face of the trunk.



This will open the top side and discover a clock and three portraits.



For each one of them, click on it and slide downward to reveal an inscription. (number 7, double point and number 20). Enter this hour on the clock to unlock the down part of the trunk.

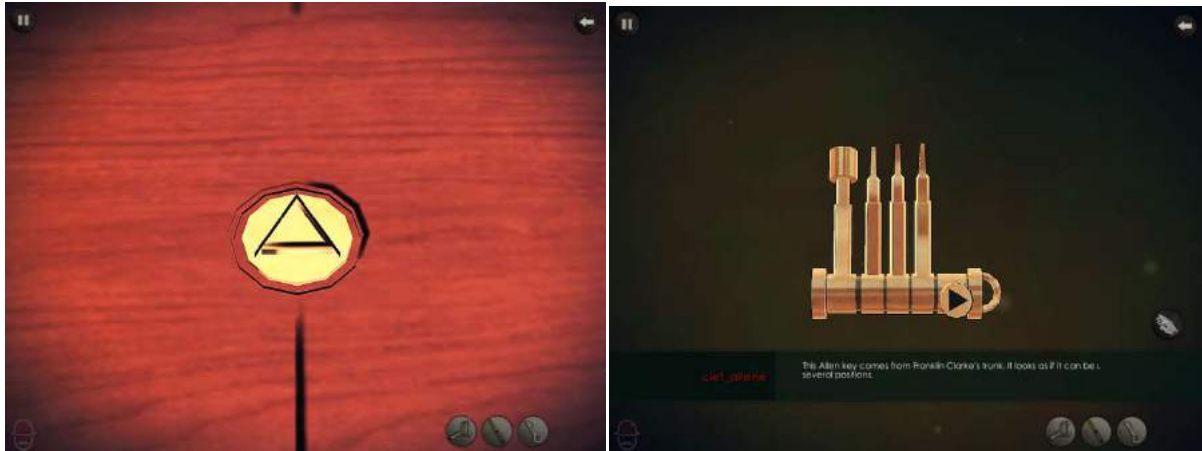




Open the different compartments to find a strange key.



On the tray you can find the following symbol. Open your strange key in the inventory and click on the hand on the right of the object to select another key. Select the last one (the one in triangle form) then drag the key on the symbol.



This action will open the tray and give you access to two other symbols. Choose the first key this time and drag it on the two symbols to unfold the tray again.



Click on the yellow and black wheel that newly appeared and turn it parts to rebuild the English map. That will unlock the center red compartment below the center photography.



Click this place to zoom and pick up a golden ring.



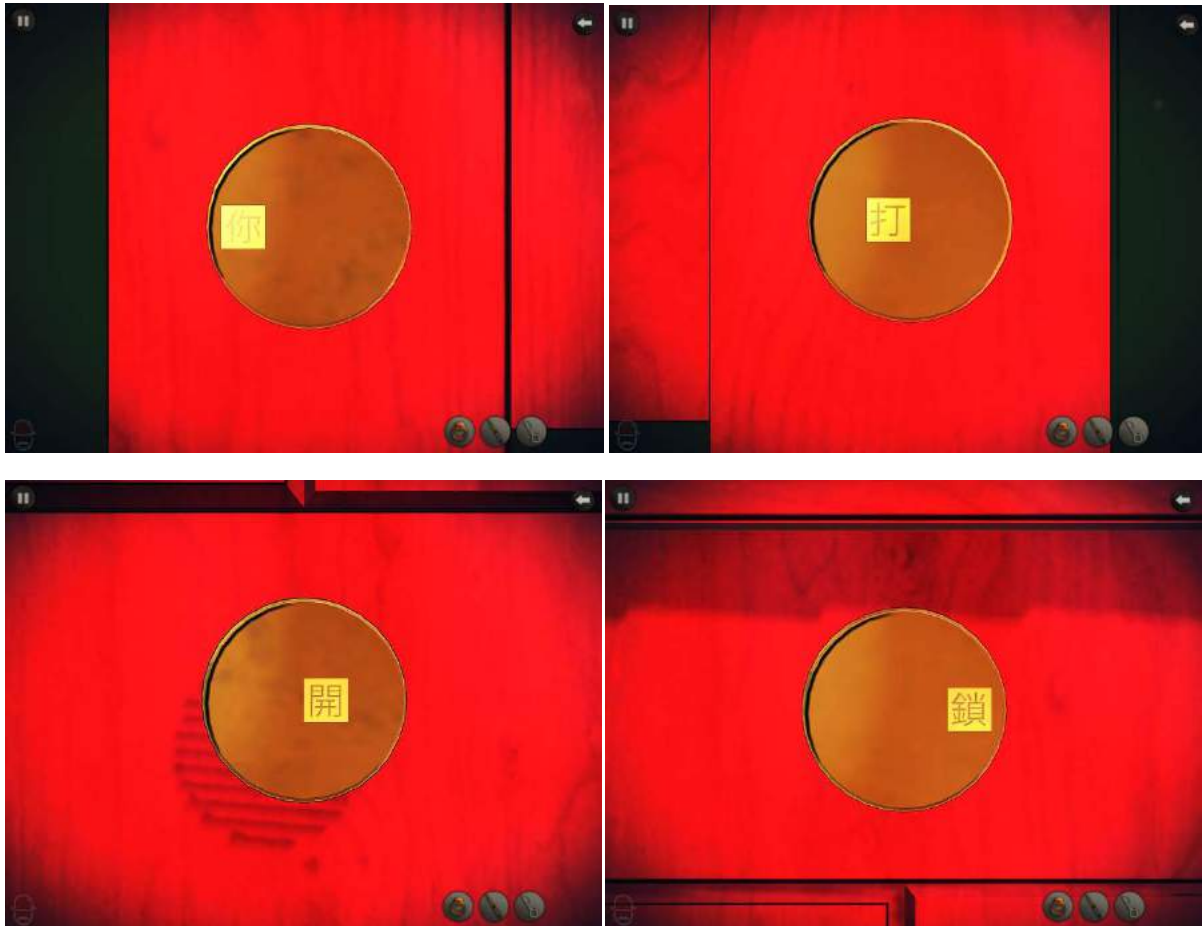
Now click on the closet on the right of the entrance door to start a new puzzle.

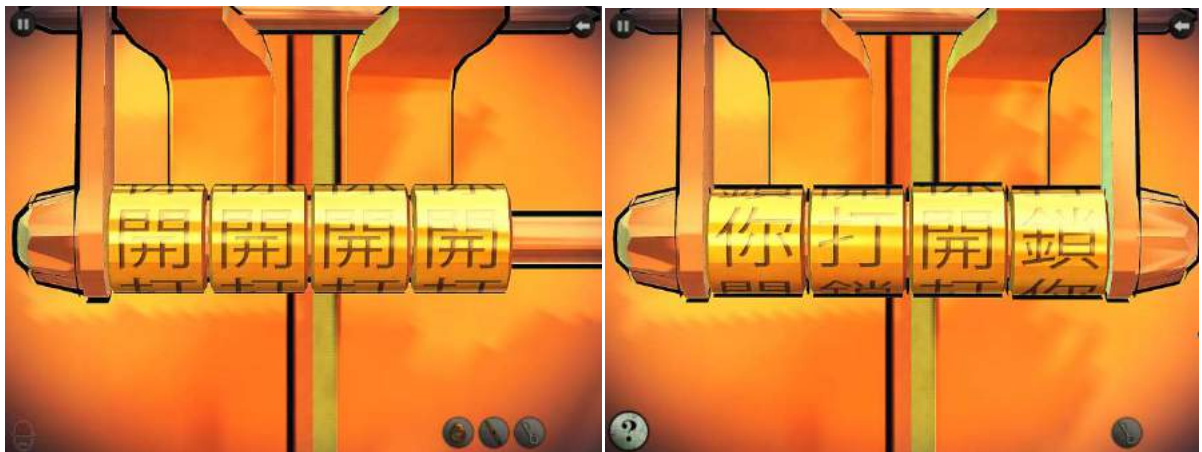


Look at the golden circular pieces and observe that they are not well turned.

