LAW ARGUMENT EVIDENCE

SPACE SUITS

A 1 Hour RPG for 3 or more players
by Steve Dee, Zach Franklin
Michael Lenarcic and Anita M

It is the far future. Humanity has evolved to possess powerful psychic abilities that can see into and control the minds of others. In such a world, crime is the only constant and justice the rarest thing of all. The line between civilisation and collapse is held on COURT PLANET by the LEXIS AETERNUM: or as they are colloqually known: The Space Suits.

This is a game for three players. Extra players can take smaller roles as court officials, witnesses, journalists, defendants, other lawyers etc. One player takes the role of the Prosecutor, one of Defence, and one of the Judge. Each player should also choose a **Secret Objective**: Justice, Revenge, Punishing the Accused, Personal Ambition, Looking Good, Winning at All Costs, Annoying Your Opponent, That The Law Is Seen To Be Upheld, Throwing The Case, etc and a **Secret Personal Connection** to the Case (see Case Generator Below). The game is played over five rounds - Opening Statements, Prosecution Case, Defence Case, Closing Arguments and Final Verdict or until one player has won 12 juror points. The judge acts to progress scenes, moderate rules and add flavour.

Get a deck of cards with 1 to 6 in spades (Law) Hearts (Argument) and Clubs (Evidence). Deal seven cards to the judge they take one card out and give it to the Prosecution. Repeat for the Defence. The Prosecution goes first in the first round and then this alternates. Each Scene the starting player may Rock-Paper-Scissors the judge, if you win, you win ties against your opponent that round. If you lose against the judge you lose ties.
Each scene, you can play cards to the right arena (Law, Argument, Evidence) the total value in each arena is your score. You may play a card face down to ANY arena, in this case it is wild, and has a strength of 2. The player with the highest total in each arena is winning that arena. When all cards are played, if one player has won the most arenas they win that scene and score 4 juror points. A player may concede , and if they do, their opponent scores 6 minus the number of cards left in the conceding players hand. Then shuffle and repeat until gets 12 jurors or wins 3 out of 5 scenes.
When you present your cards, argue your case in character and use legal jargon. *You may make up anything about psychic space law that you wish but if you do your opponent may use those against you. The judge should keep a record of facts of the case and principles of psychic law.*

	7	8	9	10	J	Q	K
Crime	**Theft**	**Fraud**	**Assault**	**Murder**	**Class Action**	**Divorce**	**Drugs**
Victim	**Rich**	**Poor**	**Average**	**Robot**	**Psychic**	**Politician**	**Martian**
Suspect	**Rich**	**Poor**	**Average**	**Robot**	**Psychic**	**Politician**	**Martian**
Psychic	Read Minds	TK	Pyromancy	Posessi on	Implant Ideas	Remote View	Precog

Liability Sidebar Mutatis Mutandis Deed Intellectual Property Ex Judice Indemnity Adjournment Objection Sustained Overuled Jury Tampering Point of Law Corroboration Redsonable Doubt Appeal Jurisdiction Damages Dismissal Mistrial Discovery Injunction Prejudicial Exhibit A Probitive Judgement Litigation Libel Parties Mediation Mitigation Proceedings Registrar Sentencing Read Back Statement of Claim Subpoena Probate Ouster Plea Bargain Restitution Sanction Statutory Sue Trial Tribunal Reserved Judgement Recusal Accused Plaintiff Regulation Warrant Representation Verdict Trustee Habeas Corpus De Novo Ad Hominem Pro Bono Apriori Post Hoc Withdrawn Counsel Leave Affomentioned Acquit Act of God

LAW ARGUMENT EVIDENCE