

VICENZI GIACOMO

GUILTY!

A rhetoric ability and inventiveness game

Game Chef 2012 Version (Translated)

*Dedicated to Stefania, my girlfriend,
and to Jessica and Patrick, my best friends*

GUILTY!

by Vicenzi Giacomo

STOP-PRESS NEWS!!! (read it in a loud voice)

The Lantern, the Doctor, the Mimic and the Coyote, also known as the Gang of Four, have finally been caught by the police. They are led in front of an iron jury and they are put a strain on for their wrongdoings. The attorney will try framing them with the several evidences, which the police has collected after many years of capture attempts, for the more serious crimes. Nobody has wanted to be their lawyer, due to the notoriety which marks them. Will be they able to defend themselves without any help and to take advantage of the last chance to avoid the electric chair or the life imprisonment?

Participants: 5 Players

Duration: 30–45 minutes

Tools: Any newspaper, scissors, a copy of the Attorney's Form (see *supplement 1: "Attorney's Form"*, page 6), a pencil, some tokens (buttons, stones, dice and so on).

Choose the person who will play the Attorney. Everybody else will be the Criminals (only during the game the Players who are bound to be the Criminals will know what role they will have to play). For the purposes of the game, it doesn't matter what will be the role chosen. If you have difficulties with choosing the person who will be the Attorney, cast lots.

THE CRIMINALS

The Attorney is in front of the Four. They are a part of a gang, which is structured in this way:

– **The Lantern:** she's the leader of the group. She is idealist, energetic, illuminant. She gives orders and she commands respect.

– **The Doctor:** she's the planner of the group, the technical scientific expert. She synthesizes chemicals, writes plans and supplies with weapons the companions.

– **The Mimic:** she's the person who mingles with crowd, infiltrates in the circles of powerful men, in the corporations. She spies on movements and conversations, hides trails and gets disguises ready.

– **The Coyote:** she's "the brawn" of the group, the person who acts and dirties her hands, often pragmatically. She threatens people and mediates.

THE GAME

1. The opening charge

In order to play, you'll need a newspaper. Please use the same newspaper for the whole duration of the game.

The Attorney begins the hearing with an Intervention Token at her disposal (see paragraph 4: "*To deepen a testimony*", page 4), cutting out either a picture or a word of an headline of an article (but also the whole headline is allowed). This press clipping should inspire the Attorney to phrase a sentence. The sentence has to be a direct charge against one of the Four, accusing him of a serious crime, that is to say liable to life sentence or electric chair. If you accuse a Player, automatically that Player will become that Criminal and this role will be hers until the end of the game.

*The Player who plays the Attorney flips over the newspaper's pages, finds a picture where a car's filler is full of banknotes. He thinks a while about it and asks: "What about the dead body found in a car, which also was full of false banknotes hidden in the fuel tank, Doctor? There were your fingerprints on them", pointing one's finger at one of the Players who will be the Criminal. That Player will play the Doctor. The main crime is **murder**, which will certainly sentence him to electric chair or life sentence.*

2. The Vindications

The Player accused by the Attorney, in order to not be charged with such crime, partly accepts the claim, but he saddles another of the Four with the grossest negligence, using the phrase

‘ Yes, ... , but ...’

This has still to be done with a press clipping.

We continue with the previous example: the Player accused becomes the Doctor. He flips through the newspaper, finds a picture with a house and some gigantic banknotes under it, therefore answers: “Yes, I’ve counterfeited the banknotes, but the car was in the garage of an unauthorized house, which belongs to Lantern; I don’t know anything about the murder”.

At this point, the Attorney records on the Attorney’s form, under the role of the Criminal and near to the number of the Vindication, if the Criminal, with his last testimony, justifies himself well or not, ticking on **Alibi** if so or on **Suspicion**, otherwise. This assignment has to be done by the Attorney so that others Criminals can’t see her. **If Alibi is assigned, the Attorney must take a Intervention Token out of the other Player’s sight.**

This procedure (where a Criminal accepts the charge of a misdemeanor, but she purges herself of a charge, accusing another of the most serious crime) takes place **seven times, and its called Vindication**. A Criminal can’t **purge herself of a charge accusing the person who has blamed her in the previous Vindication**. Remind that after 4 Vindications it is possible that a Criminal has never been accused by another Criminal. If this happens, the fifth Vindication will have to fall on that Criminal.

3. Objections

While the Criminals try to shift the blame to another ex-companion, the Attorney can object to a Vindication if it is **incoherent with the rules or with the role of the Criminal**, using the phrase **‘Objection, Your Honor!’**.

The Coyote says: “ I haven’t done anything of this”. The Attorney can reply: “ Objection, Your Honor! The witness must justify the charge he has

received, and he can’t deny it a priori”, pointing at her, because the form with which the sentence is structured is not correct (indeed it would be “Yes, ... , but ... ”).

Or:

The Doctor says: “ Yes, I’ve synthesized the drug which the police have found, but Lantern has hidden the traces of the rape, I haven’t abused that woman”. So the Attorney can reply: “ Objection, Your Honor! The role of the accused witness is not coherent with the witness’ charge”, because is more coherent that the Mimic, and not the Lantern, has hidden the traces.