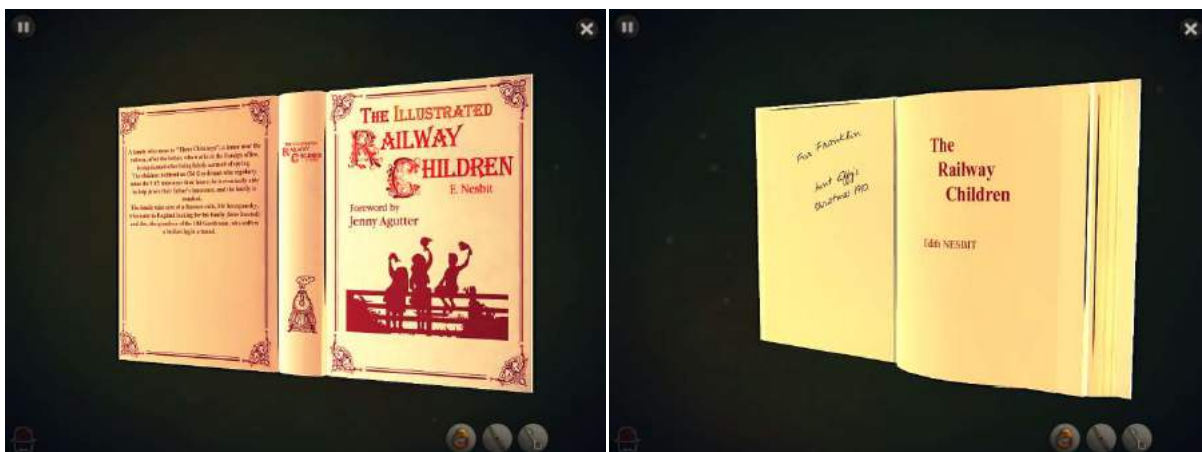


Turn it as shown below and try to memorized them and their order to report them on the lock.





The closet opened, click on the gun and on the three book to observe its and get information.





Now walk a little more in the room and click on the wall map.



To solve this puzzle, you have to click on the two animals trophies in the present room and on the one in the entrance room to know where each one of the animals have been hunted.



Go back to the map and click on the downright compartment to reveal a white hole. Drag the ring from your inventory on it to activate the mechanism.

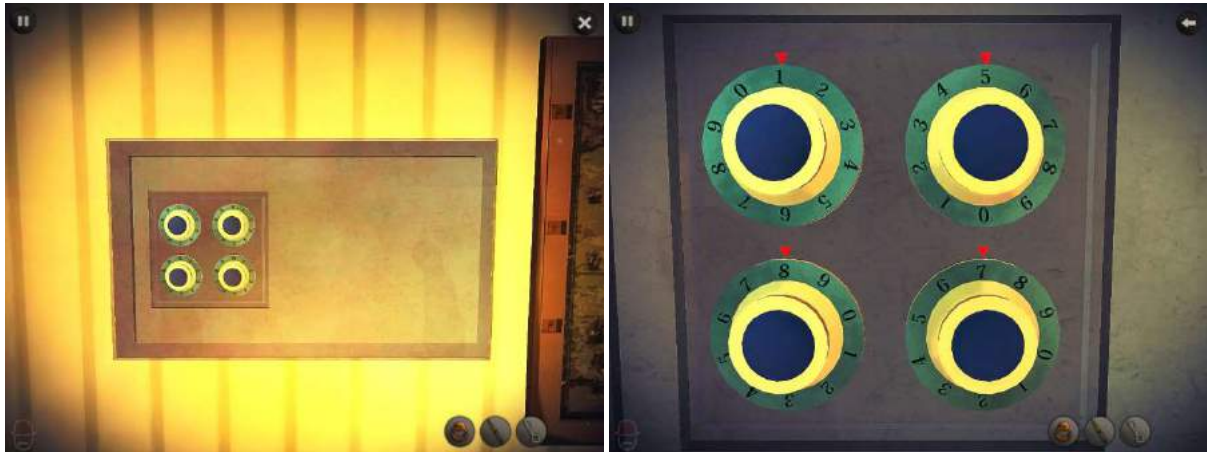


Considering the countries where the animals have been hunted, select the good legs print at the intersection of these country. To do it, click on the legs print to make them change.



This will make the map move and let appear a strong-box.

Report the code found on the ring earlier (1587) to open it then click on the two stories.



Now click near to the animal trophy on the left on the wall to begin an observation phase to collect clues.



Don't forget to click on the place indicated below too.



LIVING ROOM

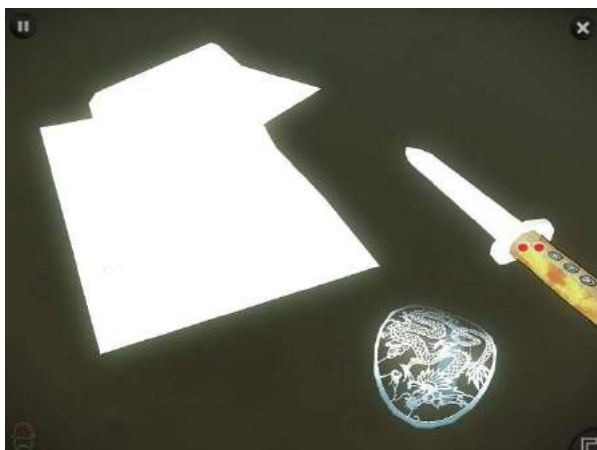
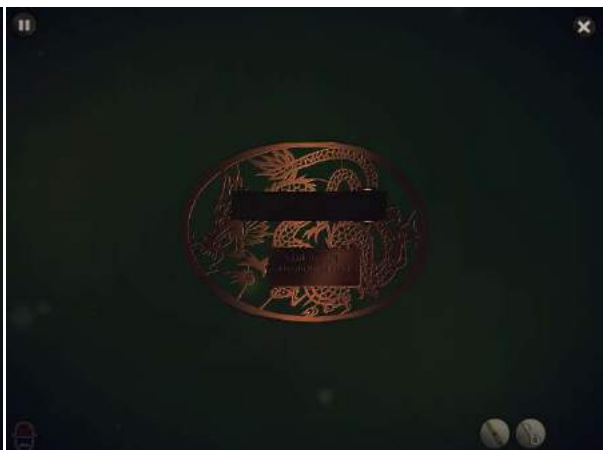
Go to the living room and select the furniture at the right of the fireplace to zoom on it.

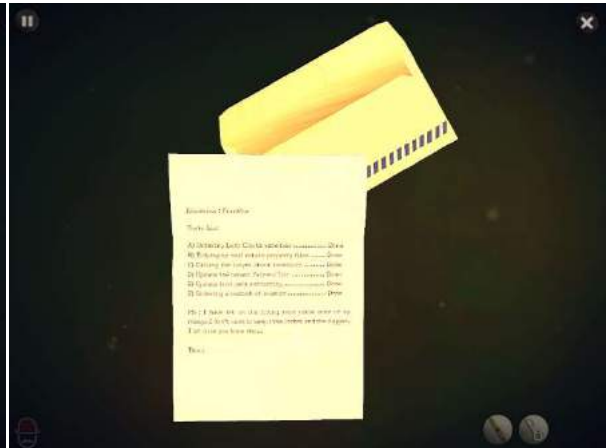
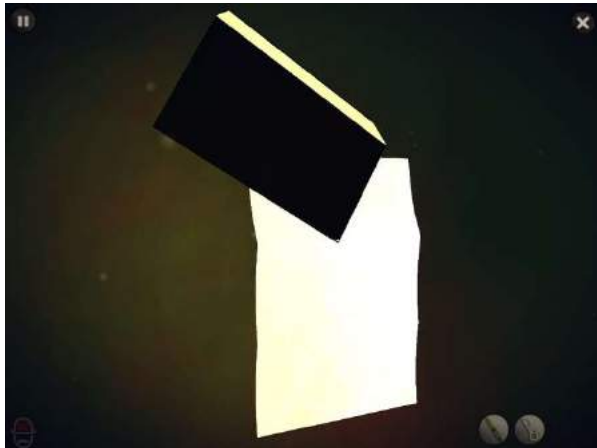
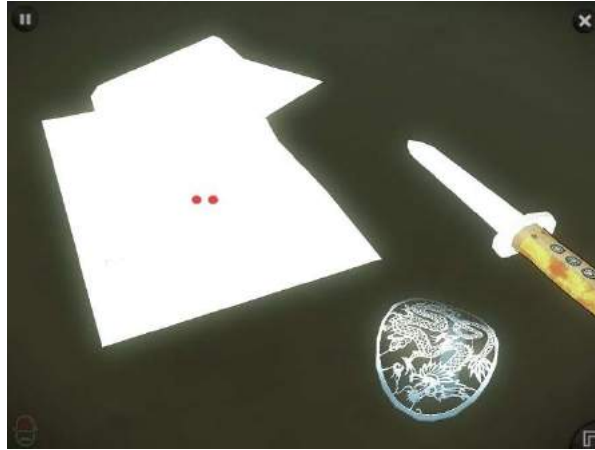


Click on the first and second half of the documents then take the way to the center table.



