



VOICES IN MY HEAD

RULEBOOK

STOP!

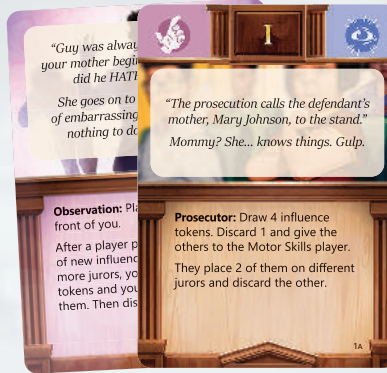
Instead of reading these rules,
you can learn to play by
watching a tutorial video at:

UNEXPECTEDGAMES.COM

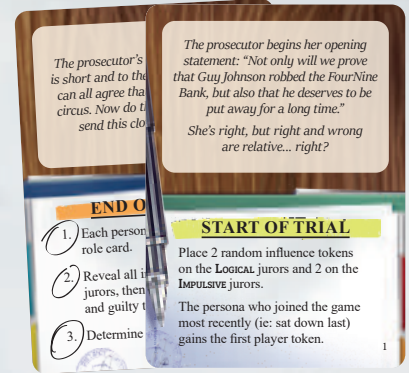
COMPONENT LIST



13 Role Cards



48 Trial Cards



4 Story Cards



1 First Player Token



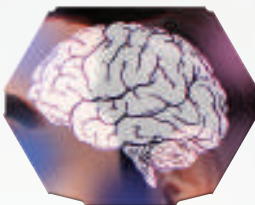
48 Control Markers
(8 per color)



6 Deployment Sticks



24 Strategy Cards



1 Mind Platform



30 Influence Tokens



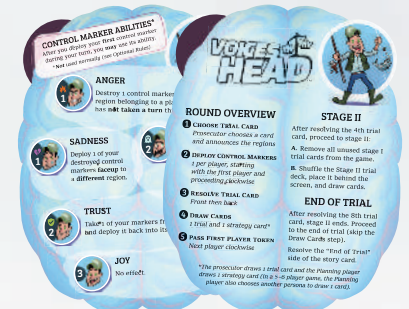
15 Innocent/Guilty
Tokens



1 Game Board



5 Plastic Region
Platforms and Railings



5 Reference Sheets



1 Prosecutor Screen

TOWN OF NOVALANDS,

Plaintiff, vs.

GUY JOHNSON,

Defendant.



Civil Action No. 1:11-

Hon. Katherine Smith

(Electronic Filing)

INTRODUCTION

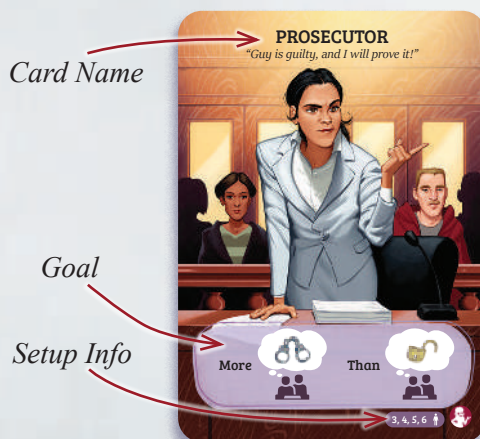
You probably shouldn't have robbed that bank. You also shouldn't have eaten that spicy breakfast burrito. "One problem at a time," you tell yourself. "OK Guy, you messed up, but this trial might be your shot at redemption."

As you prepare to testify in court, conflicting voices fill your head. Should you tell the truth, even if it might send you to jail?

OBJECT OF THE GAME

At the start of the game, each player gains a role card that tells them what they need to do to win.

One player takes on the role of the prosecutor who is trying to convict Guy and send him to prison. All other players take on different personas (aspects of Guy's personality) trying to influence the trial. Each player wins if they fulfill the goal on their role card at the end of the game. There can be any number of winners and losers.



The prosecutor's goal is to have more jurors think Guy is guilty than innocent at the end of the game. If this happens, the prosecutor wins.

GAME OVERVIEW

Each round begins with the prosecutor choosing a trial card. Players then deploy control markers to regions of Guy's brain. The prosecutor then resolves the chosen trial card.

The player that has the highest value of control markers in a region makes all decisions on corresponding trial card abilities.

In this example, the red player has a total value of 3 at the Speech region while the blue player has 5. Therefore, the blue player controls the region and makes all decisions on Speech trial card abilities.



