

Game Title: Ace Attorney: Court of Law

Projected Development Time: 2 weeks

Game Type: **Deduction**, RPG, Storytelling, Search and Find

Target Audience: 8+

Number of Players: 3 players

Define Concept

Game Pitch

OBJECTION! Another murder has taken place in Japanifornia... are you the Defense, Prosecution or the exciting Master role? Discover the autopsy report with the Detective. Find evidence and clues that point towards the truth or are you willing to take a risk and forge it instead? With witnesses, spirit medium, and so forth, build your case and get the verdict you're fighting to achieve. For a more exciting game, let the Master role create their own murder mystery!

Game Theme

Depending on whether you're fighting for a guilty or not-guilty verdict against the accused, stack up the evidence for your case, and find out what REALLY happened. Once it's time, the Judge will look over your case and possibly make their verdict. The themes revolve around murder mystery, court of law, and investigation. The cause of death varies from case to case, along with other mysteries to keep players playing again and again, including the freedom of players creating their own stories.

Game Mechanics

PRIMARY MECHANICS: Deduction, Communication Limits, Role-Playing / Variable Player Powers, Storytelling, Search and Find, Track Movement, Lose a Turn, Roll Dice, Acting (One Spirit-Medium card and Witness Contribution -optional-), Player Judge

At the very beginning of the game, the detective takes a moment (as long as they need) to orchestrate the murder of their own choosing using their own creativity and story-telling, pulling evidence cards and basing the crime off of them, along with writing at least two possible witnesses. It's recommended to write this down and keep it consistent! There cannot be any bias. From there, the player playing detective lays out a few cards to help lay out details of the murder (or a autopsy report so to speak) including; identity, possible causes of death, location of the crime, motive, time of death, and weather during the crime. As both sides of the stand attempt to figure out the basics of the murder, they must discreetly write down what they believe to be the rough details (ex: Intruder shoots and kills a woman and her child inside their home while committing theft on a stormy / rainy night.) and show the detective. If the detective deems the guess close enough, they can reveal their BASIC information ONLY and let the player pass into the next stage (including the example information along with information on the defendant).

IDEAS:

- ❖ **Typical movements are through a simple die roll (in Phase Two).**
- ❖ **There would also be pre-made stories if there isn't an interest in creating one, but the Master role (detective, spirit medium, witness, judge) still fulfills the rest of their duties following the story-line chosen.**
- ❖ To interact with a single witness, you must go around the board once.
 - Once you go around the board (think similarly to a pass GO in Monopoly) you retrieve a "witness" card. (mechanism or rule?)
 - When a "witness" is called by a player, their testimony is heard, each side is able to cross-examine or take key parts from testimony that contribute to their case (but in this moment, only the player that called it), helping build the story and their case further.
 - "Unreliable Testimony" - If the opposing side finds a contradiction in your evidence from the witness testimony (when they call their card), you lose that lead and your opponent gains their lead.
- ❖ For each 10 points, create another evidence that you believe lines up with the case. Once you have 5 clues/evidence that back up your case, consult the judge (detective) for the final verdict. If all the evidence is accurate, true, and lines up with the story the detective created, that person wins.

SPECIAL SPACES:

- ❖ (Common) BASIC SPOTS:
 - Blue: Gain 2 points by landing here.

- Red: Lose 2 points by landing here.
- ❖ (Rare) Spirit Medium (based off of “Paranormal Detectives” game - [here](#)): The detective turned spirit medium has a few select cards to pick from a small deck to help re-enact the murder or any part of it to give away clues to BOTH the Defense and Prosecution. Cards may be based off of the game above.
- ❖ (Rare) Puzzle Search: In a Where’s Waldo-esque type puzzle, find the requested object / figure and around it is a clue hinting towards the murder.
- ❖ (Uncommon) Take a Risk!: Take a chance and forge evidence at this space! Contributing varying points values based on importance to your point pile. But beware, have “Forged Evidence” in your hand and land on a “Hand Search” and you’ll lose a single die roll of points.
- ❖ (Rare) Updated Autopsy Report: You were set behind due to a change you weren’t knowledgeable of in the Court Record. Previous information is now invalid. Discard / lose two points and go back to the start.
- ❖ (Rare) Perjury: You’ve committed perjury. Pick a number 1-6. Go to the jail spot on the map and you cannot get out until you roll the number you picked.

Rulesheet

Beginning

→ Start when there are THREE people. From there, decide whether the players would like to choose roles together or to shuffle the three role cards. Once done, reveal the roles to all.

⇒ Defense Attorney: An attorney willing to do his best to defend his client (the defendant) and get a NOT GUILTY verdict.

⇒ Prosecutor: A prosecutor fighting for a GUILTY verdict for the defendant, build a case against the defense.