Click on the bottom left corner where the pieces of sheet are then manipulate the elements on it to find clues.

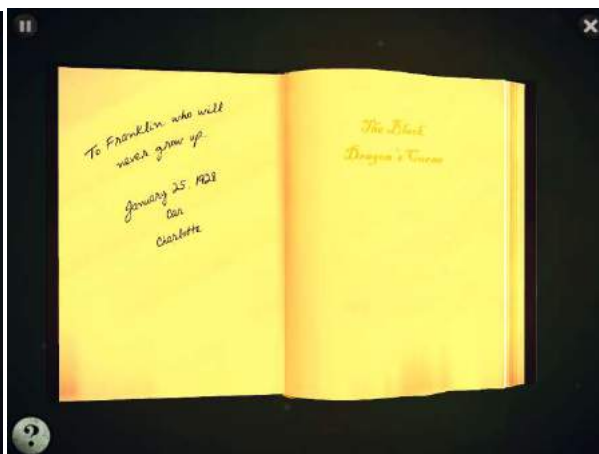




HALL 2

Go back to the entrance then click on the little furniture on the right of the door. Inspect both the book and arsenic bottle with the letter.





All this items and locations inspected, go outside by clicking the door in front of the one you used to enter the room.



GARDEN

Here take the way to the right and click on the pot to replace it at the good place and click on the rat and it blood.



Now take the stairs and go at the extremity of the labyrinth, click on the wheelbarrow and after go back to the crime scene by the portal on the right.

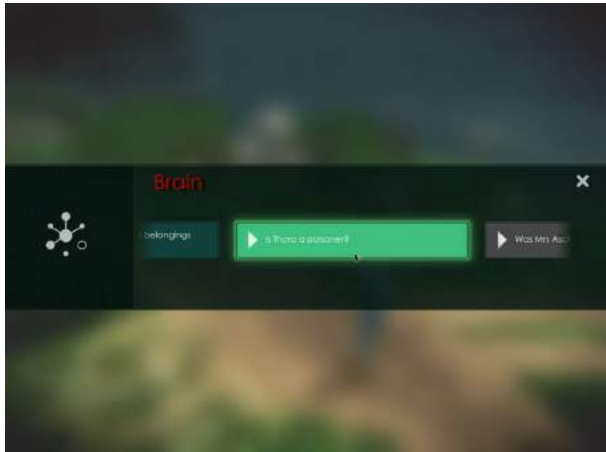




COAST 2

Answer a new brain as shown below then click on the book on the stele and start another brain.





HALL 3

To end this second visit at the mansion, click on the animal trophy and on the place where you have picked up the skeleton key earlier during the adventure. Now click on the phone to call Hastings and to leave from here.

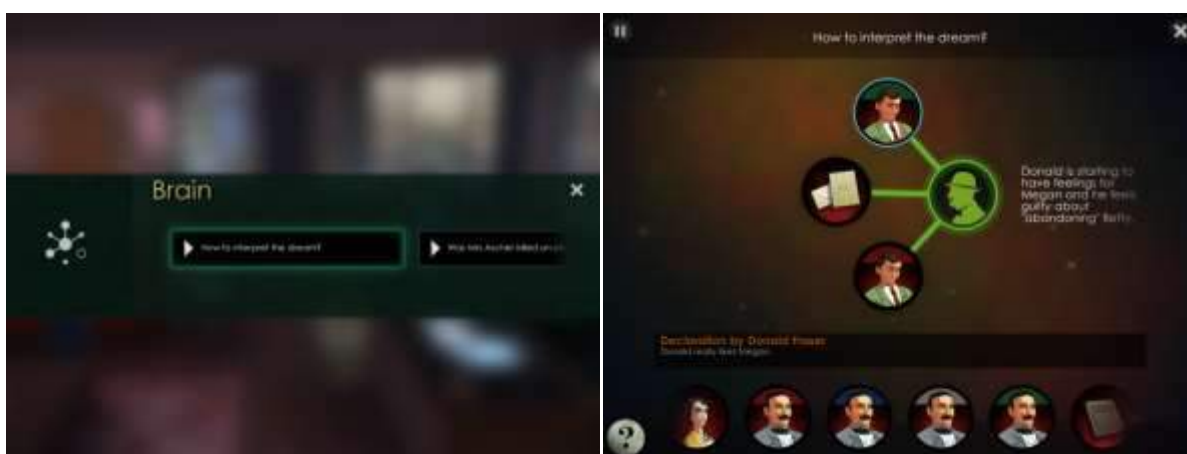


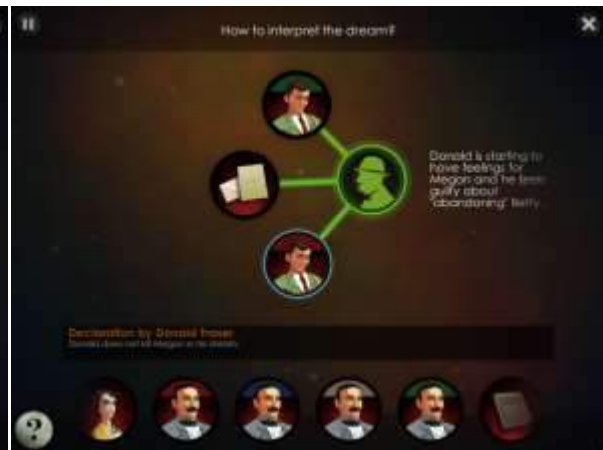
WHITEHAVEN 4

Back to Whitehaven, observe Donald to get information about his state of mind and talk to him.



Now that Donald told you more about his awful dream, try to interpret it resolving a new brain as below.



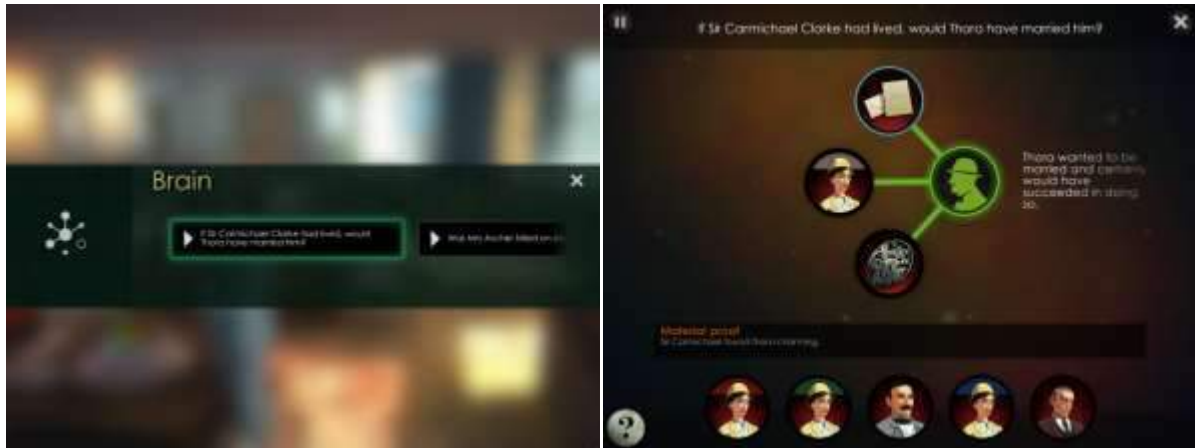


Give him your conclusions and go on talking to Thora.