Each region has different types of effects that may appear on trial cards. The most common effects allow players to sway jurors by placing innocent, guilty, or influence tokens on them. This can help players fulfill the goal on their role card.



Placing a guilty token on a juror type.

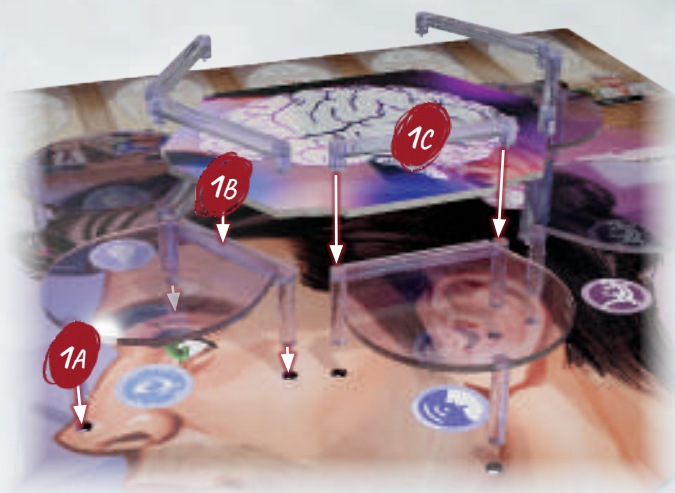
The game ends after eight rounds. The jury then determines if Guy is sent to prison, and players find out who won the game.

SETUP

Perform the following steps to prepare the game:

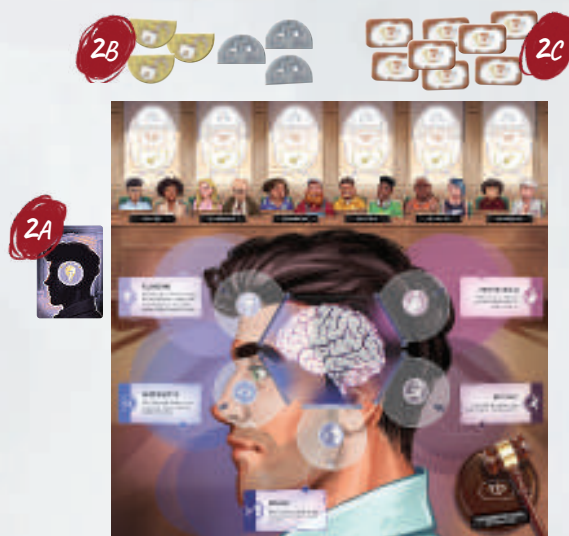
1. GAME BOARD

- Place the **game board** in the center of the table and place the 5 **region platforms** on top, fitting them into the holes in the board.
- Place the **mind platform** so that it sits between the 5 region platforms.
- Attach a **plastic railing** to each of the **region platforms**.



2. COMMON COMPONENTS

- Shuffle the **strategy deck** and place it beside the Planning region of the game board.
- Place all **innocent/guilty** tokens in a pile above the game board.
- Place all **influence tokens** in a facedown pile above the game board. Randomize these tokens, so that no one knows what is on their faces.



- ROLE CARDS:** Find all role cards that match the number of players in the game (written on the bottom right corner of the card).

Tip: For your first game, show these cards to all players and explain what each role needs to do to win the game. Use the back page of this rulebook for the full explanation of the icons on these cards.

Shuffle these cards and deal 1 facedown to each player. Look at your own card, but keep it **secret** from other players.

In future games, we encourage you to use the “Advanced Role Setup” rules on page 14 to see a larger variety of role cards.



For example, in a 4-player game, find all cards that have a number 4 at the bottom.



4. **PROSECUTOR COMPONENTS:** If you have the “Prosecutor” role card, place it faceup on the table in front of you. Then:

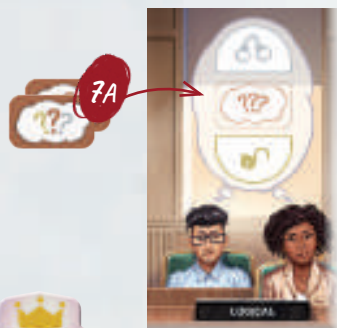
- Unfold the **prosecutor screen**, and stand it up in front of you.
- Place the 8 **dark grey control markers** and **deployment stick** next to the screen.
- Shuffle the **stage I trial deck** (i.e. the 24 trial cards with a “I” at the top). Place the deck faceup (with region icons visible at the top of the card) behind the prosecutor screen.
- Draw 2 cards from the trial deck and place them faceup in a row beside the deck.
- Place the **stage II trial deck** near the game board (not shown). You will need it later.



