

Law-Ya

[for 2 or 4 players, aged 12 and above, duration app. 60 min]

Game Instructions

1. Equipment.....	1
2. Preparation.....	1
3. The Game	
1. Object of the Game.....	2
2. Course of the Game.....	2
3. End of the Game.....	2
4. Extras.....	4
4. Acknowledgment.....	4

1. Equipment

1 board with a 2-pieces wall, 1 stairs, 4 dices, 4 tokens, 105 red Conviction Point-markers (28 CP-markers à 5, 77 CP-markers à 1), 1 jar of plastic modeling mass, 242 cards (16 *knowledge* cards, 24 *event* cards, 20 *special factor* cards, 20 *places* cards, 12 *cause of death* cards, 24 *investigation* cards, 24 *person* cards, 24 *murder weapon* cards, 28 *evidence* cards, 12 *witness statements* cards, 21 *action-1* cards, 17 *action-2* cards)

2. Preparation

Arrange the board:

- Each player should have a pen and a piece of paper. Also find a blindfold and make sure you have some device to take the time.
- Put the stairs on the marked field on the board and the wall to both sides of the stairs. Place a token of your choice on the office field (Start).
- The game consists of two phases: the investigation and the courtroom, separated by the wall.
- Shuffle the *evidence cards* (consisting of *evidence*, *murder weapon*, *witness statements*) in one deck. Place the *action-1*, *investigation* and *evidence* decks beside the first phase of the board and the *action-2* as well as the *event* deck beside the second phase of the board. Place the *knowledge* cards wherever you feel comfortable. Put the red *Conviction Point*-markers beside the board as well.
- If you play with four players, decide upon teams of two and choose which team plays as prosecutor and which as defense attorney.
- Roll the dice! The player with the highest number starts.

You will need the *action-2* and *event* cards only in the second phase.

Now the murder happens:

- To find out what happened you need a place, a special factor, a cause of death as well as a victim and a suspect.
- The person with the highest number starts to draw a card from one of the four decks: *persons*, *special factor*, *places* and *cause of death*
- The other players follow clockwise until the case is complete. Put the case cards beside the board and mark the victim so that you will not forget who is who.

As you are drawing two persons from the person deck, you need to decide beforehand whether the person is either the victim or the suspect.

- Draw randomly five persons and shuffle them with the evidence deck! They can act in your murder case as well, e.g. as witnesses.
- Now, count the numbers on the bottom right on each case card! These are the *Conviction Points* (CPs) you need in order to enter the courtroom and to be allowed to speak in front of the jury.

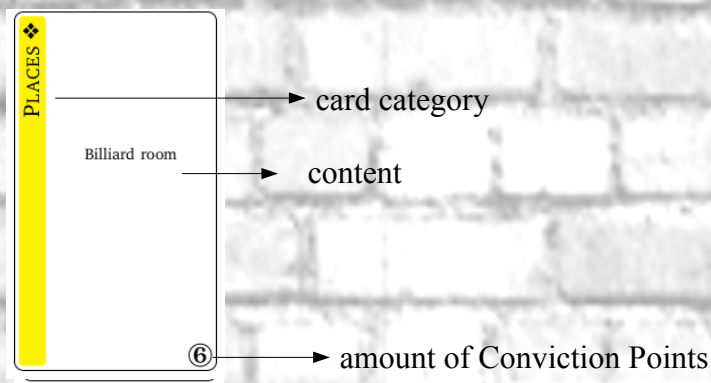
3. The Game

1. The **object of this game** is to find pieces of evidence during the investigation phase and convince the jury in the end that the suspect is either innocent or guilty (depending on the team you are in).

2. **Course of the Game**

!! If playing in teams, you are not allowed to communicate with your partner during the investigation phase, as you are investigating on your own. As soon as you have passed the *stop field* in the courtroom, you are allowed to do so. !!

example of card:



- In his/her turn, each player has to do the following:
 - Roll the dice!
 - Move the token accordingly forward and, depending on the field, draw a card:
 - If you draw an *evidence card*, keep it and put it in front of you for everyone to see. Take the according amount of CPs.
 - If you draw an *action card*, do what it tells you and, if you manage, take the according amount of CPs and place the card beside the deck.
 - If you draw an *investigation* or *event card*, follow the instructions on this card and, as soon as your task is done, put the card back beside the deck.
 - If you land on a white field, your turn ends here without any further activity.

More than one token can stand on one field.

It might be easier for you to write down what kind of evidence and how many CPs you get from this card as, in the course of the game, you may have to discard evidences and/or CPs.

You do not have to take a card if you do not want to. Please remember that you will not get the CPs.

ATTENTION!

If you reach a *knowledge* field, your opponent draws and reads out a card. If you cannot answer the question, your team mate may answer instead of you. She/he will get 3 instead of 6 CPs.

ALL CARDS HAVE TO BE READ OUT ALOUD, EXCEPT IF STATED OTHERWISE!

YOUR OPPONENT'S EVIDENCE CARDS ARE NOT RELEVANT TO YOU.

- If you draw a card which influences your next activity and you forget it, you either have bad luck (e.g. you forgot to double your next throw) or you have to give back the CPs and pieces of evidence you earned illegitimately. If you forget a card but did not earn CPs (e.g. if you can only move forward by rolling an even number), go back 10 fields!

The Woods:

Soon you will have the chance to enter the courtroom and make your way up to the jury. Before you cross the bridge you should check whether you have enough CPs to make your case. If you do not have them, you can take an extra turn via the path through the woods.

Entering the courtroom:

To make things more complicated, you have to say: **“I swear to tell the truth, the whole truth, and nothing but the truth, so help me God”** when you cross the bridge. Otherwise, you are in trouble. The jury will send you back to the *picnic field* as forgetting something so simple is a sure sign of being overworked and the jury will think you need a break.

The Courtroom:

If you managed to enter the courtroom and reach the *stop field*, it is time for a meeting with your co-player to discuss the pieces of evidence you have collected so far or to sort your own thoughts out. Your turn ends here either way. If playing in teams, put your partner's token on the *stop field*, too. He/she will continue from here as well.

For your closing statement, keep in mind to tell a story! By the way, do not forget to include the case itself!

3. End of the Game

- To win the game you have to reach the *end field* first and speak in front of the jury.
- To be allowed to speak in front of the jury, you need to reach this field by rolling the exact number to get there.
- Now things get serious: You (and your partner) get two minutes to discuss the most important facts for your closing statement. You are allowed to use your and also your partner's evidence for this.
- To convince the jury you need to include so many pieces of evidence that your minimum amount of CPs fits the number of CPs determined by your murder case.
- Before you start your closing statement, state to your player(s) which evidence you are going to use.
- If you forget to include one in your speech, your opponent(s) have/has the chance to raise objection. Consequently, you fall back in your investigations and have to go back to the *black field*.
- If you manage to convince the jury by including every piece of evidence stated:

You will not get the CPs for the cards you do not choose to take!

The person on the very last field is giving the closing statement.

Remember where you got the CPs from!

Congratulations!

4. Extras

As you will notice, some people appear in the *person* deck as well as they will have made a witness statement. If this applies to your case, the *witness statement's* CPs are raised by 2. If the card does not fit into your story, you are allowed to not use it and put it beside the *evidence* deck. (This holds true for firstly knitting needles and wool, and secondly a pistol/shotgun and bullet casing.)

MEEPLE PARTY!

If at least three tokens meet on one field, each player on the field gets one extra CP.

Rounding up:

If a card tells you to halve the number on the dice, round up (e.g. 3 counts as 2, 5 counts as 3 etc.)!

4. Acknowledgment

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