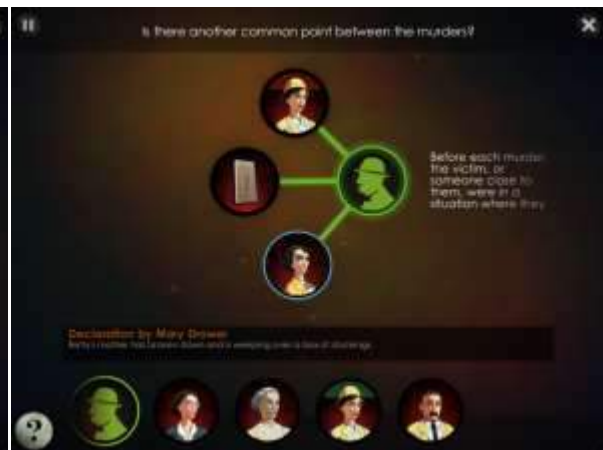
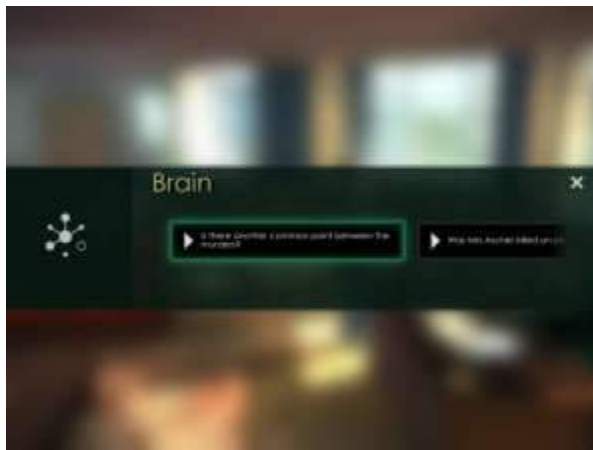
The discussion over, tell to Hastings what you think about the relation between Thora and Donald then discuss about Sir Carmichael and answer a new brain.





When solved, keep up talking about Sir Carmichael and try to find common points between the murders then answer a new brain.





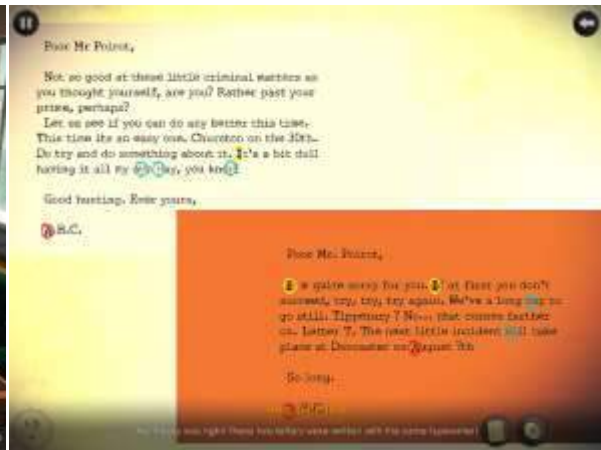
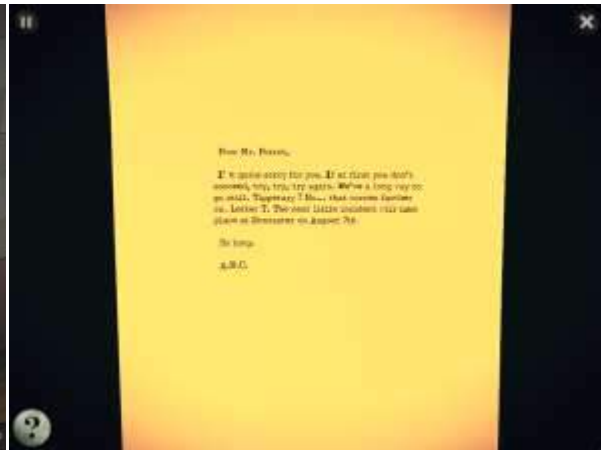
Conclude your discussion then pick up the phone to call Japp and inform him about the identity of the culprit.



Look at the Kinematic showing Cust leaving from the Pension Marbury then have a new talk with Hastings.



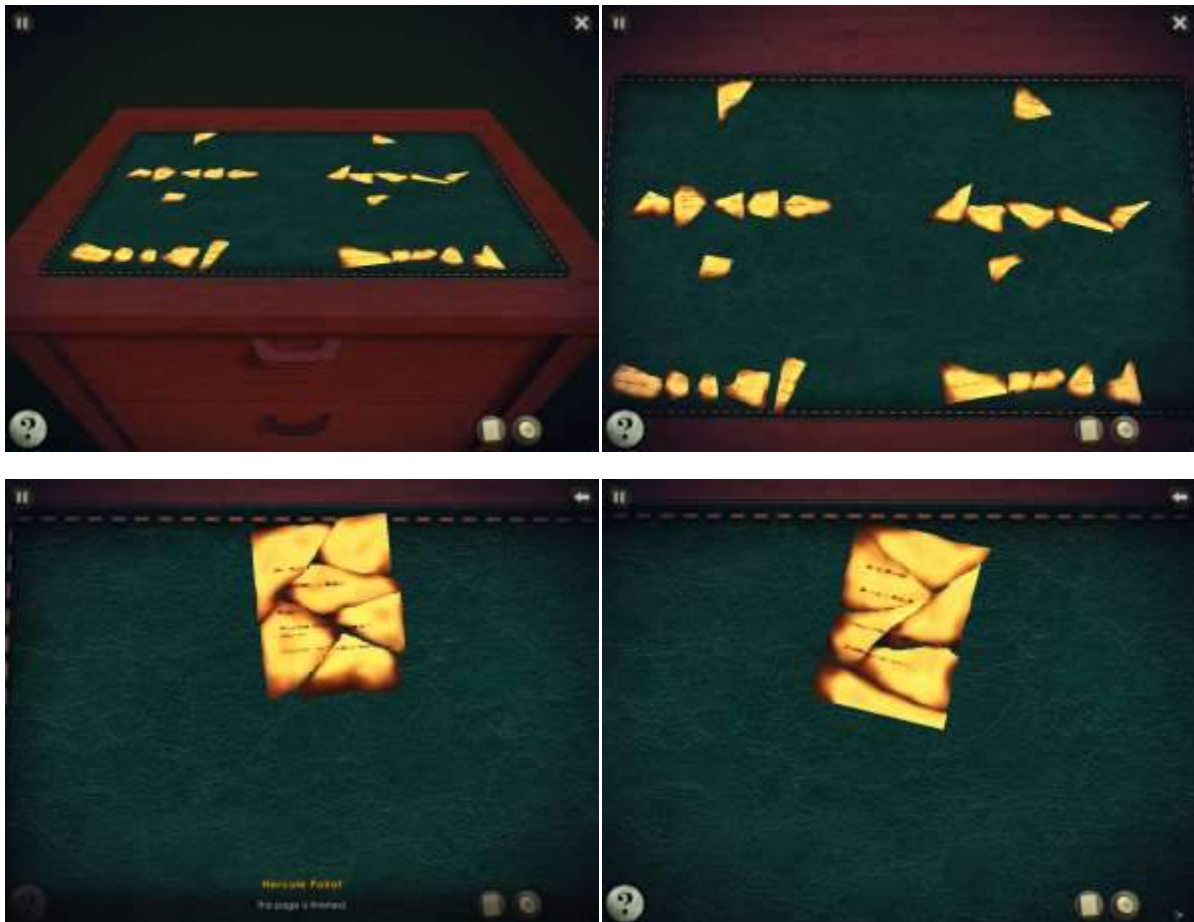
Pick up the new letter at the entrance door then, as usual, compare it to the last one you go by clicking on the desk.



Listen to Poirot's findings and click on the furniture under the mirror to rebuilt the burning paper you have found in the garden of the Churston manor.

