Turnabout



An actual AA format case, where we combine investigations and trials because we're all mad. Note that trials are limited to two witnesses (detective is counted as a witness), unless it's the final day. Also note that there **is** a hard cap of three days for both investigations and trials - we're emulating the mainline games. Investigations and Trials are 1:1, so if you have one investigation, you *have* to have a trial.

To cut down on time, **there are no arguments during the Investigation Phase.** This is because we're emulating the mainline games, rather than the Investigation spin-offs. As a note, this is still in >Alpha, so criticism is wanted.
Roles break down as such:

.

Lead Defense and Co Defense

It doesn't matter how many underhanded tricks a person uses... The truth will always find a way to make itself known.




The defense attorney(s) appointed to the defendant - generally the ones trying to prove their client's innocence. In the Investigation Phase, They ask witnesses for details and present their evidence (read: badges) to get more information. One important thing to remember is that you **can** revisit witnesses - in fact, it's encouraged.

<u>The lead defense attorney CAN investigate crime-scenes, provided the Judge, or Detective, is active in the area to confirm findings.</u>

In the Trial Phase, they act the same as a typical AO case. They listen to testimony, and find the contradictions in said testimony. They also provide theories, rebuttals, and explanations for the contradictions found in the testimony - usually guiding the blame away from their client. As a note, as defense, you directly control how long the case is **to an extent**. Do not spend so long on Cross-Examinations that it drags the case down - remember that this is more like an actual AA case: you can investigate.

Detective

Lang Zi says: "A cub who disrespects others soon feels the disciplinary bite of an elder."





A significantly more important role compared to what you usually face as a detective in a trial. You are the ones who set out what the case is originally, both in the Trial and the Investigation phase. You are also the one to provide further findings and evidence. Don't be afraid to asspull certain things - remember, this is both an investigation and trial, new things can pop up at any point. As with Investigation Cases, it's fine to keep evidence vague in terms of pointing to a specific witness.

<u>The Lead Defense, when investigating, relies on you to confirm evidence. Keep this in mind, as you are essentially the "buffer" for "found" evidence.</u>

Unlike an Investigation Case, detective's don't penalize the Defense/Team, however detectives can give some guidance to the Defense as to what to investigate. Just keep the AAI and AA cases in mind if you need some guidance (albeit, in AA cases, the detective generally doesn't help as much). However,

Lead Prosecutor and Co Prosecutor

HOOOOOOOOOOOOOLD ON!



This role serves one main purpose - to give the defense a challenge. This is achieved by finding witnesses, conducting their own investigation, and providing rebuttals and new evidence when necessary. ***As with Investigation Cases, they should appear at their own discretion, but usually after the Defense either gains important information, if at all.***

In the Investigation Phase, Prosecutors are off-screen the majority of the time. They may appear, but it is only to gain new information, or to provide banter/information to the Defense.

In the Trial Phase, it's the same as a typical AO case - they're on the opposition, trying to prove that the defendant actually did it. This is achieved by rebutting the defense, and keeping them on their toes. Your role is **not** to stall the trial until the defense gives up, **but rather** to push them forward, and keep the trial going. This is more story-based than a normal trial, so stalling the case only serves to annoy people - if you sign up to this to "win", then realize that **you should do so while also keeping the case moving.**

Witness(s)

Yeah, I know how y'all Yanks think! "I say, those southern folks talk with that exaggerated drawl, why they must be dumb!" Well let me tell you, just because I might be dumb don't mean we all are!



The witness plays a role similar that to its equivalent in both Investigation and Trial cases. A witness is one who possesses knowledge pertaining to the crime and related events, and is key to guiding a case to a satisfactory conclusion. As a result, one should always keep in mind that they must lead the Defense closer to their goal whenever possible.

As a witness, it is imperative that one provides immediately relevant and useful information for others in the case to use. That which is not important per se (such as lore), while entertaining, should be used sparingly, for the sake of time.

Witnesses should aim to have enough material to use for both the trial and investigation segments without being overbearing. They are also encouraged to avoid redundancy to the best of their ability. This can be accomplished by dividing information between the two phases. However, keep in mind that giving too much information at once is generally unhelpful, and flooding a case with information is frowned upon.

