AA Noire:

"Sometimes you gotta shake the tree to see what falls out."

RULES:

- No random jump-ins. Seriously, NO.
- We won't stop you from LORE, but try to keep it short AND relevant to this particular case.
- No referencing previous cases that aren't part of the evidence.
- If you're going to do a gimmick as a witness, keep it short and plan it.
 - Keep it to the gimmicks on the role doc, unless you know what you're doing.
- No Masterminding the entire case with other witnesses. Try to let others do their own thing.
 - Checking with others to avoid screwing over testimony or gimmicks is completely fine, but doing some grand plan always ends in misery for *someone*.

Role Explanation

Detective and Sidekick:

Serves as the protagonist(s) in the case. The Detective and their Sidekick investigate the scene, examining various pieces of evidence for relevance, then conducts questioning with key Persons of Interest (P.O.I.) to learn more about the crime.

Police Work

The detective and sidekick share a reputation rating, represented by the blue bar.

- It is lowered when the detective does actions unbecoming of his or her desk, or presents the wrong evidence in response to a [Lie].
- If this runs out, the investigation ends with the detective being taken off the case.

The detective and sidekick also have an intuition rating, represented by the red bar.

- Intuition can be used to strike out an incorrect [Truth/Doubt/Lie] option, and retry.
- This can also be used to highlight evidence overlooked in the investigation (whatever that means in this format. I mean, isn't the point to highlight overlooked evidence to make a turnabout? Why should that cost you? It seems absurd!).

Partner/Rival and Understudy:

The Partner or Rival works alongside the Detective, and serves as a rival to their reasoning. The Understudy is usually who the Partner/Rival mentors. At times, you are expected to keep the Detective on track by presenting counter-theories or pointing out holes in their logic.

The Partner is often the veteran at the desk...

The Rival is the other detective assigned to the case...

But often enough the Detective is a rookie who needs guidance. As such, your role is to guide, **but not to lead**, the investigation.

Police Department:

Chief: The man responsible for handing out cases for his division. The Chief is responsible for briefing their Detectives on what the case at hand is, as well as what to expect. While the Detectives are out in the field, they should prepare for their return, both for a progress report and possibly to give them new orders or leads. Ultimately determines if the Detective has a gathered a case usable in court, with a proper MMO to prosecute with.

Forensics: (Optional) The forensics expert who examines the body and presents the facts regarding it. They're

important for determining the preliminary theories on the cause of death, time of death, and any additional medical details about the victim. They can be returned to by the detectives after some time has passed in order to obtain an official autopsy report, as well as verify newly found evidence. In addition they can perform further tests on discovered evidence, such as checking for blood, DNA, fingerprints, or traces of substances.

Beat Cop: (Optional) Police on the scene of the crime who have reported to the initially 911 call and can have detained potential P.O.I.s for further questioning by the Detective.

Narrator:

The behind-the-scenes director of the case. In terms of the investigation as the Narrator, **you** are the one who determines what is found by the Detective and his Partner as they poke around. As such, it is <u>vital</u> you and the **P.O.I.s** communicate, via whatever method you wish, so that found evidence ends up being both relevant and useful to the investigation. The narrator is advised to either have some idea of the case beforehand, or be damned good at improvising to direct the detectives towards the **P.O.I.s**

Person of Interest (P.O.I.)

Individuals relevant to the case (eyewitnesses, loved ones, suspects) who can be questioned by the Detectives about the crime scene, the victim, or their own alibis. Using the evidence and other information, they are expected to move the case along by either telling the truth or *hiding it* during interviews. Because of how the interviews will work (see below), you will be giving topics and statements related to such topics, with an appropriate answer that is solved via either [Truth], [Doubt] or [Lie]. Make the last line of your sentence for a response to a topic green to indicate to the Detective to make a choice regarding your statement.