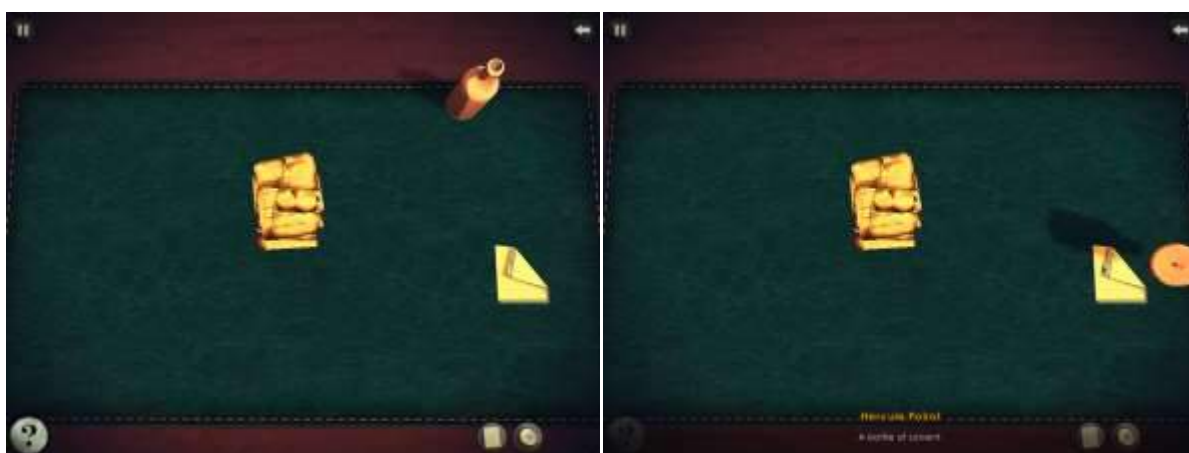


Click on each side to zoom on a specific area to rebuild one by one the four letters as shown below.

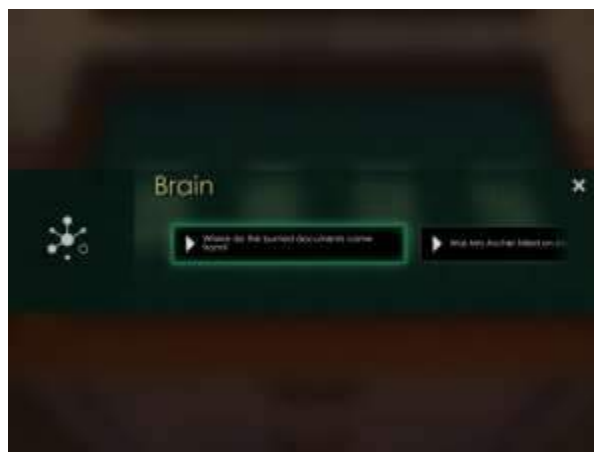




Finally, drag the bottle on the tissue and the tissue on the papers to reveal what is written on it.



Read it and have a talk with Hastings then try to guess where do the papers come from answering a new brain.



Tell your opinion to Hastings, click on the phone to call Japp and proceed a dialogue phase to inform him that you are going to Pension Mabury to collect new evidences then explain to Hastings the purpose of all of this.



PENSION MARBURY

RECEPTION

In the street, click on the door of Pension Marbury to enter in it then inside, talk to the receptionist.



Observe the counter and pick up the key of Cust's bedroom.



Click on the book and find the correct bedroom in which Cust stayed.



Make an observation phase of the receptionist and of the counter (where you can see the cushion), talk with her then go upstairs.





CUST'S BEDROOM

In the bedroom, click on the floor in front of the washbasin to discover a blood stain.



When it's done, click on the shelf near the sink and look at the medicines present on it.





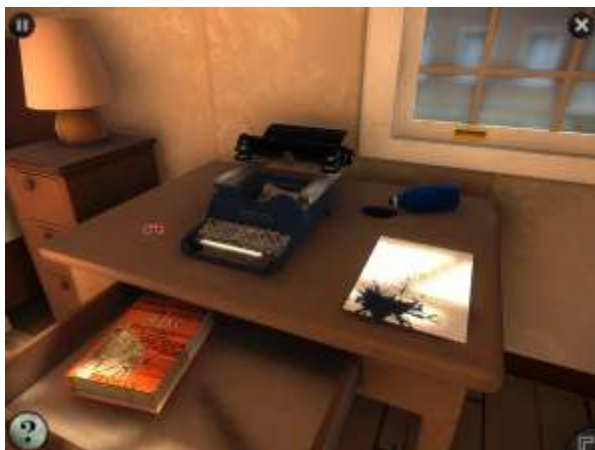
Don't forget to click on the little furniture at the end of the bed otherwise it will be impossible to leave the room next and proceed to the observation of the bed corner.

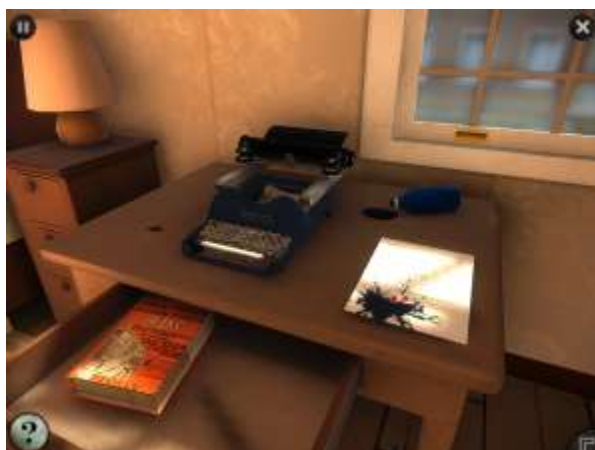
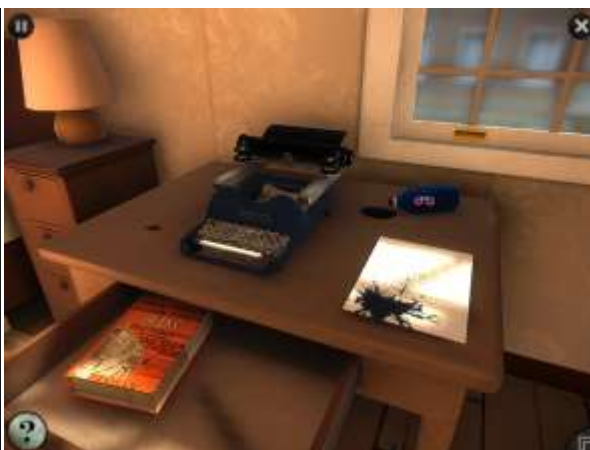


Click on the frame above the desk and on the table at the right of the bed to inspect it then take the knife.

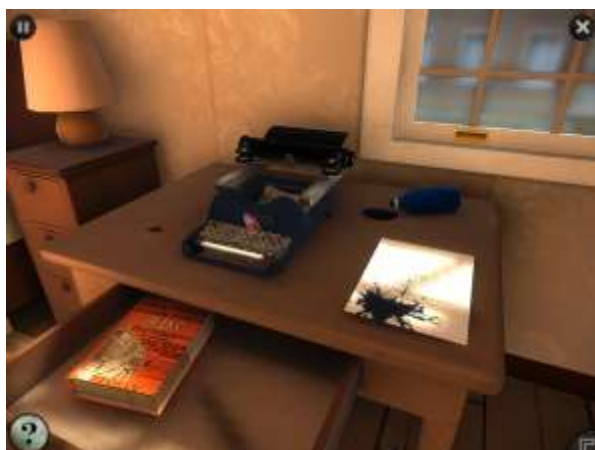


Click on the ink stain at the left of the typewriter, on the ABC book, on the spilled ink bottle and on the stained letter to analyze it.





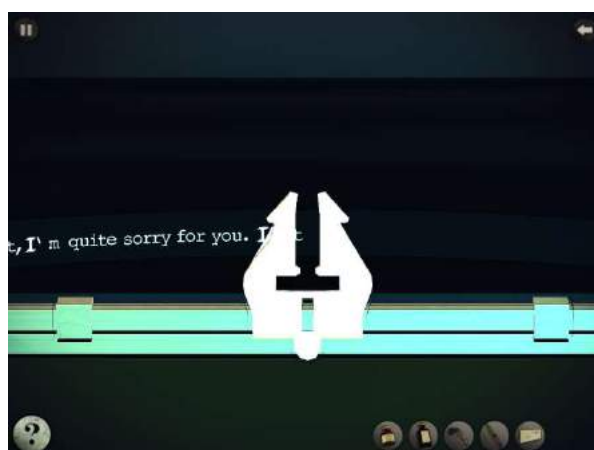
Finally, click on the typewriter to begin a new puzzle.



Zoom on the rounded elements at the extremity of each side of the typewriter and turn its anticlockwise to remove them.



Now zoom at the center of the spool and click between the two branches of the white park to pick up the spool.