If nobody founds fault with something, the Player who plays the Attorney can say (in a judge capacity) **“Sustained!”**. Otherwise, if all the Players who play the Criminals agree that the objection is without foundation (and everybody justifies the reason in the game) will be allowed to say either with one voice or one by one **“Overruled!”**, making the objection non-existent *de facto*.

NOTE: the objections about the roles are not objective (unlike those about the regulations, where it is easy to see whether the objection is correct or not, referring to this handbook). I would advise the person who plays the Attorney to not abuse them and the Players who play the Criminals to not reject them *a priori*.

4. To deepen a testimony

Spending/using an Intervention Token, the Attorney, when one of the Four has finished to purge himself of a charge, can say **“Hold it!”**. In this way, she can add another evidence (still using a press clipping) which further makes situation difficult for the Criminal, who defends herself, adding another charge which needs a Vindication. Consequently, she will have to find also a Vindication for that (with another press clipping) and, if she prefers, she can put the Vindication still on the same Criminal of the previous Vindication. Deepening a testimony, **the**

Attorney gives up assigning Suspicion or Alibi at the first Vindication, but she will do it only after the second. Finally, she can't use "Hold it!" more times consecutively.

NOTE: also the Intervention Tokens have to be kept strictly hidden, in order to keep the Players who play the Criminals unaware of Alibi or Suspicion assignment.

5. The final pleading

In this phase, the Attorney will tell her perplexities to the person who has at least one Suspicion. She will talk as she had to harangue the jury, recalling possible inconsistency happened in the previous phase. At the end, she will accusingly point her finger at the person who has received more Suspicious points, recognizing it as the real author of the most serious crime.

NOTE: like in a real court, who has been accused actually could be not guilty or *vice versa* (unluckily it still happens, in some cases). This game, which wants to try the imagination and the rhetoric of the Players, is not aimed to see if one of the Four has really committed the most serious crime. So the Players are requested to not worry about it.

6. The sentences

After the final pleading, every Player who has played a Criminal has to look at the Attorney's Form. The conclusion is defined in this way:

- If the Criminal has obtained the greatest number of Suspicions, she **will be sentenced to life or to electric chair** (on the grounds of the crime, the local law, etc.): this happens also to others Criminals if they have obtained her same score (if they came equal first).

- If she has obtained at least a Suspicion but she is not the person who has obtained more of them, she **will be imprisoned** (the narrating Player can determine where and how much).

- If she has obtained no Suspicion, she **will pay the fine for her crimes** (the narrating Player can say how much money) but **she will be released on remand**.

So, the Attorney chooses s Criminal and in a juryman capacity says:

"The jury has reached a final verdict for (name of the chosen Criminal): guilty! The accused will be subjected to (previously established sentence)"

NOTE: the sentence of the jury/jurymen can be readapted or made rich, but its base pattern can't be modified.

The Player who has played the so chosen Criminal now will do the same thing, telling the verdict of another Criminal, and so on until all the sentences are passed.

Finally, the Attorney, in a judge capacity says "So ordered, the hearing is adjourned".

-End of the game-

APPENDIX 1: Curiosities and thanks

This game has been submitted to Game Chef 2012: "Last Chance"

(<http://gamechef.wordpress.com/>).

I have decided to use all the ingredients of the first proposed set: Coyote, Mimic, Lantern and Doctor. They are well recognizable in the roles of the Criminals. The concept of the Last Chance is represented by the use of the newspaper. It is

destroyed during the game, making impossible a game identical to a previous (unless you don't use a copy of the same newspaper).

I would like to thank:

Patrick for the shared ideas, the suggestions, the corrections;

Stefania, my girlfriend, who has "stood" me and helped me in these days. She also made this English translation possible, doing it by herself. Thank you my love;

Daniele, who has told me of the existence of the Game Chef.

APPENDIX 2: games which have inspired me

Aye, Dark Overlord! - (cards game) - F. di Bonifacio, M. Enrico, 2005.

Kagematsu (rpg) - D. Lewon, 2008.

Phoenix Wright: Ace Attorney (videogame) - S. Takumi -(2005, Nintendo DS version).

A penny for my Thoughts (rpg) - P. Tevis (2007 Game Chef, 2008 revised edition).

APPENDIX 3: contacts

You can contact me via e-mail: vice.jack@yahoo.it

You can find me on www.gentechegioca.it with the nickname: "*jackvice*".

I subscribed to Google plus (under my real name).

Any feedback about playtests, misprints, and advices are well accepted.

APPENDIX 4: font and copyright

New Cycle Semi (copyright "La Tipomatika")



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SUPPLEMENT 1: Attorney's Form

	Lantern		Doctor		Mimic		Coyote	
Vindication	Alibi	Suspicion	Alibi	Suspicion	Alibi	Suspicion	Alibi	Suspicion
I								
II								
III								
IV								
V								
VI								
VII								
Tot.								

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