Interviewing

After asking a question to the P.O.I. and getting a basic response, the Detective can choose between the following three options:

- 1.) [Truth] They are telling the truth. Believing in the P.O.I. when they're being truthful will make them more liable to give you information.
 - A successful Truth attempt means the P.O.I. is not lying or withholding information.
 - Reminder that you can still believe a P.O.I. is telling the truth but end up being wrong, meaning you can miss a vital piece of information.
- 2.) [Doubt] The detective suspects the P.O.I. knows more than he lets on, but lacks hard evidence to prove it. A Doubt involves either the Detective or his Partner to coerce the P.O.I. into spitting it out.
 - A successful Doubt attempt means that the P.O.I. is not telling the whole truth.
 - If the person is [Lying] but you instead [Doubt] them, they may withhold information that could only be coerced through evidence!
- 3.) [Lie] The Detective knows that the P.O.I. is lying, and has hard evidence to prove it. A successful Lie attempt must present the correct evidence.
 - Reminder that you can accuse someone of lying, and back down without a penalty. But if you
 present the wrong evidence, you will be penalized.

The detective can, at any point, arrest a P.O.I. and send them to the station to await a second interrogation.

However, just sending every P.O.I. to the station will hurt the detective's reputation AND their intuition.
 Choose your suspects carefully, detective!

Eventually, the Detective decides on one of the P.O.I. to charge for the crime. It is possible to get the wrong suspect, however, resulting in a bad ending.

Tips:

Remember to use emotes properly, to help indicate what the right answer may be.

• While some people may be very good at lying and hiding the truth, many have various 'tells' that will give away their true thoughts.

- Make sure correct answers actually go somewhere, the Detectives should only be punished if they make the wrong choice.
- Most importantly with questioning, **if accused of lying, give a statement they need to disprove via evidence**. IF the correct answer isn't a lie, giving them a statement they can't disprove is important.

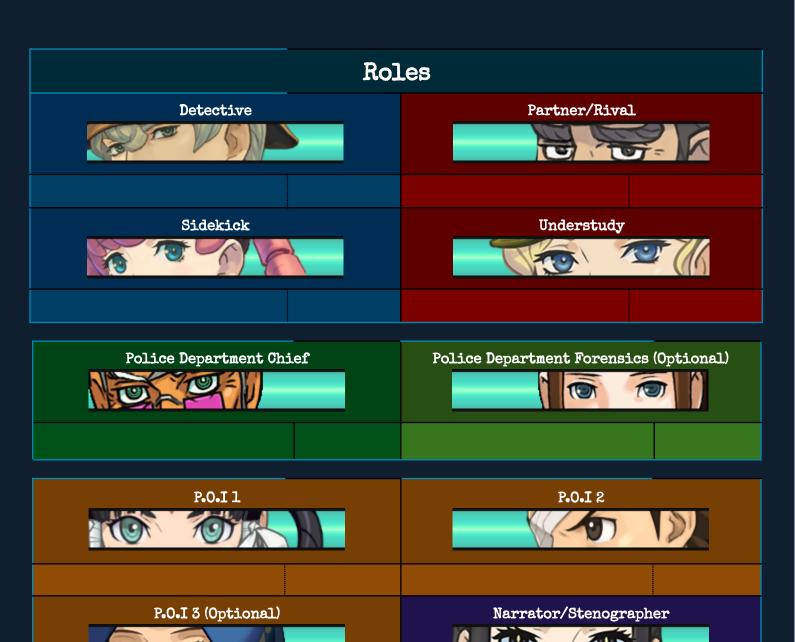
At any point, a P.O.I. can be detained by the Detectives and sent to the police station, at which point they must stick around until being interrogated.

 Due to the nature of the investigating in this format, it is extremely important you work with the Captain/Narrator in order for them to make sure clues and evidence related to your testimony are available to be discovered by the Detectives.

It is imperative that P.O.I.s don't hog the glory.