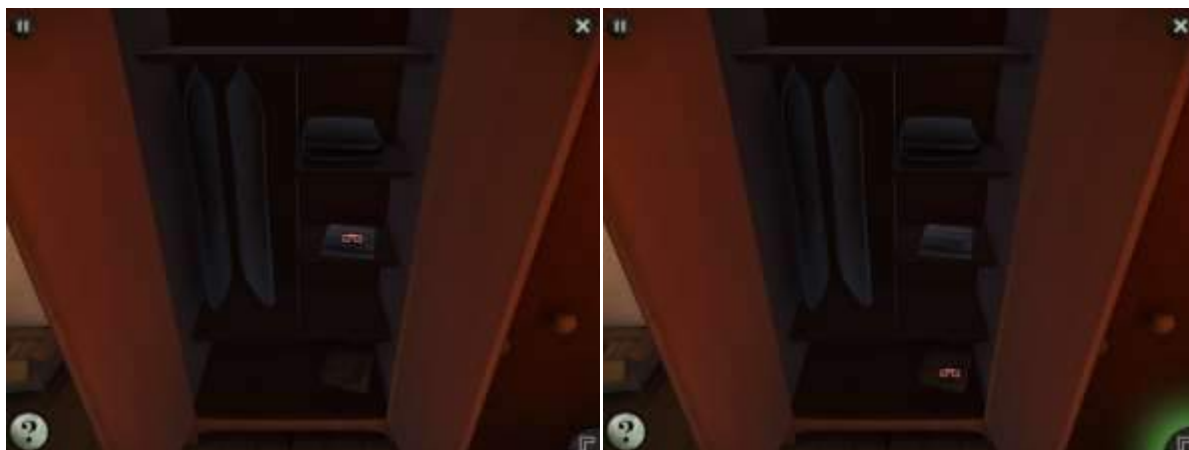


Open these parts in your inventory and double click on the text to pick up this element to compare it with the letter you receive later.

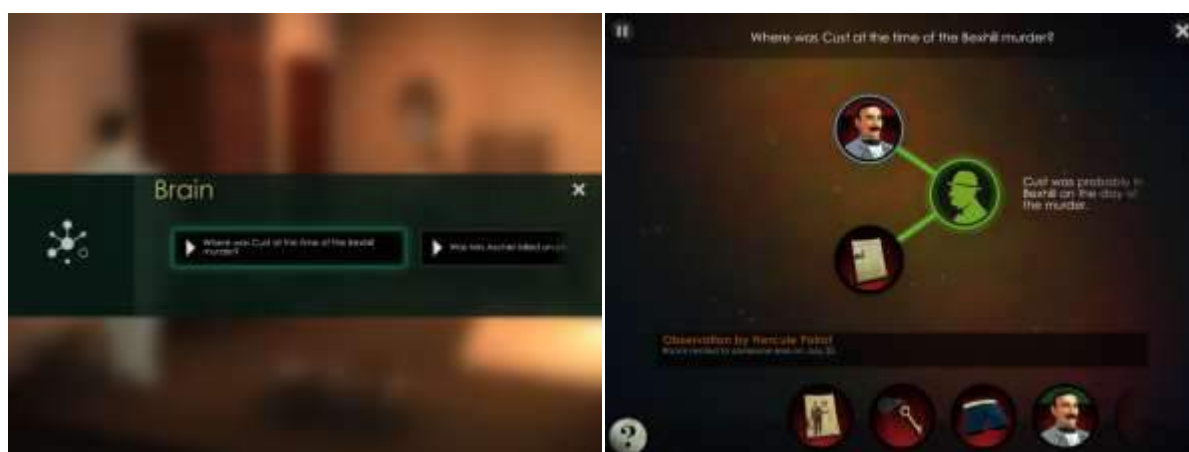


On the other side of the room, click on the two boxed full of ABC book (for the closed one drag the knife on it to open it) and on the closet to open it then inside, click on all the elements. .





Before leaving, answer a new brain in which you have to find where was Cust during the Bexhill events.



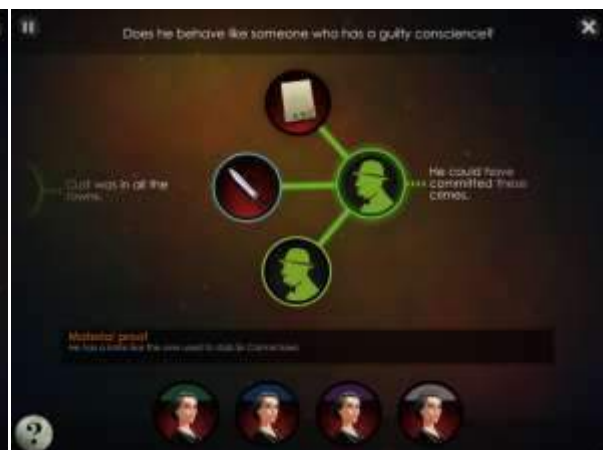
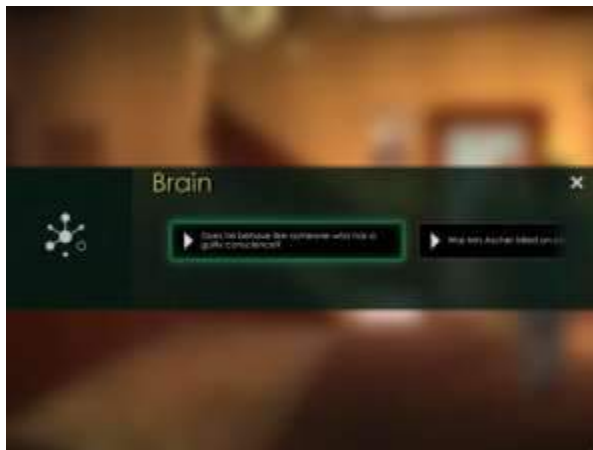
Click on the door to exit, downstairs have a new talk with the receptionist then tell your findings to Japp.



RECEPTION 2



After this short interview, find what the common points between Cust and the murderer are by answering a new brain.





Tell what you think about it to Japp then click the exit door and the taxi to leave to Scotland to question Cust there.



SCOTLAND YARD 2

QUESTIONNING ROOM

Here you are in Scotland in the questioning room next to Japp's office. Begin with an observation phase of Cust then talk with him.



Because of Health problems, during the talk, he will interrupt and will not be able to go on. At this moment, drag and drop the tallest medicine bottle on him.



Ask him questions and another time, when needed, drag and drop the other medicine bottle on him.



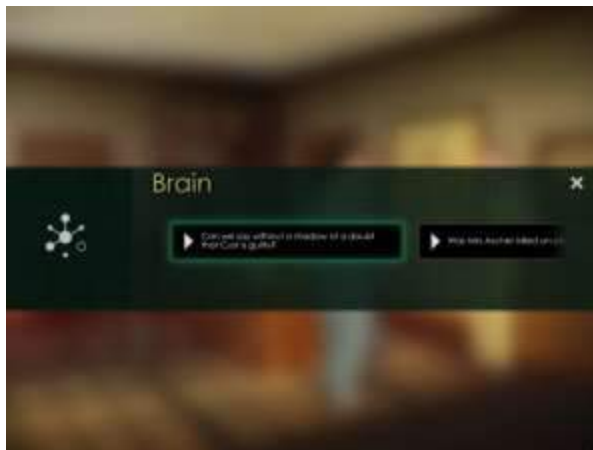
At the end of the talk, click on the door to give your findings to Japp.