5. **PERSONA COMPONENTS:** All other players are known as personas and keep their role cards **secret**. They each choose a color and receive the components of that color:

- reference sheet**
- 8 **control markers** (number side up)
- 1 **deployment stick**

6. **STRATEGY CARDS:** Each **persona** draws 2 **strategy cards** from the deck, keeping them secret from other players. The prosecutor never draws strategy cards.



7. **STORY CARD:** The prosecutor shuffles the **story cards** and draws 1 randomly. They read the “Start of Trial” side of the card aloud and follow all instructions on it. Then, place the card next to the prosecutor screen (it will be needed at the end of the trial).

- This card instructs the prosecutor to place random influence tokens on certain jurors. Place these tokens facedown without revealing them to any player.
- This card also instructs the prosecutor to give the first player token to a specific player.

PLAYING THE GAME

You are now ready to begin the game.

The game is played over eight rounds. During each round, players compete to sway the jury in their favor.

Each round consists of five steps. These are summarized on your reference sheet and explained in detail on the following pages.

1. **Choose Trial Card**
2. **Deploy Control Markers**
3. **Resolve Trial Card**
4. **Draw Cards**
5. **Pass First Player Token**

After step 5, begin a new round starting with step 1. After the 8th trial card is resolved, proceed to the end of trial (explained later).

STEP 1 – CHOOSE TRIAL CARD

During this step, the prosecutor chooses one of their three trial cards to use this round. They announce the two region icons shown at the top of the card, but **do not** read the card aloud yet.

They place the chosen card in the middle of their screen, then slide it through the slot so that other players can see the icons on the card (but not the text). Other players can use this information to help choose where to deploy control markers in the next step.



The prosecutor slides forward the chosen trial card so that players on the other side of the screen can see the icons on it.

When choosing a trial card, the prosecutor can choose the top card of the trial deck or one of the two faceup cards. If they choose a card that isn't already in the middle, simply swap places with the middle card and then slide the chosen card forward.

The prosecutor **cannot** look at the back of trial cards when making this choice. The chosen card will be resolved in step 3.

REGION BREAKDOWN

The game board displays different regions of Guy's brain. Each region consists of the following:

1. **Platform:** Each region has a plastic platform that sits above the game board. Control markers are deployed to platforms, and if a marker falls off a platform, it is destroyed (explained later).
2. **Overview:** Each region has a name and explanation of what its corresponding trial cards usually do. The overview is not an ability, and is simply information about why you might want to control this region.



STEP 2 – DEPLOY CONTROL MARKERS

During this step, each player deploys one control marker to the game board. Control markers represent powerful emotions that can be used to manipulate Guy. Each control marker has a value, with higher numbers being better.

To resolve this step, the first player takes one of their unused control markers and deploys it to any region (see “How to Deploy a Control Marker” below).

Then the player seated to their left deploys one control marker. Proceed clockwise around the table until each player (including the prosecutor) has deployed a control marker.

If playing with exactly three players, personas deploy two control markers each turn (see the full 3-player game rules on page 13).

Tip: If you're unsure where to deploy a control marker, deploy it to one of the regions shown on the trial card chosen in step 1. Deploy it to whichever one of these regions you are most likely to control (i.e. where you will have a higher total value of control markers than your opponents).

Prosecutor Control Markers

On their turn, the prosecutor deploys one control marker, just like any other player. These control markers represent the prosecutor manipulating Guy, and each has a value of 0.



A Prosecutor Control Marker

The prosecutor never controls regions. Instead, they deploy control markers to push other markers and reshape regions to their liking.

When an ability lets a player move or destroy an opponent's control marker, this can affect a control marker belonging to any other player, even the prosecutor.

HOW TO DEPLOY A CONTROL MARKER

1. First take one of your unused control markers and place it (number side up) on the mind platform outside of the region of your choice.
2. Then **slowly** push the marker into the region's platform using your deployment stick (holding the stick perfectly upright).