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 Evidence
 Argument #1
 Argument #2
 Argument #3
 Templates

Profiles						
	Lead Detectiv	е		Rival		
	Name	Occupation		Name	Occupation	
	Additional I	nformation	Additional Information			
	Sidekick			Understudy		
	Name	Occupation		Name	Occupation	
	Additional I	nformation		Additional	Information	
		Vict	i m			
		Name		Occur	nation	
		Nume	•	Occupation		
			Additional Information			
I	Police Department	Chief		Forensics Expe	ert	
	Name	Occupation		Name	Occupation	
	Additional i	nformation		Additional information		
	P.O.I. 1			P.O.I. 2		
	Name	Occupation		Name	Occupation	
	Additional i	nformation		Additional	information	
P.O.I. 3			P.O.I. 4			
	Name	Occupation		Name	Occupation	

Additional information	Additional information

RolesProfilesEvidenceArgument #1Argument #2Argument #3Templates

<u>Summary</u>

Evidence

Evidence that has not been discovered will be in RED. Unconfirmed evidence in YELLOW. Confirmed in GREEN.

All evidence must pass through the detective to be confirmed.

All times are in 24 hour format.

	Autopsy Report	Time of Death	Cause of Death
	nadopsy nopor o	Additional I	nformation



Position	Area Name	/bg title
/pos def (Location) /pos pro (Location) /pos hld (Location) /pos hlp (Location)	Courtroom [Area picture(s)]	/bg ddcourtruinedinvestigation

