

RULEBOOK



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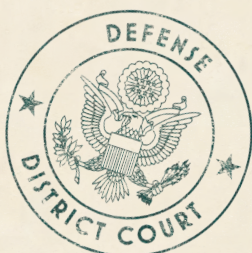
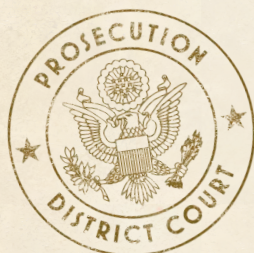


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INTRODUCTION

In *Courtroom*, two teams compete: one side representing the Prosecution, aiming to convince the jury of the defendant's guilt, while the other represents the Defense and will fight for the defendant's acquittal. First, you will review evidence collected by the police, then you will have the opportunity to question witnesses and confront them with evidence. But the verdict depends on the closing arguments from both sides: if you can present the gathered information in a way that convinces the jury, you will win the case. But remember, the other side will do everything they can to tip the scales their way!



DISCLAIMER

This game portrays a simplified and gamified version of a standard trial within the United States legal system. While inspired by real courtroom procedures, many legal complexities have been streamlined or adjusted to create a balanced gameplay experience. Certain legal mechanisms that exist in real life are not available in the game. For example, plea bargains are not an option within the game's structure, even though they are common in actual U.S. criminal proceedings. All evidence presented during gameplay is considered accurate and trustworthy for the purposes of the game. In real-world legal systems, the reliability, admissibility, and interpretation of evidence are often subject to dispute and judicial scrutiny. The game strives for historical authenticity in its themes and settings, however, for gameplay clarity and narrative cohesion, some events, procedures, or details may differ from the real world.

CONTENT WARNING

The cases included in this game address mature and potentially sensitive topics, including murder, sexism, infertility, and addiction. The game contains no visual depiction of violence or blood. Player discretion is advised.

GAME COMPONENTS

Case-independent components

- 4 Motion tokens (two per team)
- 2 Testimony dials (one per team)
- 2x Paper pads (1 per team)

Case-specific components

The game box contains 3 cases. Each case comes in its own Large envelope.

In the Large envelope:

- 1 Introduction card
- 15 Evidence cards
- 2 Uncertain Jury cards (one per team)
- 1 Small envelope, containing:
 - 6 Witness cards
 - 24 Witness Reaction cards
 - 2 Evaluation sheets (one per team)



Companion app
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2x Testimony dials
(1 per team)



4x Motion tokens
(2 per team)



2x Paper pads
(1 per team)



3x Large envelopes,
each containing:



15x Evidence cards



2x Uncertain Jury cards
(1 per team)



1x Introduction card



3x Small envelopes, each containing:



6x Witness cards



24x Witness Reaction cards



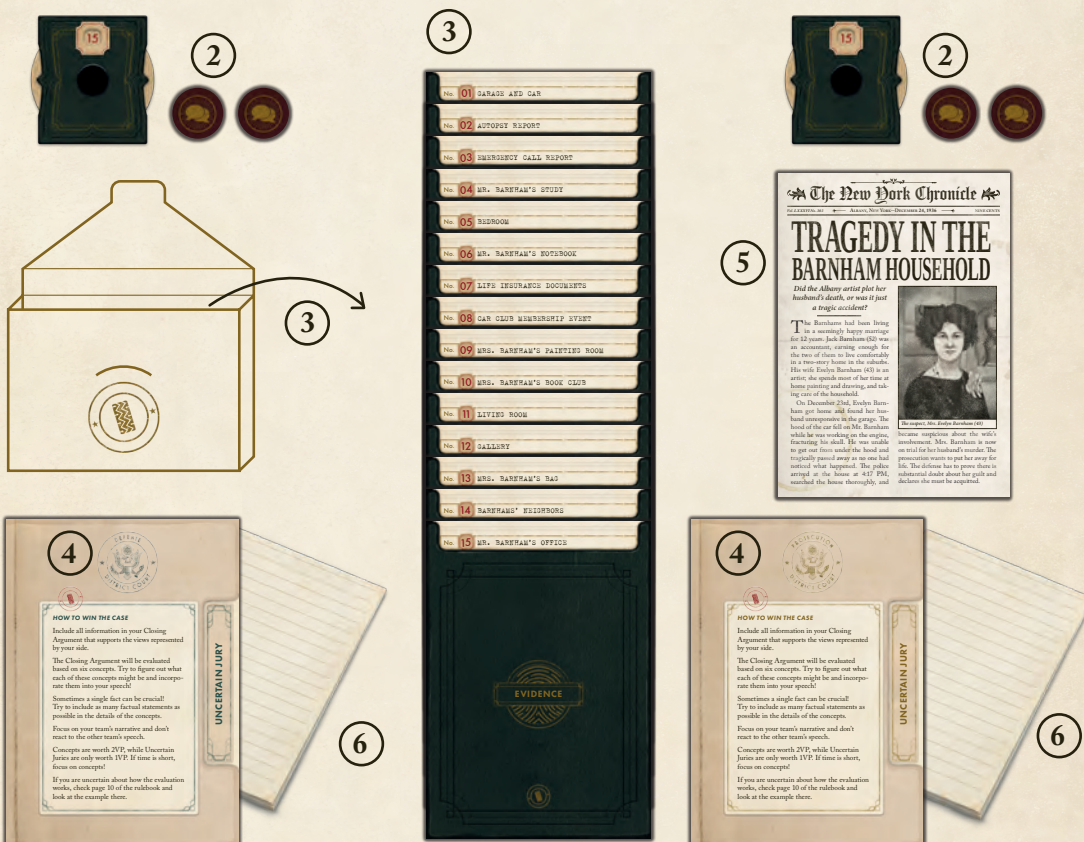
2x Evaluation sheets
(1 per team)

SETUP

1. Divide players into two teams, making them as equal as possible (it's not a problem if a team has one player more than the other). One team will be the Prosecution; the other will be the Defense.
- NOTE:** The rulebook will refer to teams even if the Prosecution/Defense side has only one player.
2. Give each team 2 Motion tokens and 1 Testimony dial.
3. Open the current case's Large envelope (we recommend starting with Case 1). Place all 15 Evidence cards face down in the middle of the table without looking at the other side, in a way that all of the titles are visible.
4. Deal out the Uncertain Jury cards to the teams; they can look at this card anytime during the game (for more information on the Uncertain Jury cards, see page 8). **DO NOT** open the Small envelope yet.
5. Place the Introduction card face up next to the Evidence cards.
6. Give each team a paper pad and a pen/pencil (not included) for taking notes.
7. Read the Introduction card out loud.



You can use the Companion app to listen to the Introduction!



GAMEPLAY

The game begins with a suspect from the case being accused. The Prosecution wants to prove that person guilty, while the Defense team is fighting to get the charges against the accused dropped.

The game is played over three phases, in the following order:

1. Discovery phase
2. Testimony phase
3. Closing Argument phase

After the Closing Argument phase, the game proceeds to the Judgment, which reveals the winning team.

DISCOVERY PHASE

In this phase, teams will review and gather evidence that will help them during the Testimony phase and when building their arguments for the Closing Argument phase.

The teams can examine the titles on the backs of Evidence cards. Then, starting with the Defense, each team draws one Evidence card without showing it to the other team. Evidence cards can contain text, documents, and/or images, all of which can be useful. If needed, a team can leave the table to talk about the card privately. Teams can also take hidden notes about their findings, and revisit any previously drawn cards.

Once both teams are ready to draw new cards, the Defense chooses their next card, followed by the Prosecution. Both teams discuss privately again, then draw new cards, and so on, until each team

has exactly 7 Evidence cards. Return the remaining Evidence card to the Large envelope without revealing it.

Each team can choose exactly 2 Evidence cards to hide from the other team. After both teams decide which 2 cards they will keep hidden, they reveal the remaining 5 cards to the other team, and allow some time for them to examine the newly revealed information. After both teams are done reviewing the new cards, place all 10 shared Evidence cards on the table so that they can be revisited by anyone at any time.

TESTIMONY PHASE

In this phase, you can collect new information from the Witnesses by asking them about various Evidence. Some answers will help the Defense, others the Prosecution, and some will be useless for both teams.

