Most images are from http://court-records.net/
(Make a copy if you want to case with this template.)

ASSPULL FORMAT

WTF Is... Asspull Format?

The Asspull Format is a format where each bench is given “hidden” evidence that the other side cannot see, primarily by making use of the “HiddenCM” tools the client provides (and actually using the CM role).

This is NOT, however, a “prewrit” case. The CM does not control the witnesses in any way, they simply provide the case and distribute the “hidden” evidence.

Its purpose is to emulate the frantic and rapidly changing atmosphere of the original AA games, where surprise evidence blindsides the prosecutor/defense and wildly changes the course of the trial.

In essence, it implies that the defense and prosecutor did their own independent investigation, and came up with a different set of evidence to bring to trial.

Role Explanations

Case Master

The one who constructed the case. Must be present and set the area’s evidence mode to “HiddenCM” via the /evidence_mod command (ie, /evidence_mod HiddenCM).

Their role is to create the case and organise the evidence. They provide “cheat sheets” with the full list of evidence to witnesses, and provide the inventories to the benches.

As a result, CMs are prohibited from playing a bench role, but may multi-role as anything else (with the consent of the other players).

Judge

Their job is to demand evidence from benches when they make arguments about matters of fact, and overall pressure people not to speculate too hard.

Judges should, by default, favour the prosecution’s arguments (within reason), but otherwise be fair. More than anything, it’s crucial that judges in the Asspull Format ensure arguments remain along the lines of the evidence as much as possible.

TL;DR, “Judge but be more active, and more strict about presenting evidence”.

Defense

Your job as the defense is as normal: Prove the defendant innocent (or at the very least provide reasonable doubt), and preferably do so through exposing the TRUE killer.

Use whatever evidence you have at your disposal, and try and dig up new evidence as you go.

Your hidden evidence will most likely be overlooked elements of the murder, or information that the police weren’t likely to even pursue in the first place.

Prosecutor

Your job as prosecutor is *mostly* normal in the sense that your in-character role has not changed (make a case against the defendant), but as a player you’ll be given more impetus to actually prove said case and argue rather than simply sit around.

You’ll be pressured by the judge more than usual to present evidence to prove matters of fact and make counter-arguments - and your hidden evidence will most likely reflect that.

Witnesses

Your role as witness remains unchanged, but I should mention that due to the new types of evidence, you should feel free to both make “obvious” contradictions to allow the defense to surprise the prosecution, or “trap” contradictions to get the prosecutor to present something. Get creative!

Detectives

Your role is exactly the same as usual. Explain and expand evidence, be a pseudo-witness who laser focuses on some new gimmick, whatever.

Just please, don’t act as though you’re the judge and jury about what evidence is legitimate.

Case-Building Process

Construct the skeleton of a case in the “public” evidence so that people understand what the case is, then privately construct the remaining evidence on a separate page. It’s recommended to only provide the relevant list of evidence to a player once they’re certain they want to play a particular role.

For a full explanation on how to actually put it into the client’s IC evidence system, click here.

RULES:
No random jump-ins.
You must actually use the on-client evidence system.
If the mods fuck up and give everyone CM, the players may choose to continue as a normal case or scuttle the case and bitch at the mods for ruining the format.
This uses the /pos system extensively, so don't be a dickhead and switch /pos to see what the other side has waiting.
If you're caught doing this in any way, you will be booted from the case. No exceptions.

Turnabout

Case Summary

Cast

Case Master



Lead Defense



Lead Prosecutor



Defense's Counsel



Prosecutor's Counsel



Judge



Stenographer



Detective



Optional

Witness 1



Witness 2



Optional

Witness 3



Profiles

Defendant			Victim		
Name					Name
Occupation					Occupation
Biographical Information			Biographical Information		

Detective			Witness 1		
Name					Name
Occupation					Occupation
Biographical Information			Biographical Information		

Witness 2			Witness 3		
Name					Name
Occupation					Occupation
Biographical Information			Biographical Information		

Evidence	Evidence listed here is to be considered known to both benches, and may be presented by either side to prove their arguments. Evidence must be presented to be used in an argument, however.

	Autopsy Report	Time of Death	Cause of Death
		Additional Details	

Icon	Name	Details

Map

Opening Statement

Witness #1		
Name		
Occupation		

Before the Cross-Examination...

-- Title --		
>	Witness Testimony	Cross-Examination
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Miscellaneous

Witness #2		
Name		
Occupation		

Before the Cross-Examination...

-- Title --		
>	Witness Testimony	Cross-Examination
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Miscellaneous

Witness #3		
Name		
Occupation		

Before the Cross-Examination...

-- Title --		
>	Witness Testimony	Cross-Examination
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Miscellaneous

Witness #4		
Name		
Occupation		

Before the Cross-Examination...

-- Title --		
>	Witness Testimony	Cross-Examination
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Miscellaneous

Ending and Epilogues

Ending

Defense	Prosecution
Witnesses	**Misc**

Verdict

VERDICT

Witness #0		
Name		
Occupation		

Before the Cross-Examination...

-- Title --		
>	Witness Testimony	Cross-Examination
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Miscellaneous

Name					Name
Occupation					Occupation
Biographical Information			Biographical Information		

Style
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