⇒ Master Card (Judge, Spirit Medium, and Detective):

→ *Spirit Medium*: Able to channel the victim's soul to summon them in court to answer questions and testify. **Cannot speak.** *Answers questions and shows clues with ACTIONS, using the cards a player picks up by landing on a Spirit Medium space.*

→ *Detective*: Finds clues and builds evidence for autopsy reports. **Cannot speak.** Orchestrates the murder with storytelling. Pulls evidence cards for players to collect, writes witness testimony, and vaguely lays out details about the crime.

→ *Judge*: Makes the final decision / verdict, referencing the evidence at hand and the overall case. In the game, the Judge references the Detective's notes / story while consulting.

→ The Detective then creates the case the game will revolve around. It must have basic information including: identity, cause of death, location of crime, motive, time of death, and weather during the crime.

→ Followed by added evidence (cards) on the side to help the Defense or the Prosecution (must be evenly distributed), meaning it would help the defendant or hurt the defendant. These evidence cards may be collected when either the DEFENSE or PROSECUTION has 10 general points (fun fact: the number 10 here was referencing the amount of Ace Attorney games).

→ Then lastly, the Detective must write two witness testimonies with parts that may help AND discriminate against the defendant (like the defendant was seen at the scene but trying to "help" and this can be viewed from both a Defense and Prosecution lense/POV). **All this information must be hidden from other players (Defense and Prosecution).** After the Detective is done with the above, the Defense and Prosecution receive a notepad.

Phase One

→ The Detective takes out the vague autopsy report cards to lay for the Defense and Prosecution; identity, cause of death, **one** location of crime (card), motive, time of death, and weather during the crime. Then, a token is placed on the subject that is most relevant to the crime the Detective orchestrates. **The Detective cannot say anything.**

→ Using their notepads, the Defense and Prosecution look over the information given and write what they believe the crime looked like, attempting to match the Detective's written down basic information. When completed and confident, the player guesses by passing the information written to the Detective. If the Detective believes it's not close enough, they **cross out** what isn't correct and must wait **10 seconds before guessing again.** However, if the detective deems

it similar enough, they show what they wrote down as the **basic information** for the case to the player that correctly guessed (able to see it anytime they need from that point on). The player then moves to Phase Two. For the player who moved ahead, they can only move across the board every **10 seconds**.

Phase Two

From here, the two players roll a singular die and go across the board, gaining points and landing on several spaces. On some spaces, the player may gain “clues.” But some information gained with clues (with Spirit Medium or Puzzle Search) may be based off of the player’s intuition, not guaranteeing whether it’s completely true or not. When a player gains **five** clues/pieces of evidence they may consult the Judge. If the Judge says the information is all valid, correct, and explained well enough by the player, they may pass a verdict based on that player’s role (and you WIN!). because they have enough evidence to back up their case. **It must be explained in a way where it wraps up all of the information in a nice bow. Example: [Basic Info] + Evidence Card (Fingerprints, for example) + Clue [Stabbed in the back (from Spirit Medium/Puzzle spots) + Witness Testimony (Person said they saw the Defendant flee the crime scene).** Whoever consults the Judge first and gets a verdict first wins, no ties. NOTE: Only two forged evidences may be used at a time by a user.

Spirit Medium Space

➤ Whoever lands on this space draws a card from the Spirit Medium deck. The card is revealed to the Spirit Medium and they act out a clue of their choosing from the Detective’s notes with what correlates to the murder. The only person able to receive the clue to their evidence deck is the person who landed on the space. The clue that the receiver gains cannot be confirmed or denied until admitted to the Judge later. However, the receiver must also write their clue down to put with the rest of their evidence.

Puzzle Search

➤ The Detective may give the person who lands here a riddle and find the item on the search that answers the riddle in some way.

Witness Mechanic

➤ Once a player goes around the board completely (think similarly to a pass GO in Monopoly) they retrieve a “witness” card. A player may use it at any time. When used, the Detective may select the testimony they wrote, then reveal it to the player. The player may take note of the information that helps their case and use ONE piece later when presenting their case to the Judge. **The information the player would like to use in their case must be made public.**

➤ If an opposing player would like to contest the player’s witness information, they must use evidence, the autopsy report with basic info, or testimony (after playing their card and retrieving information from it) to deny its validity. The opposing player then keeps their information and can use their testimony while presenting their case later to the Judge. The invalidated player’s information is unable to be used *unless* there’s evidence or information from the autopsy report (w/ basic info) that can back it up. Otherwise, the invalidated player

must discard the invalidated information and wait until they can use another “witness” card and incriminate the opposing player or gain new information for themselves.

Clues Mechanic

➤ Clues can be retrieved from the Spirit Medium or Puzzle Search space. It’s not complete evidence but it is based on a player’s intuition, while gaining information from these spaces. It cannot be used as complete evidence to disprove others in the Witness Mechanic, but can be used to build your case (for the 5 pieces) to win at the end. If the Judge can say your clues are correct and valid based on the Detective’s information, then you’ve won and your clue(s) is/are validated.