Open the Small envelope and take the Witness and the Witness Reaction cards out, leaving the two folded Evaluation sheets in the envelope. Shuffle the Witness cards and lay them out in a line on the table, face up ①. Separate the Witness Reaction deck by Witness and place each group of cards face down next to their respective Witnesses ②.

The leftmost Witness is the first to be called to the witness stand; read their introduction out loud.

Witnesses can be asked about the four pieces of Evidence listed on their card. Each team secretly chooses one piece of Evidence and sets their Testimony dial to the number of the Evidence. They reveal their dials simultaneously.

Teams can choose to skip the testimony of the current Witness (setting their dial to an unavailable number). If listed on the Witness card, teams can also ask Witnesses about either team's Hidden Evidence cards or the card returned to the envelope. In this case, everybody will hear the Witness Reaction like normal, but the Evidence card itself will not be revealed.

MOTION TOKENS: Each team has two Motion tokens. Before revealing the Witness Reaction, starting with the Defense, either (or both) team(s) can discard one of their Motion tokens to resolve the following action:

OBJECTION!: Force the other team to change their dial to another listed Evidence's number (or they can skip the

Testimony by setting their dial to an unavailable number).

After any Objection! is resolved, reveal the chosen Witness Reaction cards and read them out loud. After that, starting with the Defense, either (or both) team(s) can discard one of their Motion tokens to resolve the following action:

PRESSURE: You can change your Testimony dial to another Evidence's number to reveal the corresponding Witness Reaction card in addition to the first Witness Reaction you chose. The other team can use their Motion token (if available) to object to this testimony. You can't use Pressure to reveal a Witness Reaction to which the other team objected previously.



After you reveal and read all chosen Witness Reactions, keep those cards on the table (teams can revisit them later), and return others belonging to this Witness back to the Small envelope. Then, discard the current Witness, and repeat the procedure above with the next Witness until all 6 Witnesses are resolved.



You can listen to the Witness introductions and reactions **in the Companion app!**

CLOSING ARGUMENT PHASE

Now that the teams have gathered all the available information, they can write their Closing Arguments. Before the speeches, each team can talk through the case and all the evidence that is available to them in order to figure out how to frame their story. It is recommended to make a bullet point list for the speech to help the Speaker.

The teams need to focus on the following:

- **Prosecution:** Support the defendant's guilt with their arguments.
- **Defense:** Build up an alternate narrative and in some cases, find another suspect in addition to opposing the Prosecution's arguments.
- **Both sides:** Include the main arguments in their speech that
 - a) **support their own side's narrative** (confirmation/rejection of the charges against the accused) and
 - b) **refute the other team's possible arguments.**

- **Both sides:** Include details of the case that can **convince Uncertain Jury members.** The short introductions hint at what kind of details can be especially important for them.

On page 10, you will find an example of an Evaluation sheet that provides guidance for shaping your Closing Argument. Teams have unlimited time to discuss their Closing Arguments, but you can set a timer if you think it is necessary (we recommend 10 minutes).

When both teams are ready for their Closing Arguments, each team chooses a **Speaker** who will give the speech that will serve as a basis for the evaluation of the team's work. Each team also chooses an **Inspector** who will evaluate the other team's Closing Argument. If a team has only one member, the player will serve as both Speaker and Inspector.

After this point, no communication is allowed between team members!

The Inspector players take the Evaluation sheets out from the Small envelope and check them without revealing them to anybody else. The two Inspectors should sit together during the Closing Arguments to monitor and support each other's work. If they notice that the other Inspector missed something, they should take mental notes and discuss it after the speech is over. They should not disturb each other during the speech.

We recommend setting up a voice recorder for the speeches; this can help solve arguments later.

Set a 5 minute timer, and when the Prosecution speaker is ready, start the countdown. In these 5 minutes,

the Speaker needs to convince the jury, articulating their narrative and the details their team found important. The Inspector from the other team will listen carefully and fill out the Evaluation sheet during the speech.



In the Companion app, you will find a timer for the Closing Arguments and a voice recorder as well.