JAPP'S OFFICE

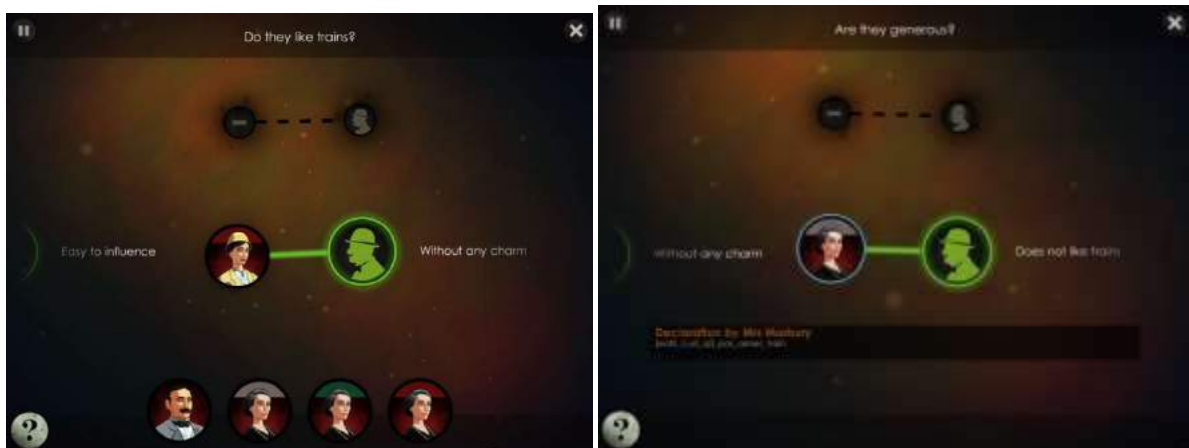
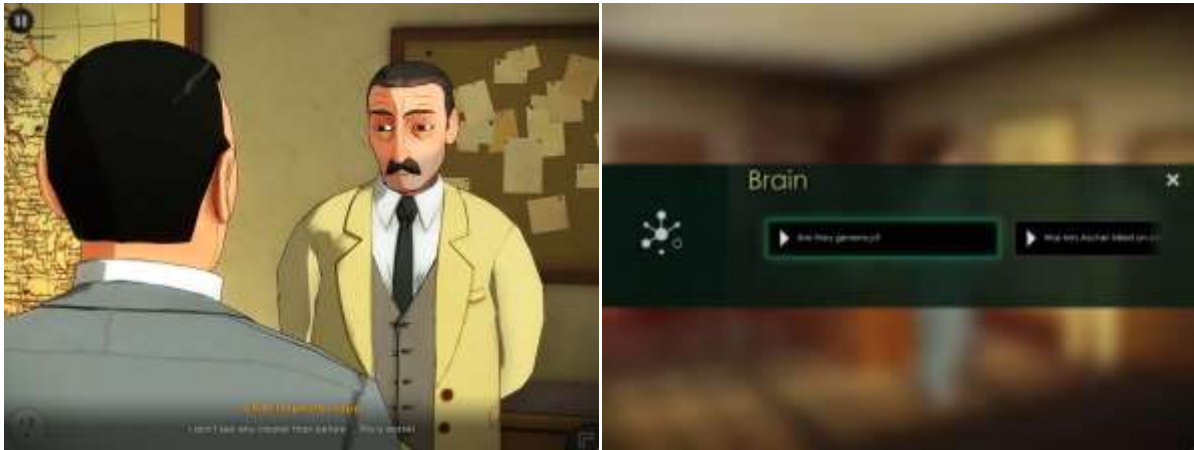


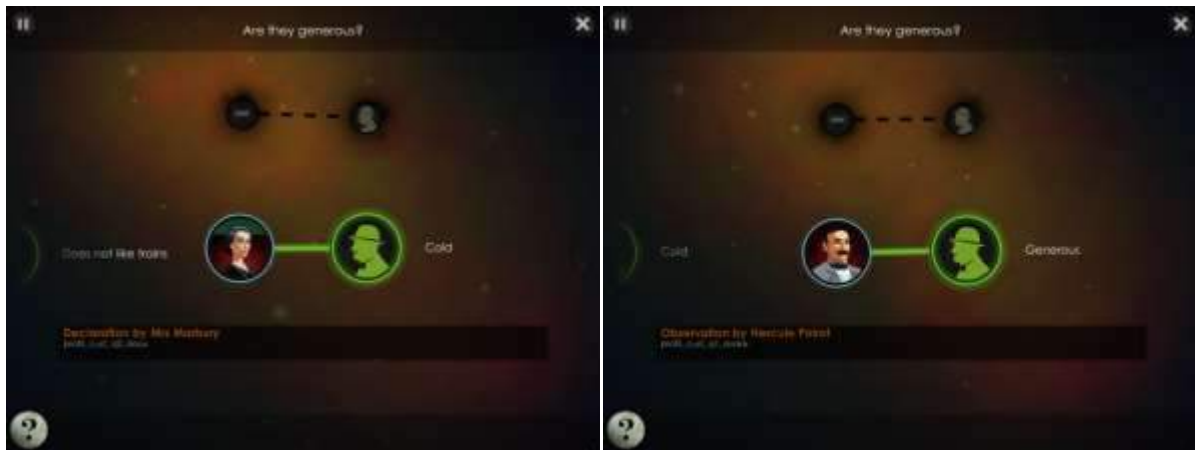
After that, answer a new brain to discover Cust non-incriminating clues.





Tell what you think to Japp then make a new brain to have new information about the suspects.





Finally, leave this place clicking the door then click on the taxi parked in the street to go back to Whitehaven.



WHITEHAVEN 5

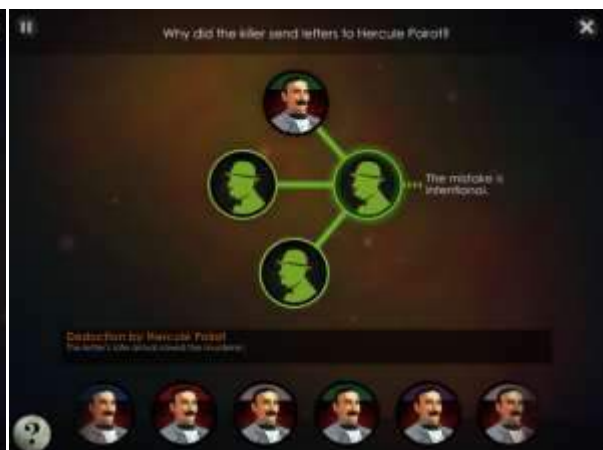
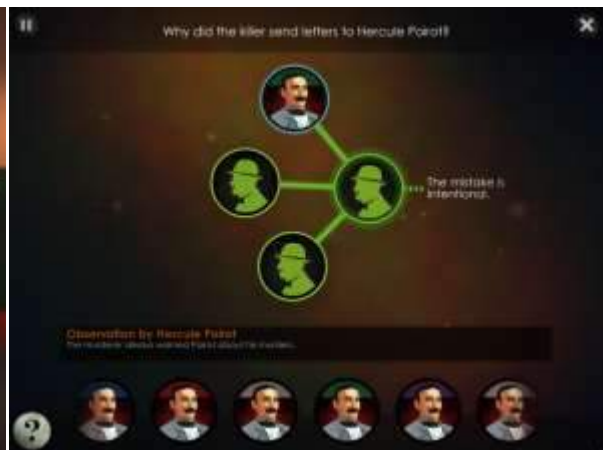
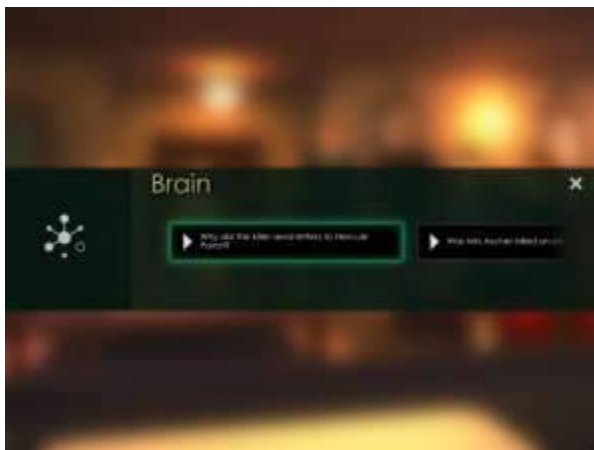
Once you are in Whitehaven, talk with Hastings about what you want to do to force the culprit to betray himlf then click on the furniture at the left of the entrance area.

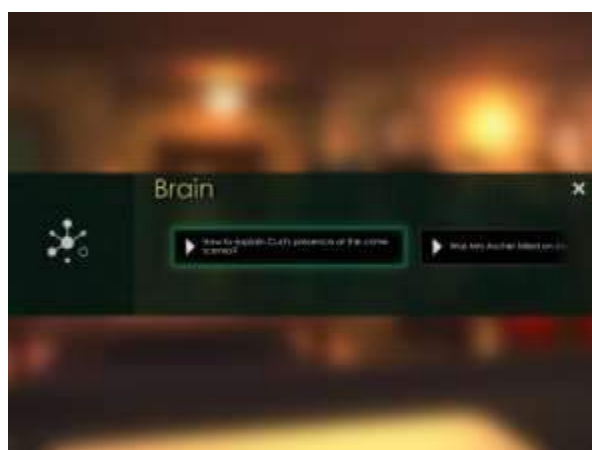


Pick up the gun and find which bullet you will place in it (blanks or real) then give it to Hastings.