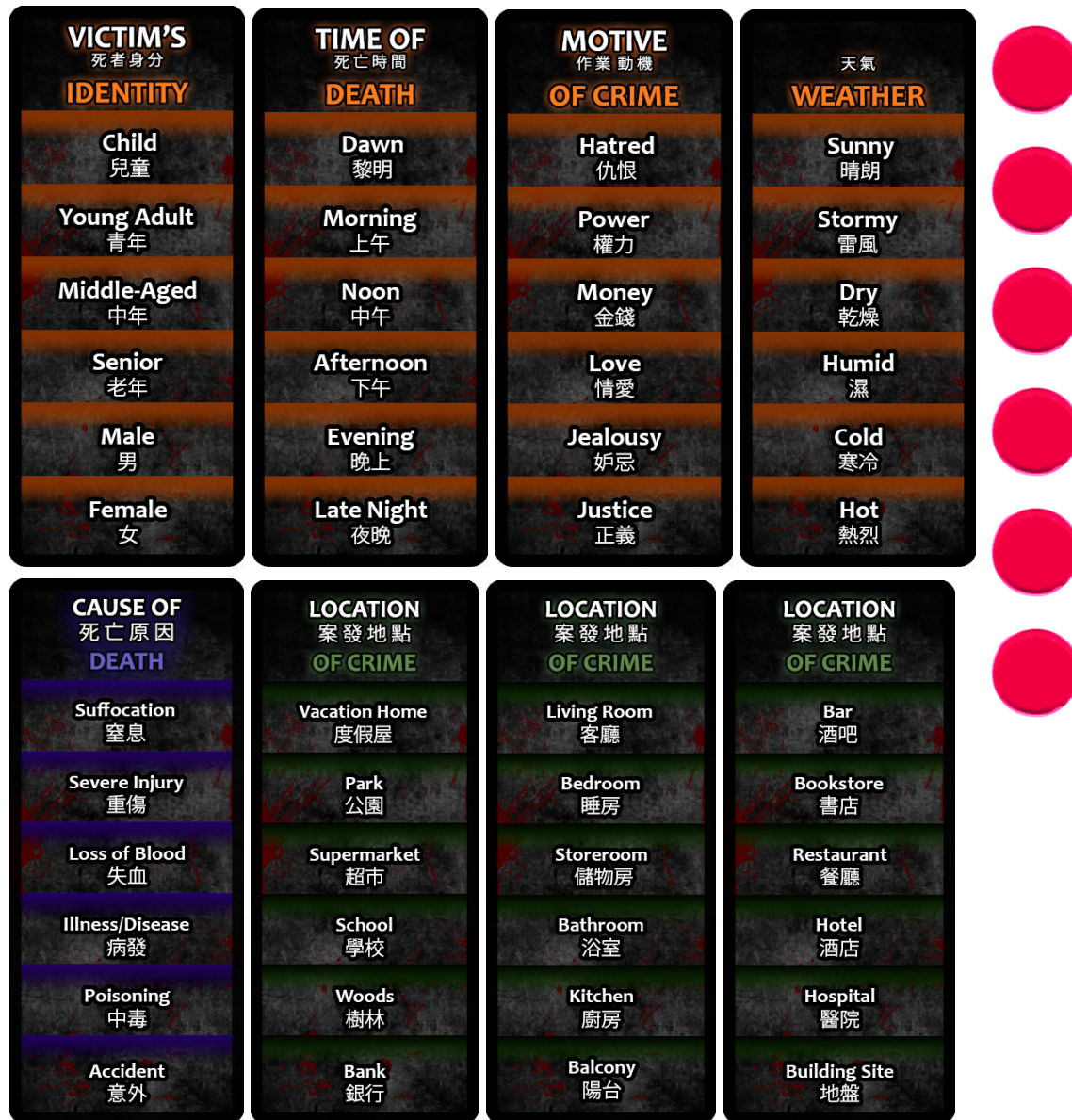
Points Mechanic

➤ When a player has 10 points from select blue spaces which are very common, they can trade them for a piece of evidence.

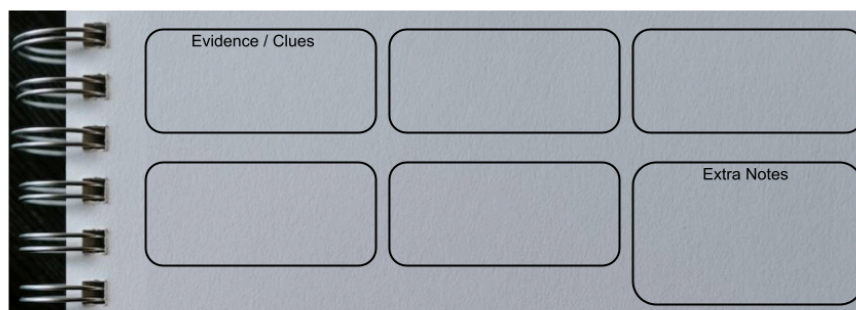
Visual Layout



(At the beginning of the game, the “Master Card” receives information from the Master Card and all of the rest included underneath it; being the Spirit Medium, Detective, *and* Judge.)