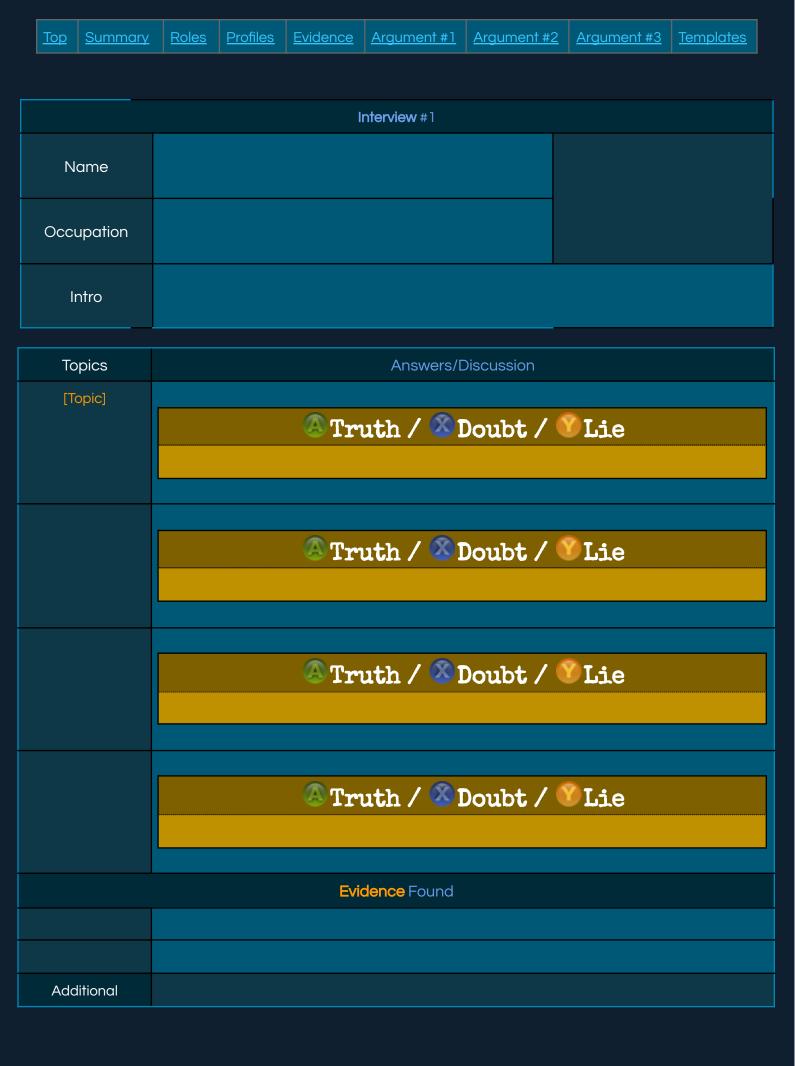
Map of the Crime Scene

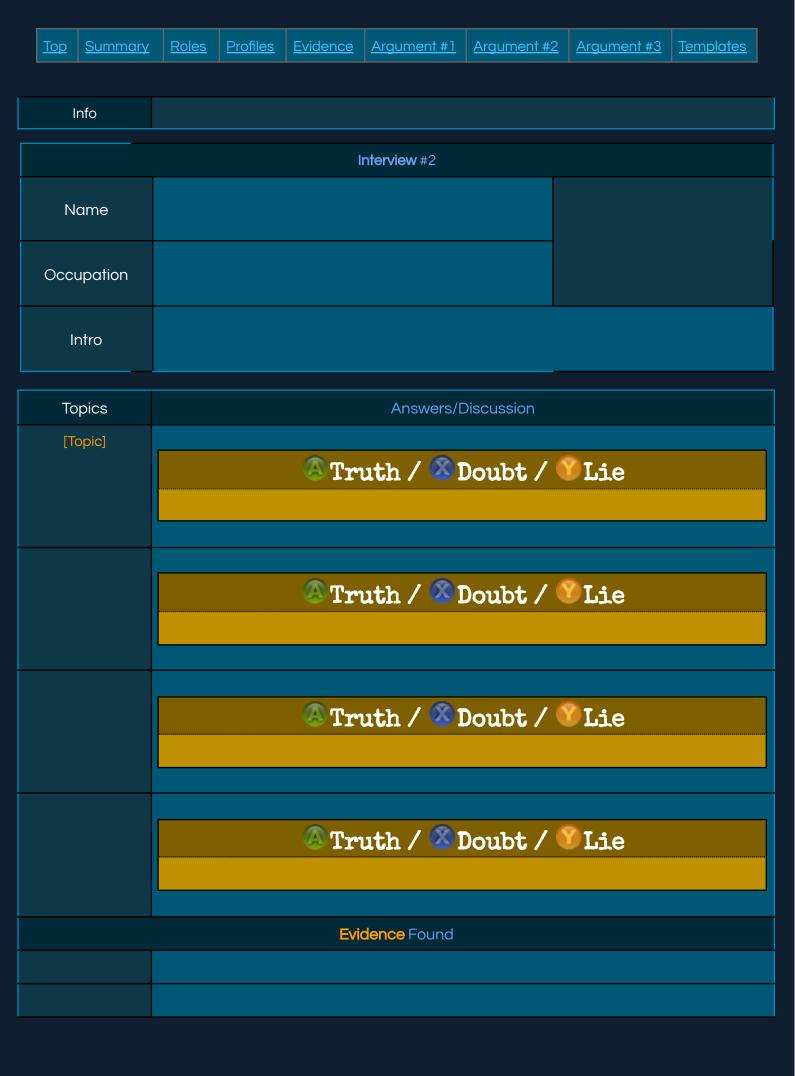
Top	Summary	Roles	Profiles	Evidence	Argument #1	Argument #2	<u>Argument #3</u>	Templates
								