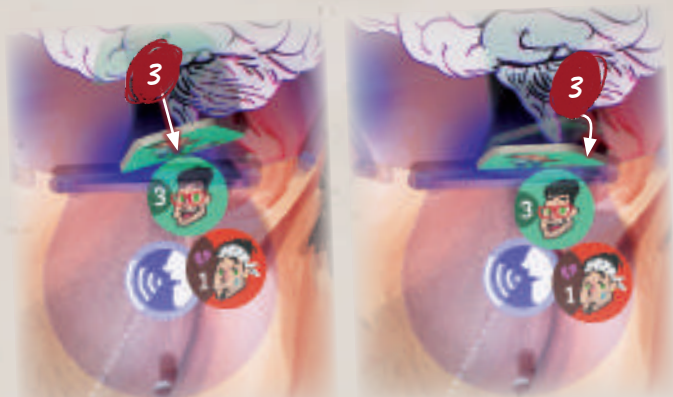
This might cause your marker to push other markers in the region. If a marker is pushed off the platform and falls, it is destroyed (explained later).

You must keep your stick **outside** the region's platform when deploying, and your stick must stay in contact with the marker. You **cannot** flick the marker or move it quickly.

You choose the direction in which you push your marker, but you must push it in a straight line without changing direction.

3. Push the marker until your deployment stick is flush against the region's railing. Rotate your deployment stick when touching the railing if necessary to get it flush.

Note: Control markers **do not** have any special abilities unless using the optional rule on page 14. For example, all #1 markers function the same regardless of the icon on them.



Destroyed Control Markers

When deploying a control marker, you might push other markers off the edge of the platform.

When one of your control makers falls off a platform, it is destroyed. Remove it from the game board and place it facedown in front of you. Destroyed control markers are not used for the rest of the game unless otherwise specified.

In this example, the green player deploys their control marker, which pushes a red control marker off the platform. The red marker is destroyed.



Control markers are only destroyed if they are pushed off by another marker. If a control marker falls off a region at any other time (for example, if someone accidentally bumps the table) the marker is not destroyed. Simply return it to the region platform as close to its previous position as possible.

Some cards allow you to destroy or take control markers from a region. To do so, take the marker from its region while being careful to not move any other control markers in the region.

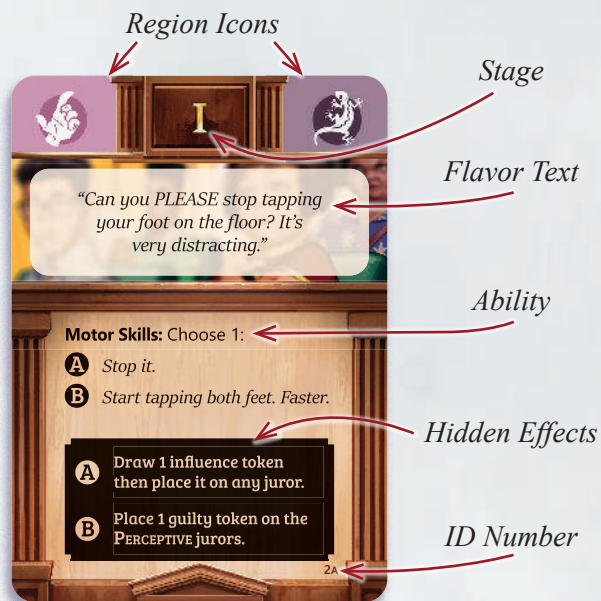
STEP 3: RESOLVE TRIAL CARD

After each player has deployed a control marker, the prosecutor resolves the trial card they chose in step 1. Trial cards give choices to different players and often place innocent, guilty, or influence tokens on jurors. Both sides of the trial card are resolved in this step (front then back).

To resolve a trial card, the prosecutor starts by reading the flavor text at the top of the card **aloud**. They continue reading the card from top to bottom and resolve all abilities.

Trial card abilities each start with a bold header. This header tells you which player uses the ability and makes all decisions concerning it.

The prosecutor uses abilities that follow the “**Prosecutor:**” header. If the header names a region (such as “**Motor Skills:**”), then the persona that controls that region uses that ability. For example, the ability shown below is used by the player that controls Motor Skills (controlling regions is explained below).



Important: Some trial cards have a black box at the bottom. This is a hidden effect. The hidden effect is **not** read aloud. Instead, the persona must listen to the flavor text to help inform which choice they should make on the card. After they make their choice, the prosecutor reads the appropriate hidden effect aloud. The player that made the choice resolves the effect (not the prosecutor).

Important: After resolving the front of the trial card, the prosecutor flips the card over and **resolves the back of the card** in the same way.

After resolving both sides of a trial card, the prosecutor discards the trial card facedown next to the prosecutor screen.

Controlling Regions

To determine who controls a region, each player adds up the values of their control markers in that region. The player with the **highest** total value controls the region.

Note: When a card refers to a specific player, such as “the Speech player,” this refers to the player who controls that region.

