Answers for questions

・How often do you get a solution in fewer than 20 guesses?

Every time this solution gets less than 20 guesses

・Does this change depending on the theory you test (1, 2, 3)?

No

・What is good or bad about this strategy?

Good: fast speed. Originally Murder 6 \* location 10 \* weapon 6 = 360 checking calls are needed. But for this strategy, the number of guess is consistently less than 20.

Bad: extra spaces to keep incorrect items are required.