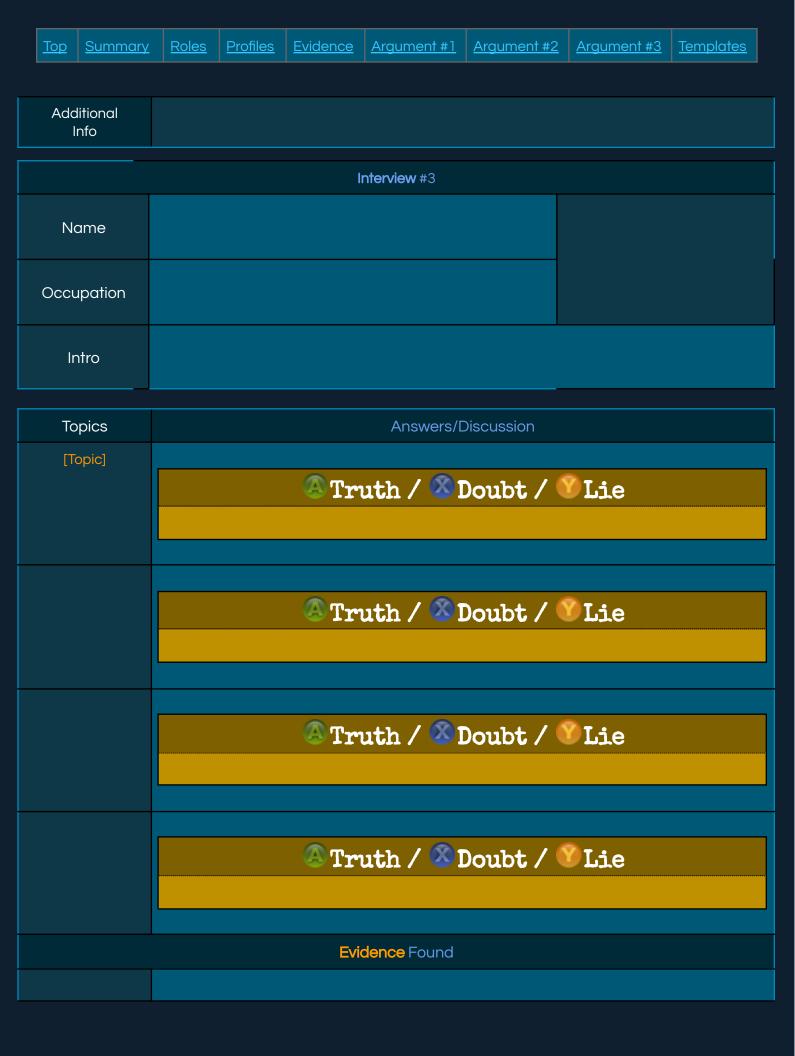
Meeting with the Chief				
Name				
Occupation				
The Case				
Topics	Discussion			
[Topic]				
[NewTopic]				
Additional				

Top	Summary	Roles	Profiles	Fvidence	Argument #1	Argument #2	Argument #3	Templates
<u> </u>	<u> </u>	<u> </u>	<u> </u>		<u> </u>	· · · · · · · · · · · · · · · · · · ·	<u></u>	<u> </u>

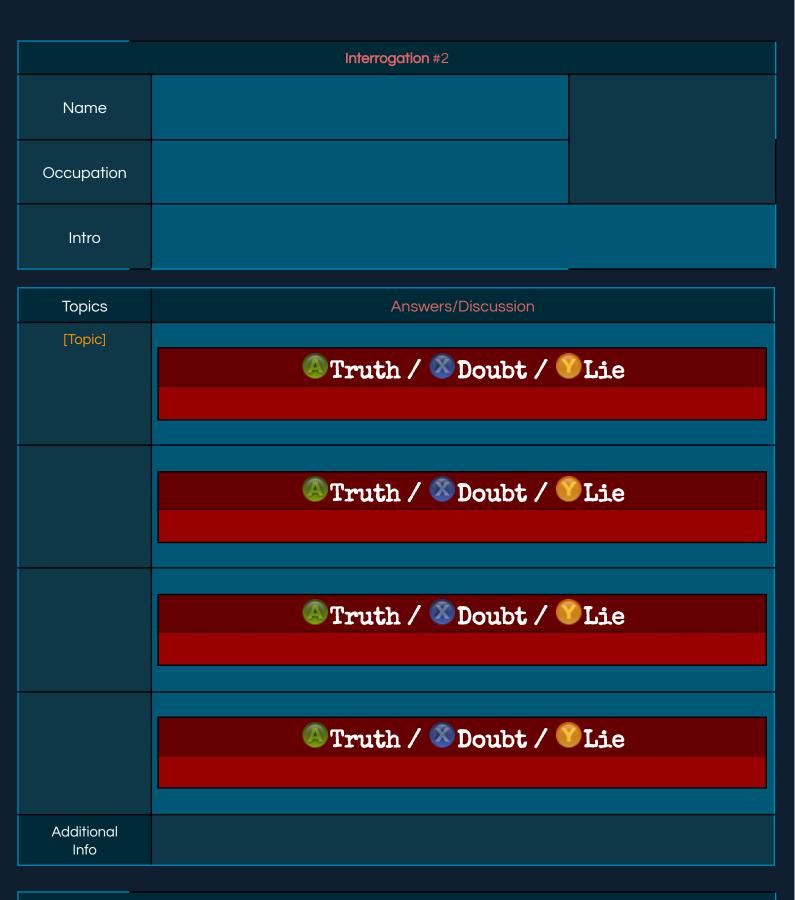
Investigation Start: [Location]				
Target	Discovery/Discussion			
[Item/Area]				
Evidence Found				
Additional Info				