If players are tied for control of a region, the first player decides which tied persona uses the ability (exception: see “3-Player Game” on page 13). If all personas have 0 control markers in the region, the first player chooses any persona (even themselves, but not the prosecutor).

The first player makes this decision before hearing the full ability. The prosecutor should pause after reading a region name so that players can determine who controls that region.

Placing Tokens on Jurors

The jurors at the top of the game board are divided into six types. Each type has a space for guilty tokens, a space for innocent tokens, and a space for influence tokens. Note that cards use the word “juror” to mean “juror type.”

Many trial cards instruct you to place an innocent or guilty token on a juror. To do so, take an unused innocent/guilty token and place it in the proper space above that juror type. A juror type can have any number of innocent and/or guilty tokens on them at the same time; simply stack like tokens on top of one another.

Some trial cards instruct you to place influence tokens on jurors. See the “Placing Influence Tokens” sidebar on the right.

STEP 4 – DRAW CARDS

After resolving and discarding the trial card, the prosecutor draws the top card of the trial deck and places it in the middle space behind their screen. This will reveal a new card on top of the deck.

Draw Strategy Cards

There are no trial card abilities for the Planning region, but there is always a benefit for controlling it.

During the Draw Cards step, the player who controls the Planning region draws one strategy card. If there is a tie, the first player breaks the tie as normal. The full rules for playing strategy cards is explained later.

If playing with 5-6 players, the player that controls Planning must choose one other persona to also draw one strategy card.

The prosecutor never draws strategy cards.

PLACING INFLUENCE TOKENS

When a trial card instructs you to draw and place influence tokens on a juror, it is resolved as follows:

1. Draw the instructed number of tokens at random from the pile of unused influence tokens. Secretly look at the icons on the face of these tokens without showing them to other players.

You stop slouching in your chair and sit up, prim and proper.

Motor Skills: Draw 3 influence tokens. Place 1 on any juror and discard the others.

2. Place the instructed number of tokens facedown on the specified juror type. If no type is specified, you may place them on any juror type.



Other players will not know if these tokens are innocent, guilty, or blank until the end of the trial (unless a card lets them look).

You must follow the full instructions on the trial card. For example, with the card shown above, you must place exactly one influence token on a juror type, even if you don't like the tokens you draw.

3. Discard the unchosen influence tokens facedown to the “Discarded Influence” space of the game board without revealing them to other players.



If you place an influence token on a juror type that already has an influence token, place the new token on top to form a stack of tokens. A juror type can have any number of influence tokens in their stack.

If an ability lets you look at an influence token on a juror, secretly look at the token without showing it to other players.

Cards that affect innocent and guilty tokens do not affect influence tokens unless specified.

GAMEPLAY EXAMPLE

Step 1: Choose Trial Card

1. The prosecutor chooses the trial card they wish to use this round. They announce it is an "Observation and Speech" card and slide it under their screen.



Step 2: Deploy Control Markers

2. Blue has the first player token, so he takes the first turn. He deploys a #3 control marker to **Planning**.
3. The prosecutor takes the next turn and deploys a control marker to **Observation**.
4. Yellow is next and deploys a #3 control marker to **Observation**.
5. Red takes the final turn and deploys a #1 control marker to **Speech**.



Step 3: Resolve Trial Card

6. The prosecutor resolves the front of the trial card, first reading the flavor text and then resolving all abilities in order. The first ability instructs the prosecutor to place 1 guilty token on the Judgmental jurors.



7. The next ability on the trial card is for the Observation player, so players total the values of their control markers in that region. Blue's total is 2, while Yellow has 4. Yellow has the highest total value, so the prosecutor reads her this ability.
8. This ability allows Yellow to secretly look at the top influence token on any juror type and then either discard it or place it on a different juror. She decides to discard it.
9. The prosecutor flips over the trial card, resolves the back of the card in the same way as the front, and then discards the trial card.



Step 4: Draw Cards

10. The prosecutor draws 1 trial card. Blue controls the Planning region, so he draws 1 strategy card.

Step 5: Pass First Player Token

11. Blue passes the first player token to the player on his left (the prosecutor in this case). Then players begin a new round, starting with step 1: Choose Trial Card.

STEP 5 – PASS FIRST PLAYER TOKEN

The player that has the first player token gives it to the player seated to their left (clockwise). Any player can be the first player, including the prosecutor (they even break ties).



First Player
Token

Then begin a new round, starting with step 1: Choose Trial Card.