If giving a speech is not comfortable either of you, you may replace the speech with a written version of your Closing Argument, and this will be evaluated by the Inspector. Set a 12 minute timer to limit the writing time.



EVALUATION

There are 6 Concepts on each Evaluation sheet. Anytime the Speaker says something that covers a Concept, the Inspector marks this Concept with an 'X' in the box next to it. If they're uncertain, mark the concept with a 'question mark' instead. The goal of the Speaker is to collect as many X marks as they can (without knowing the Concepts). The Inspector also marks if the Speaker mentions any of the **bold** phrases under the Uncertain Jury members.

After the Prosecution's speech, the Defense's Speaker follows the same process, and the Prosecution's Inspector will evaluate the Concepts and Uncertain Jury members on their Evaluation sheet.

After the second speech is done, the Inspectors reveal their Evaluation sheets. If they were uncertain about something (they marked it with 'question mark'), all players should discuss it together. If there is no full agreement, they can listen to the recording of the speech.



If there is still no agreement, you can find some help in the official Courtroom Companion app's FAQ.

Try to think with the Speaker's head! Were they aware of the Concept? Based on the information shared, did they or did they not intend to put it in the speech? Was it in their notes?

Evaluate the other team's work as you would like to see yours evaluated!

SPEECH AND EVALUATION EXAMPLE

PROSECUTION EVALUATION



CONCEPT: MR. BEAR WAS HIRED

Award if the speech refers to Mr. Bear receiving any financial reward for carrying out the robbery.



CONCEPT: WEAPON OWNERSHIP

Award if the speech refers to Mr. Bear being the owner of the gun that was fired at the jewelry store.



CONCEPT: MR. BEAR IS IN DEBT

Award if the speech refers to Mr. Bear being in a poor financial situation.



CONCEPT: STOLEN GOODS IN THE CAR

Award if the speech refers to Mr. Bear storing the stolen jewelry hidden in a car.



CONCEPT: ESCAPE TO CANADA

Award if the speech refers to Mr. Bear's plan to flee to Canada.



CONCEPT: CRIMINAL RECORD

Award if the speech refers to Mr. Bear having a previous conviction for a gun-related offense.



MARKETING ASSISTANT

Mention at least two of the following:

business card, 
envelope, 
flyer. 



WEAPON ENTHUSIAST

Mention the type of the gun: Tommy gun.



SAILOR

Mention that Mr. Bear's car was in the port.



PAWNBROKER

Mention that the value of the jewellery was \$220.



Honorable Court, Honorable Jury,

Mr. Bear's guilt in this case is as clear as day. Allow me to summarize the most important pieces of evidence.

*It is true that Mr. Bear is not a well-known criminal, but during the search of his residence, we found evidence that clearly proves his guilt. In Mr. Bear's apartment, we found a flyer [Marketing assistant: 1/2 ✓] from the jewelry store and an envelope [Marketing assistant: 2/2 ✓] containing the **advance payment that his employer gave him to carry out the robbery** [Concept: Mr. Bear was hired ✓].*

*In addition, we discovered that although he had a permit, **he was in possession of a Tommy gun** [Weapon enthusiast: ✓], which was the weapon used to **fire shots at the jewelry store** [Concept: Weapon ownership ✓].*

*But why would a man with no known ties to the criminal underworld do such a thing? The answer is that **he was under heavy debt** [Concept: Mr. Bear in debt ✓], and his creditors were using increasingly aggressive means to collect money from him.*

*After the robbery, he knew he couldn't immediately hand over the **stolen goods** to his employer, so he **hid them in a car** [Concept: Stolen goods in the car ✓], and **parked it at the port** [Sailor: ✓], planning to retrieve it unnoticed once the commotion had died down and hand it over to his employer.*

JUDGMENT

Each team scores Victory points (VP) for their Evaluation sheet filled by the opposite team. Each marked Concept scores you 2 VPs. Each marked Uncertain Jury member scores you 1 VP. If both teams score the same VPs, the tie-breaker is the most marked Concepts. In the rare case where there is still a tie, the Defense wins—under the presumption of innocence, guilt cannot be properly proven.

Do cases have a “real” solution?

No, the truth only depends on which team can convince the jury of their own truth.