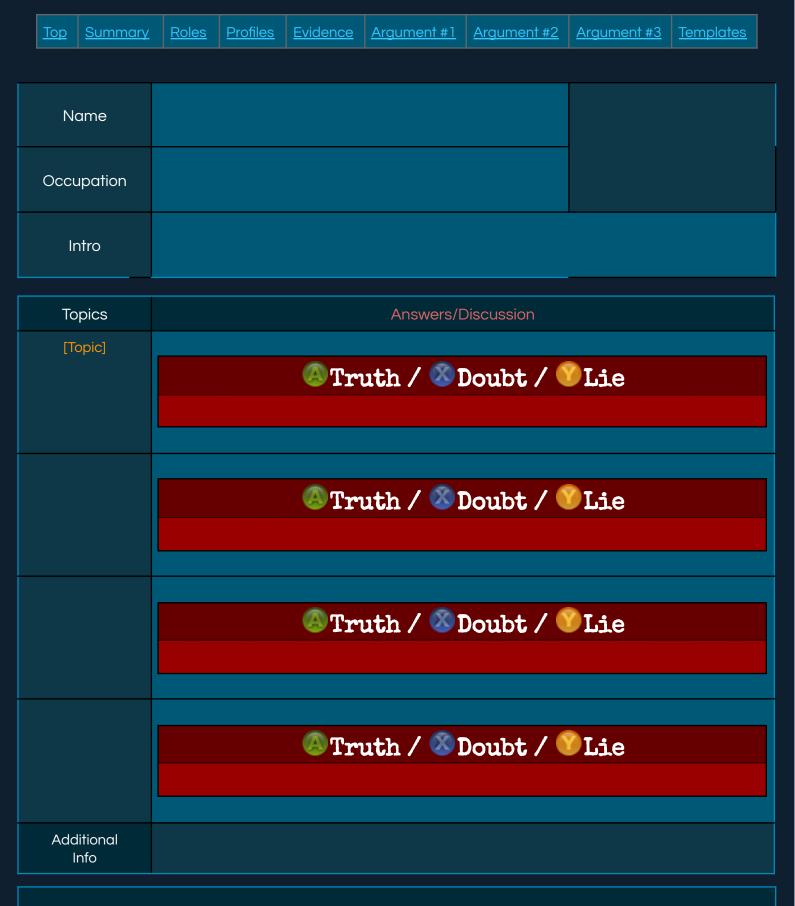








Interrogation #3



Investigation Result

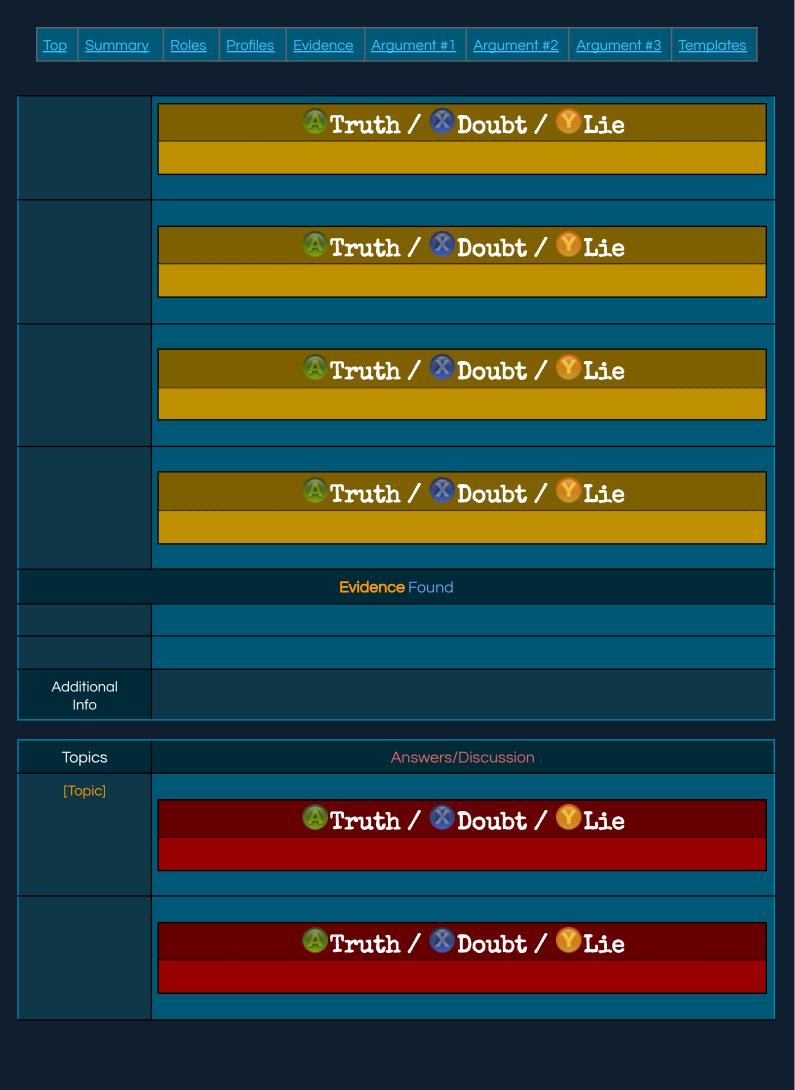
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TEMPLATES:

Note: COPY ONE TABLE AT A TIME, OTHERWISE NOT EVERYTHING WILL BE PASTED <u>TEMPLATES stolen from the AAI format found here.</u>

	Investigation Start: [Location]		
Target	Discovery/Discussion		
[Item/Area]			
	Evidence Found		
Additional Info			
	Interview / Interrogation		
	Interview / Interrogation		
Name			
Occupation			
Intro			
Topics	Answers/Discussion		
[Topic]			





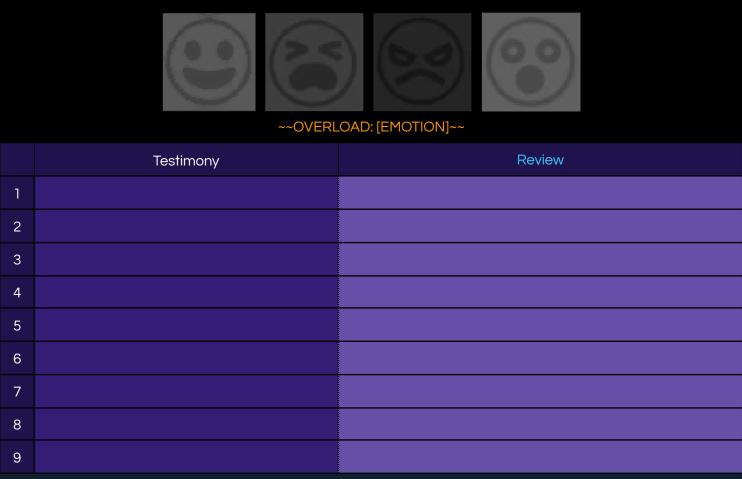


~ Mood Matrix: Start/Title ~



Testimony & Emotional Response	Review
[Line]	
[Emotions]	
[Line]	





10

~End~

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	JOINT REASONING					
	TOPIC 1:					
1	Write the entire reasoning here until the witness goes [!] or [?]. Any further reasoning goes into the next statement.					
2						
3						
	Holmes's Conclusion	Investigator's Conclusion				
	TOPIC 2	2:				
1	Write the entire reasoning here until the witness goes [!] or [?]. Any further reasoning goes into the next statement.					
2						
3						
	Holmes's Conclusion	Investigator's Conclusion				