STAGE II

The story of the trial is told over two stages. The stage I trial cards are all about the prosecutor presenting evidence and calling witnesses (which will normally place out guilty tokens). Stage II trial cards tell the story of what happens when Guy himself takes the witness stand.

Immediately after resolving the 4th trial card, proceed to stage II of the trial. The prosecutor does the following:

1. Take all trial cards from behind the prosecutor screen and return them to the game box.
2. Shuffle the stage II trial deck and place it behind the prosecutor screen. Draw two cards from this deck and place them faceup in a row beside the deck.

Resume the game, starting with step 4: Draw Cards. The prosecutor will not draw any more trial cards this round, but the player that controls Planning draws one strategy card as normal.

Tip: To easily tell which round it is, look at how many unused control markers players have. For example, if each player has 1 control marker left, there is only 1 round left in the game.

END OF TRIAL

After resolving the 8th trial card, stage II ends. Then proceed to the end of trial as explained below (skip the Draw Cards step).

The prosecutor flips the story card to the “End of Trial” side and reads it aloud. Resolve the steps listed on the card as explained in this section.

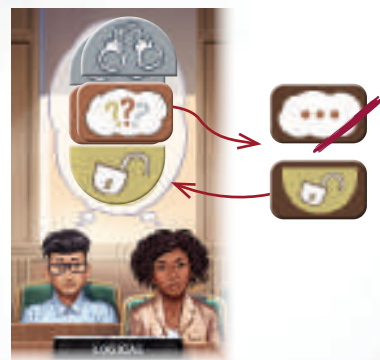
Step 1: Reveal Roles

Each persona places their role card faceup on the table so that all players can see it.

Step 2: Reveal Influence and Cancel Tokens

At the end of the trial, the jury deliberates whether to convict Guy or not.

During this step, flip all influence tokens on jurors **faceup**. If the token has a guilty icon, move it to the guilty space. If the token has an innocent icon, move it to the innocent space. If the token is blank, discard it.

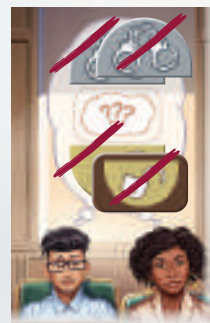


Example: The Logical jurors have 2 influence tokens, so they are both revealed. The blank token is discarded, and the innocent token is placed on the innocent space (on top of the token there).

If a juror type has tokens in both the innocent and guilty spaces, some of these tokens will cancel each other out. To cancel tokens, simply remove all tokens from the space that contains **fewer tokens**, then remove an equal number of tokens from the other space.

Important: Canceling tokens only happens during the end of trial and not earlier in the game.

Example: The Logical jurors have 2 tokens on the innocent space (1 innocent token and 1 innocent influence) and 2 guilty tokens. To cancel out the tokens, discard 2 tokens from the innocent space and 2 tokens from the guilty space. Since this juror type now has no tokens, they are undecided.



After canceling tokens, if a juror type has one or more tokens on the guilty space, then they think Guy is guilty. Likewise, if a juror type has one or more tokens on the innocent space, they think Guy is innocent. If a juror type has zero tokens, they are undecided (they think neither innocent nor guilty).

Step 3: Determine Winners

Each player that fulfills the goal on their role card wins the game. Each player that does not fulfill their goal loses the game. See the back page of this rule book for a detailed explanation of role card goals.

There can be any number of winners and losers. If the prosecutor wins the game, the jurors that think Guy is guilty hold enough sway to convict him, and send Guy to prison. Otherwise, the jury did not find enough evidence to convict Guy, and he is sent free.

The setup icons in the lower right corner of role cards have no impact on winning or losing the game.

ADDITIONAL RULES

This section lists rules for strategy cards and answers questions that may arise during your game.

STRATEGY CARDS

Strategy cards have a wide range of abilities that are crucial to helping personas win the game.

During setup, each persona draws two strategy cards. You can draw additional cards by controlling the Planning region.

You may look at your hand of strategy cards at any time, but keep them secret from other players.



Strategy cards are played at the time instructed on the card. To play a strategy card, simply resolve the ability on the card and then discard it to a faceup pile next to the strategy deck.

After Deploying

Many strategy cards are played “after you deploy a control marker.” These cards must be played immediately after you deploy the marker.

You cannot play more than one copy of the same card after deploying a control marker. For example, you can only play one “Written Statement” card each time you deploy a control marker to the Motor Skills region. You may, however, play any number of different cards after deploying a marker, resolving them one at a time.