The Defendant has a similar role to the other witnesses, in that they are capable of conducting the direction of the case. When the Defense meets with them, they should be sure to give the Defense a lead to start off their investigation.

Most of all, never forget to be cooperative and considerate toward others in the case. A case with both a trial and investigation phase can take a sizable amount of time, so one should think about what impact their actions have on others, and work to expedite the culmination of the case.

Judge

I cannot allow you to make an objection.



The role of a Judge is simple. You are to preside over proceedings of the case, and make sure that both the Defense and Prosecution aren't going in circles. You also make sure that any evidence presented is viable, and accept it into the Court Record. As a final job, the Judge is also in charge of the ending of the Trial Phase - you are in charge of deciding if there's enough doubt to continue the trial. You are also in charge of penalties in general - remember that for anything that may pop up during the Investigation Phase that involves penalties (such as any **>Gimmicks**). As a secondary note, you are also involved with making sure the defense doesn't take too long with cross-examining witnesses. Extended periods where nothing is happening, or where the defense is clearly stalling, shouldn't be tolerated.

>GIMMICKS

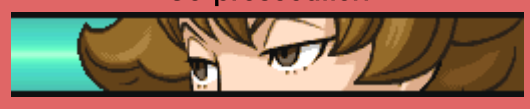
no

Except logic chess and psyche locks depending on the witness

Want a TLDR? **Too bad**, read the roles because they work slightly differently than normal. It's important we all understand how they function in order to find a way to make this enjoyable for everyone.

Summary

The Cast	

Lead Defense	Lead Prosecution
	
Co-defense	Co-prosecution
	
Detective	Judge
First Witness	Second Witness
Third Witness	Defendant
Stenographer	

Profiles

Defendant			Victim		
	Name	Occupation		Name	Occupation
	Additional Information			Additional Information	

Lead Defense			Lead Prosecutor		
	Name	Occupation		Name	
	Additional Information			Additional Information	

Co-Defense			Co-Prosecutor		
	Name	Occupation		Name	Occupation
	Additional Information			Additional Information	

Detective			Judge		
	Name	Occupation		Name	Occupation
	Additional Information			Additional Information	

Witness 1			Witness 2		
	Name	Occupation		Name	Occupation
	Additional Information			Additional Information	

Witness 3			Stenographer		
	Name	Occupation		Name	Occupation
	Additional Information			Additional Information	

Evidence	Evidence must be presented to, and accepted by the judge before being listed. If evidence is confirmed by the detective, change the background color to green.

		Time of Death	Cause of Death
	Autopsy Report		
		Additional Information	

Image	Name	Description



MAPS



/pos jud	
/pos wit	
/pos def	
/pos hld	
/pos pro	
/pos hlp	

Map of the Crime Scene

Investigation Day #1	

Prologue

Investigation

Interview #1	

Interview #1		
Name		
Occupation		
Introduction		

Choices	Discussion
[Evidence] Presentation	

Further Findings

Interview #2	

Interview #2		
Name		
Occupation		
Introduction		

Choices	Discussion
[Evidence] Presentation	

Further Findings

Trial Day #1	

Opening Statement		
Lead Prosecutor		

Testimony #1	

Name		
Occupation		
Intro		

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

Further Arguments

Testimony #2	

Name		
Occupation		
Intro		

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

Further Arguments

Investigation Day #2	

Interview #4	

Interview #4		
Name		
Occupation		
Introduction		

Choices	Discussion
[Evidence] Presentation	

Further Findings

Interview #5	

Interview #5		
Name		
Occupation		
Introduction		

Choices	Discussion
[Evidence] Presentation	

Further Findings

Trial Day #2	

Testimony #3	

Name		
Occupation		
Intro		

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

Further Arguments

Testimony #4	

Name		
Occupation		
Intro		

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

Further Arguments

Verdict	

VERDICT

Interview #	

Interview #		
Name		
Occupation		
Introduction		

Choices	Discussion
[Evidence] Presentation	

Further Findings

Name		
Occupation		
Intro		

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

Further Arguments

DEF
PRO
JUD
WIT
CEN
EVI