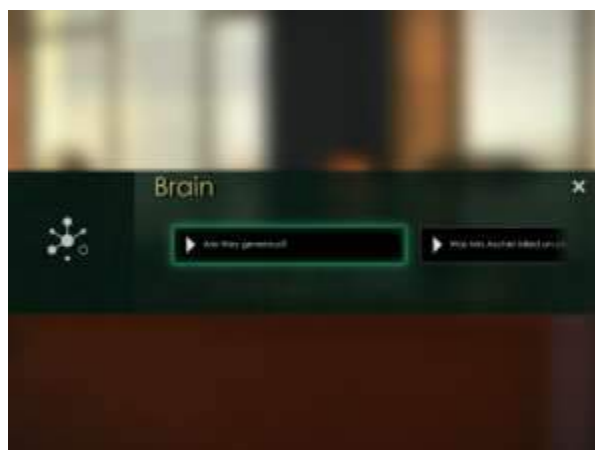


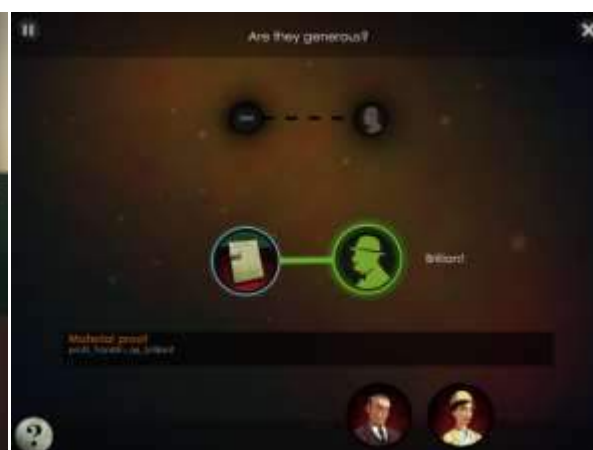
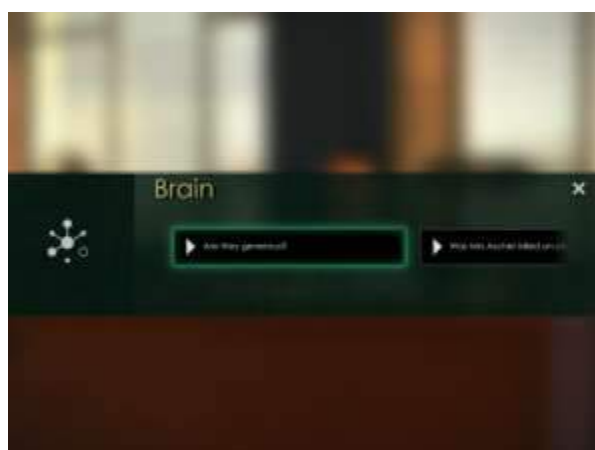
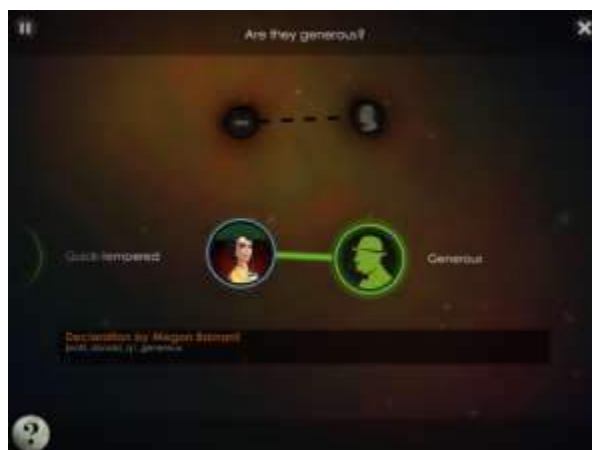
Pick up the phone to get Japp's new information then alternate between talk and brain phases as shown below to achieve your aims and find who is the real killer.

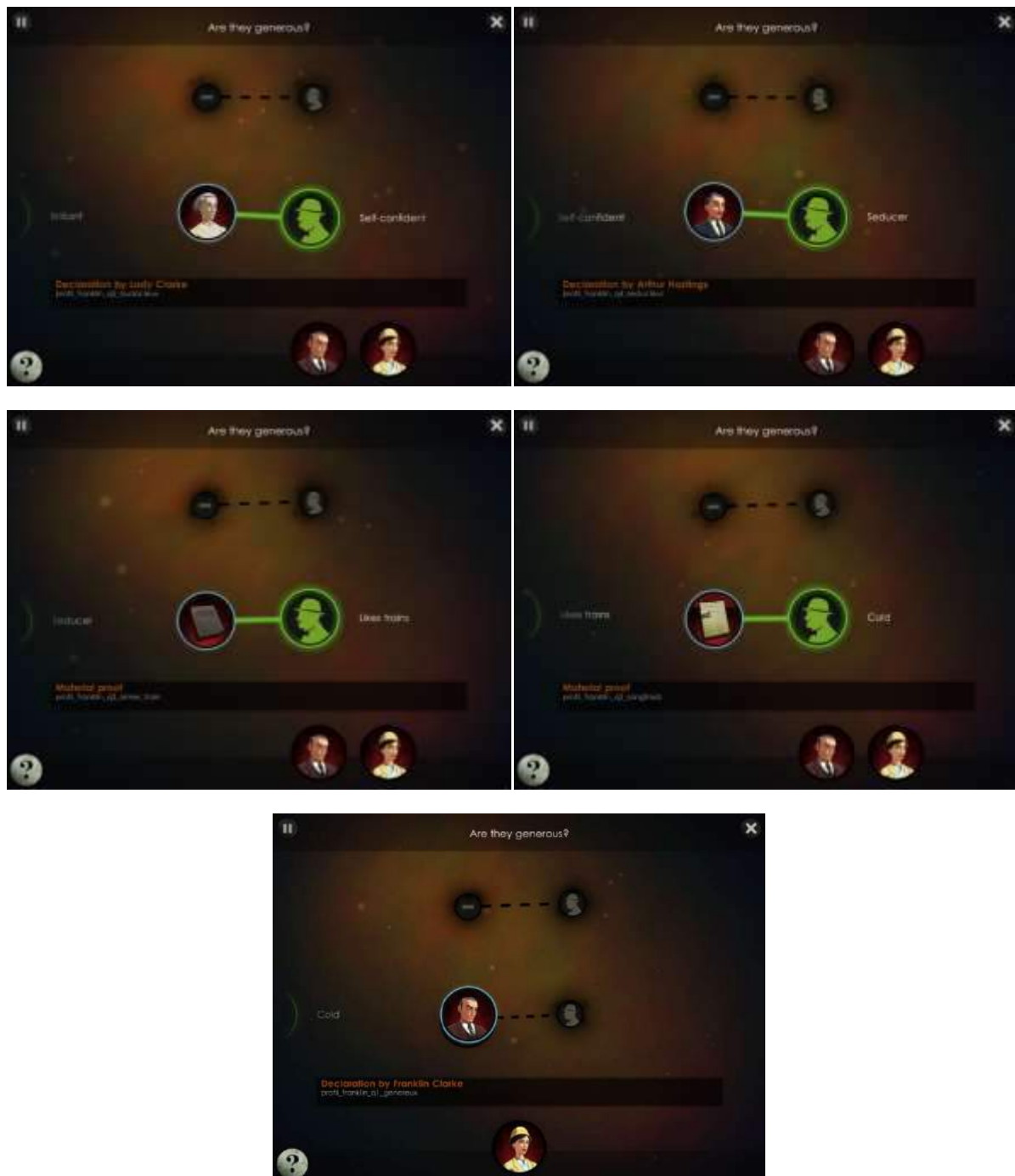












To give an end to the story, after having let only one person without alibi, observe the consequences of your act (load the gun with fake or real bullet) and the outcome into a beautiful kinematic.