Some strategy cards have a region reminder icon in the upper left corner of the card. This icon has no gameplay effect, but serves as a visual reminder that the card can only be played after you deploy a control marker to the specified region (as explained in the card’s ability).

Hand Limit

You are limited to **three strategy cards** in your hand at any time. If you ever have more than three cards in your hand, you must discard down to three (choosing which cards to discard).

All discarded strategy cards are placed in a faceup pile next to the strategy card deck.

Strategy Card Clarifications

- Playing strategy cards is optional.
- The prosecutor can never draw strategy cards.
- You may use strategy cards after deploying a control marker even if you deployed it using a card or control marker ability, and even if it is not your marker.
- In the unlikely event that two players try to play strategy cards at the same time, the first player decides which card is resolved first.
- If you wish to play a strategy card, you must play it as soon as the specified event happens.
- The “Overpower” strategy card can be used against a control marker that has any portion sticking off the edge of the platform.
- If using the optional rules for control marker abilities, fully resolve any strategy cards first before using the control marker’s ability.

HIDDEN INFORMATION

There is a lot of hidden information in the game, such as role cards and influence tokens. Players can only share hidden information as explained below.

The only information you can share about your role card is whether it has a guilty, innocent, or neutral setup icon in the lower right corner of the card. You may choose to say nothing, or even lie about it, but you **cannot** show your card to other players.

You cannot tell players which strategy or trial cards you have. You cannot read them aloud before playing them, or otherwise tell players what the card does. You can, however, make strategy suggestions, such as “I really think you should deploy to the Observation region,” or “You should choose option ‘A’ on this trial card.” The prosecutor should be careful to not share what hidden effects of trial cards do.

After secretly looking at an influence token, you may say anything about it that you wish, but you are not required to tell the truth. Most times, players will choose to say nothing about it.

You are **not** allowed to write down (take notes about) the hidden information you’ve seen (such as influence tokens).

When shuffling a deck of double-sided cards (such as trial or story cards), close your eyes or look away so that you do not see the top card of the deck until after you finish shuffling.

COMPONENT LIMITATIONS

There is a chance that you might run out of certain components during your game. If this happens, use the following rules:

- **Strategy Cards:** If there are 0 cards in the deck, shuffle the discard pile to create a new deck.
- **Influence Tokens:** If there are 0 influence tokens in the pile of unused tokens, take all discarded influence tokens and randomize them facedown to create a new pile of influence tokens.
- **Innocent and Guilty Tokens:** In the unlikely event that you run out of innocent/guilty tokens, use a suitable replacement such as a coin.

DEALS

You are allowed to make deals and promises to other players, but future promises are non-binding. For example, if the first player says: “I will break the tie in your favor, if you let me draw a strategy card later,” you could agree to this but change your mind when the time comes to draw strategy cards.

3-PLAYER GAME

When playing a 3-player game, use the following rule changes to make the game more fun and balanced:

- **Setup:** During setup, each persona chooses two different colors and receives the 16 control markers of those colors.

These markers belong to the player for the purpose of all abilities. For example, if a strategy card requires you to have 2 control markers in the same region, the markers can be different colors.

- **Double Deployment:** On each persona’s turn, they deploy two control markers, **one of each color**. The markers are deployed one at a time, in any order. They can be deployed to the same region or different regions.

If using the optional rules for control marker abilities, remember to only use the ability of the first control marker deployed.

The prosecutor still only deploys one control marker on their turn.

- **Controlling Regions:** When determining which player controls a region, all tokens **of the same color** are added together. If a player has control markers of two different colors in the same region, use only the color that has the highest total value.
- **Prosecutor & Ties:** When resolving a trial card ability, if two players are tied for control of the region, the first player **does not** break the tie. Instead, **the prosecutor** makes all choices on the ability as if they controlled the region. The prosecutor can look at hidden effects on the trial card when making decisions.

The first player decides all other ties, such as ties for controlling the “Planning” region.

OPTIONAL RULES

This section lists optional rules that experienced players can use to add variety to the game. Before setup, all players must agree on which of optional rules they wish to use.

ADVANCED ROLE SETUP

After playing your first game, **we recommend** that you use this option to provide more variety.

Resolve the following rules instead of step 3 of setup shown on page 4:

1. Set aside the “Prosecutor” card from the role deck (.
2. Separate the other role cards into three facedown piles based on the setup icon (, , or ) in the lower right corner of the card. Shuffle each pile separately.
3. Based on the number of players, randomly take the required number of cards from each pile and place them in a facedown deck:

3 Players:   

4 Players:    

5 Players:     

6 Players:      

4. Shuffle this deck and deal one card to each player. Look at your own card, but keep it **secret** from other players.

Note: Ignore the player numbers listed at the bottom of role cards. For example, a “5, 6” card can be used in a 4-player game.

