

# FACTS & Innuendos

Facts & Innuendo v1.0  
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based on  
Lasers & Feelings  
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You are the defense litigation team at Ginsburg, Warren, and Marshall. Or you represent the People. Either way, it's time to go to court and make your case to the JURY. This is a game for 4+ players in the style of a courtroom drama such as Boston Legal.

## GETTING READY

**1** The first thing you need to decide is what kind of case you will be litigating. Choose from or roll on the DEFENDANT TABLE. Write it on a card and label it "Defendant". Anyone can reference this at any time.

**2** Divide into two teams--prosecution and defense. The teams can be even, but they don't have to be. The only rule is that each team must have at least 2 people.

**3** First the Defense team will start, and make one statement about the case that is helpful to the prosecution, like "they found the weapon" or "there's an eyewitness." Next, the Prosecution team makes a statement that is helpful to the defense, like "the defendant has an alibi" or "gunpowder tests were inconclusive." Alternate

until each side has five statements. Write those statements on two cards - one for defense and one for prosecution. These cards can be referenced by anyone at any time.

**4** Choose your number, between 2 and 5. A higher number means you are more effective with FACTS (questioning with direct answers and evidence), and a lower number means you are more effective with INNUENDO (leading questions, questions about character, or vague questions). Hold on to this number, you won't need it until the end of the game, but it suggests the kind of questioning you want to do.

## DEFENDANT TABLE

### THE DEFENDANT IS:

1. Andre, 42, Pacific Islander, lower middle class, salesman
2. Betty, 37, Asian, Wealthy, investment banker
3. Calvin, 71, Native American, poor, lives of disability/SSI
4. Delores, 18, African American, upper middle class, pre-law
5. Evan, 26, White, really rich, trust fund playboy
6. Francis, 60, Russian, homeless, collects bottles

### WHO ALLEGEDLY COMMITTED:

1. Arson of City Hall
2. Kidnapping the modern day Lindbergh Baby
3. Assault & Battery of a mall walker
4. Murder of the local gang leader's significant other
5. Burglary of the Kum & Go convenience store
6. Grand Theft Auto of a hearse (with the body still inside)

### WITH:

1. No weapons (ninja-style)
2. A gun
3. A knife
4. An accomplice
5. A well-thought-out plan
6. A pre-planned alibi

### AND IS:

1. Guilty
2. Guilty but the prosecution's statement are false
3. A member of the group who did it, but not the leader
4. A member of the group who did it, but did not participate
5. Innocent but the defense statements are false
6. Innocent

## THE COURTROOM BATTLE

**1 Calling a witness** The prosecution calls their up to 5 witnesses first, then the defense calls their own up to 5. To call a witness, choose who will be doing the questioning, and which teammate of theirs will play the witness. Give the witness a name, then roll on the WITNESS TABLE. Write the witness' information on a card and have it handy so everyone can access it.

**2 Questioning** The goal of each lawyer is to question the witness and get them to confirm the statements that help your case. Bear in mind, you cannot ask a question where you know the witness will lie - if you do, you immediately lose your witness and gain no points. If you can get them to confirm, or reasonably suggest or agree to the statement, mark the statement with whether the statement was made or elicited with an innuendo or a fact (decided by the opposing team) and who questioned the witness. You can attempt to get a witness to confirm all of your statements if you want.

**3 Cross-Examination** The goal of the lawyer on the other side is to question the witness and get them to recant any statements they confirm - by using sneaky lawyer tricks and stuff. Like the questioning phase, if you ask a question where you know they will lie, that's it, your cross is over. Each statement you get the witness to recant (or alter or seem undecided on) removes the mark from that statement.

**4 OBJECTION!** While the other side is questioning, you can object if you don't believe the question would really be allowed in

court. Because there is no judge to decide, you will use a d6 to decide:

- a 1-3 means the objection is sustained and the question cannot be asked
- a 4-5 means the objection is overruled and the question continues
- a 6 means the objection is overruled and the judge is irate: no more objections for this witness!

Rolling a 6 means no more objections for you on this witness, so you want to be careful. Tempt the judge too early and you may not be able to object when you really want to!

**5 Convincing the jury** You can call up to five witnesses for each side. Each witness can confirm any statement that has not already been marked. A witness can mark a statement that another witness marked only if it was unmarked during cross. If all of your statements are marked after any cross-examination, or you have questioned five witnesses, you rest your case. Once both sides have questioned all of their witnesses, we see who had the stronger case.

For each marked statement, the lawyer who questioned will roll 1d6 to determine if it was persuasive to the jury. If they used FACTS to question, they need to roll below the number they chose earlier. If they used INNUENDO to question, they need to roll above that number. For each die that succeeds, award that team one JURY POINT. If the prosecution has more points than the defense, they win. If the defense team has more points, or it is a tie, they win.

## WITNESS TABLE

### IS RELATED TO THE DEFENDANT BY:

1. Being a neighbor
2. Being a coworker
3. Being an accomplice
4. Being a jilted ex
5. Absolutely nothing
6. Owing them their life

### AND WOULD LIKE THEM TO

1. Die!
2. Be convicted of the highest charge
3. Be convicted of a lesser charge
4. Get fired
5. Go completely free
6. Be celebrated as a hero

### BECAUSE THEY KNOW

1. The defendant is guilty
2. The defendant has a shady past
3. The defendant has never been violent
4. Nothing at all
5. The defendant is innocent
6. The witness actually committed the crime

### AND TO SEE THAT HAPPEN THEY WILL

1. Lie as much as they have to.
2. Be somewhat inaccurate.
3. Skirt around the truth.
4. Let some suggestion slip out.
5. Omit a few details
6. Only the truth.