(Vague autopsy report cards the Detective uses in Phase One)



Way for the Prosecutor and Defense to keep track of their notes and evidence.

Puzzle Search:



For example, a riddle may be:

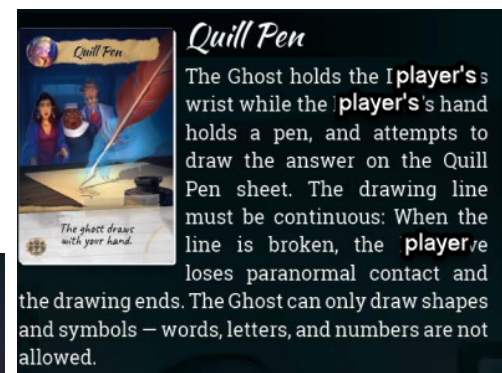
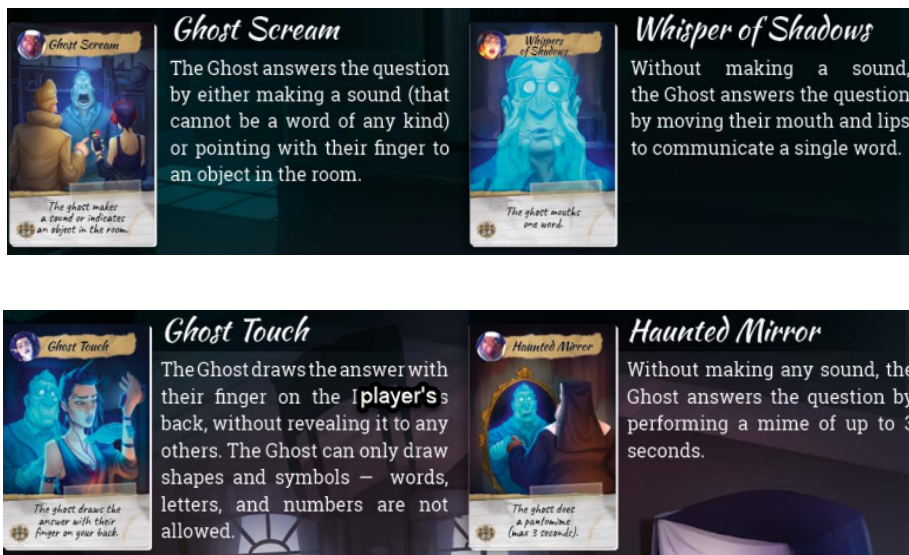
“What can run but never walk, has a mouth but never talks, has a head but never weeps, has a bed but never sleeps?” - A River

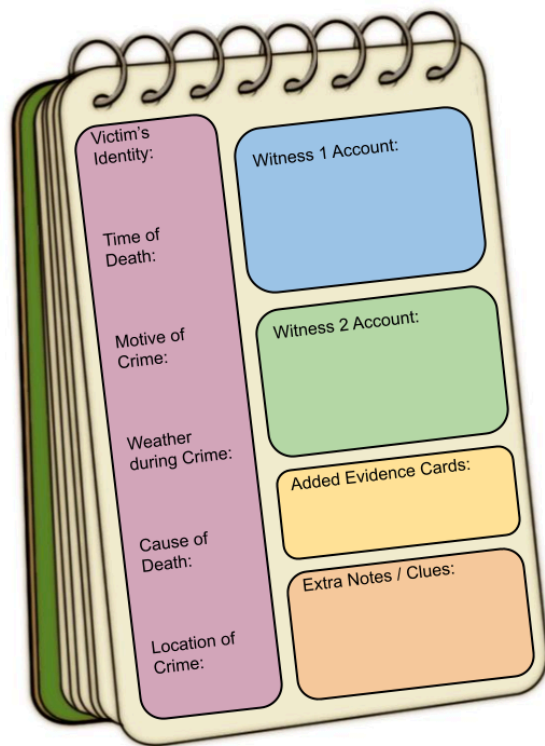
“Left behind evidence from a witness behind a lens.” - A Photograph

“A twisted sense of justice...” - A corrupt police-officer

(and so on...)

Spirit Medium Cards:





Where all of the Detective's information will be stored and referenced. This is where the Detective writes down the details of the case.

The board for the game! ↓