CHOSEN PROSECUTOR

This optional rule allows you to choose a player to be the prosecutor at the start of the game instead of leaving it up to chance.

To do this, set up the role deck normally, but do not add the “Prosecutor” card to the deck. Instead, give that card to the chosen player and deal one role card to each other player as normal.

CONTROL MARKER ABILITIES

This option adds additional strategy to the game but also adds complexity and increases play time. We strongly recommend that you **do not** use this option for your first game.

When using this option, most control markers have special abilities. After deploying a control marker, you may use its ability as described below.

Control marker abilities can only be used when deployed as you **first** marker during your turn. If a card or control marker ability allows you to deploy an additional control marker, you cannot use its ability.

Anger



After deploying this, you may destroy one control marker at this region belonging to a player that has **not yet taken a turn** this round.

Sadness



After deploying this, you may take one of your destroyed control markers and deploy it **faceup** to a **different region**.

Trust



After deploying this, you may take one of your other control markers from any region and deploy it back into its current region.

Tip: This allows you to take a control marker that is close to falling off the edge and move it closer to the region's entrance.

Fear



If you **destroy at least one Joy** (#3) control marker when deploying this, you may draw one strategy card.

You cannot immediately use the strategy card, even if it has an ability that is used after deploying a control marker.

If you destroy your own Joy control marker, you draw a strategy card as normal. You do not draw a card if the Joy marker was destroyed by a card ability.

Joy

No Effect.



Confusion (Prosecutor)



After deploying this, you may discard one of your trial cards with a region icon matching the region where you deployed this marker and then draw a replacement trial card.

You cannot discard your middle card (i.e. the card you chose at the start of the round). If you discard the top card of the trial deck, you do not need to draw a replacement trial card because you have already revealed a new card on top of the deck.

Panic (Prosecutor)



If you **destroy at least two** control markers when deploying this, you may place one guilty token on any juror type.

If any of the destroyed control markers were your own, you place the guilty token as normal.

Nervousness (Prosecutor)



No Effect.

Control Marker Clarifications

- All control marker abilities are optional, so you may always deploy a control marker without using its ability.
- Control marker abilities are summarized on your reference sheet. However, the rulebook is more complete and overrides the wording on the reference sheet and prosecutor screen.
- **Important:** If you wish to use a strategy card after you deploy a control marker, fully resolve the **strategy card first** before using the control marker's ability.

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QUICK REFERENCE

ROLE CARD GOAL ICONS

The following is a list of all icons that appear on role cards and what they mean.



Guilty: Each juror type that has more guilty tokens than innocent tokens at the end of the game.



Innocent: Each juror type that has more innocent tokens than guilty tokens at the end of the game.



Undecided: Each juror type that has zero tokens on them at the end of the game (after canceling tokens).



Control: You must have the highest total value of control markers in one of the regions shown on your role card (or tied for highest) at the end of the game.

You must have at least one control marker in the region for this to count.



Destroyed Control Markers: Count the number of your control markers that are destroyed (facedown in front of you) at the end of the game.

When comparing how many destroyed control markers you have to other players, do not count the prosecutor's control markers.



Canceled Guilty: Count the number of guilty tokens and guilty influence tokens canceled during the end of trial (i.e. guilty tokens removed from jurors due to innocent tokens being on the same juror).



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FREQUENTLY OVERLOOKED RULES

Here are some helpful reminders and clarifications that are sometimes forgotten.

Influence Tokens

- When you draw influence tokens or look at influence tokens on a juror, secretly look at them without showing anyone else.
- Always discard influence tokens facedown to the “Discarded Influence” space of the game board without showing them to other players.

Strategy Cards

- You are limited to three strategy cards in your hand. If you exceed this, you must immediately choose cards to discard.
- You cannot play more than one copy of the same strategy card after deploying a control marker.

Trial Cards

- When resolving a trial card, you must use as much of the ability as possible, unless it uses the word “may.” For example, if you are instructed to draw 2 influence tokens and place 1 on a juror, you must place 1 influence token on a juror, even if you don't like the tokens you draw.

ROLE CARD BREAKDOWN

The following is a list of which role cards are used depending on the number of players, following the advanced role setup on page 14.

- **3 Players:**   
- **4 Players:**    
- **5 Players:**     
- **6 Players:**      