

S Alsace Lorraine

Suspect

\$25

Defense

2

Guilt



S
Suspect

Suspected of mischief and impure thoughts.

S Anabelle Sharpe

Suspect

\$20

Defense

4

Guilt



S
Suspect

Is indirectly associated with widespread depravity.

S Blythe Stutterkin

Suspect

\$20

Defense

5

Guilt



S
Suspect

Known to own cats and go shopping by herself.

S Buster Dawson

Suspect

\$5

Defense

5

Guilt



S
Suspect

Suspected of wandering eyes and failure to shun the weak.

S Doris McKay

Suspect

\$15

Defense

3

Guilt



S
Suspect

Owner of a preposterous number of hats and shoes.

S Esmerelda the Mild

Suspect

\$10

Defense

1

Guilt



S
Suspect

Obedient and kind, but unmarried at twenty-one.

S Eugenia the Lewd

Suspect

\$25

Defense

6

Guilt



S
Suspect

Frequents unsavory haunts; only eats vegetables.

S Florence the Wicked

Suspect

\$10

Defense

6

Guilt



S
Suspect

Collects porcelain dolls and sausage-making equipment.

S Lewis the Bum

Suspect

\$5

Defense

4

Guilt



S
Suspect

Mumbles to self, amuses tourists with wry chicanery.

S Little Nellie

Suspect

\$15

Defense

3

Guilt



Suspect

Is known to associate with men after nine o'clock.

S Mad Gertie Hayes

Suspect

\$20

Defense

3

Guilt



Suspect

Believes she is a steam train.

S Meek Little Sarah

Suspect

\$5

Defense

2

Guilt



Suspect

Suspiciously insists that she is innocent of any crimes.

S Nice Tall Annie

Suspect

\$25

Defense

2

Guilt



Suspect

Behaves politely, but no less mysteriously, than the Other.

S Sneed the Grouch

Suspect

\$25

Defense

4

Guilt



Suspect

Became suspect when he suddenly began acting nice.

S Sukie Pipkin

Suspect

\$10

Defense

2

Guilt



Suspect

Holds Society's dearest principles in low regard.

S Sweet Pansy Decker

Suspect

\$15

Defense

1

Guilt



Suspect

Almost certainly not involved with recent rash of boils.

S The Mugworts

Suspect

\$15

Defense

4

Guilt



Suspect

Too friendly for old people.

S The Other Tall Annie

Suspect

\$20

Defense

5

Guilt



Suspect

Plagued by suspicious twitching. Not as polite.

S The Sutcliffe Twins

Suspect

\$30

Defense

6

Guilt



Suspect

Almost certainly responsible for nearly everything.

S The Widow Shelley

Suspect

\$30

Defense

5

Guilt



Suspect

Lost three husbands, now working on fourth.

S Zwycck the Mysterious

Suspect

\$5

Defense

6

Guilt



Suspect

Has already been pressed to death with stones.

C Aloofness

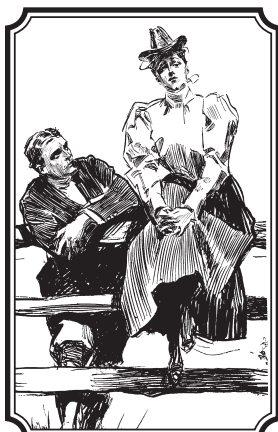
Charge

\$50

Court

1

Severity



CHARGE

+2: Alsace Lorraine, Meek Little Sarah, Sukie Pipkin.

C Atrocious Manners

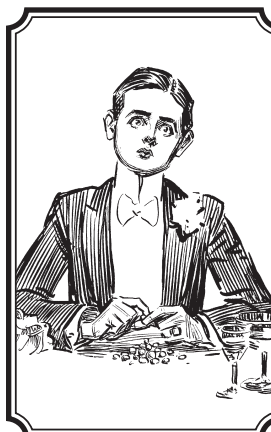
Charge

\$60

Court

1

Severity



CHARGE

+2: Buster Dawson, Sneed the Grouch.

C Card Playing

Charge

\$90

Court

3

Severity



CHARGE

+2: The Mugworts, The Sutcliffe Twins.

C Drinking

Charge

\$120

Court

5

Severity



CHARGE

+1: Lewis the Bum, the Widow Shelley.

C Frowning

Charge

\$60

Court

2

Severity



CHARGE

+2: Florence the Wicked, the Other Tall Annie.

C Golfing

Charge

\$100

Court

3

Severity



CHARGE

+3: Anabelle Sharpe, Mad Gertie, Sweet Pansy Decker.

C Heliotropism

Charge

\$120

Court

4

Severity



CHARGE

+2: Esmerelda the Mild,
Eugenia the Lewd.

C Infidelity

Charge

\$150

Court

6

Severity



CHARGE

-2: The Mugworts, Meek
Little Sarah.

C Laudanum Abuse

Charge

\$90

Court

4

Severity



CHARGE

+2: Alsace Lorraine, Mad
Gertie, the Widow Shelley.

C Pilfering

Charge

\$110

Court

3

Severity



CHARGE

+3: Doris McKay, the
Sutcliffe Twins.

C Prestidigitation

Charge

\$100

Court

4

Severity



CHARGE

+2: Little Nellie, Sneed the
Grouch.

C Public Lewdness

Charge

\$140

Court

5

Severity



CHARGE

+1: Sweet Pansy Decker,
The Sutcliffe Twins.

C Showing of Ankles

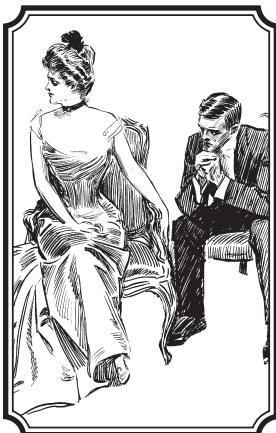
Charge

\$80

Court

2

Severity



CHARGE

+3: Eugenia the Lewd,
Sneed the Grouch.

C Smoking

Charge

\$80

Court

2

Severity



CHARGE

+3: Alsace Lorraine, Lewis
the Bum.

C Smuggling

Charge

\$130

Court

5

Severity



CHARGE

+2: Lewis the Bum, Mad
Gertie, the Mugworts.

C Suicide

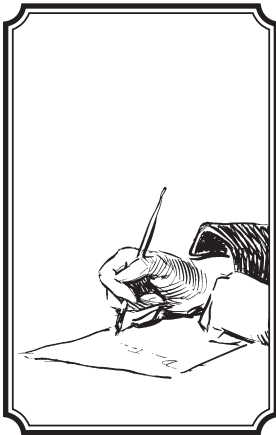
Charge

\$110

Court

6

Severity



CHARGE

-1: Alsace Lorraine, Meek Little Sarah, Sukie Pipkin.

C Tampering with the Post

Charge

\$130

Court

6

Severity



CHARGE

+3: Doris McKay, Little Nellie, Mad Gertie.

C The Ol' Hokus-Pokus

Charge

\$140

Court

5

Severity



CHARGE

+1: Florence the Wicked, Zwyck the Mysterious.

C Unpopularity

Charge

\$70

Court

1

Severity



CHARGE

+4: Lewis the Bum, Zwyck the Mysterious.

C Wearing Hat in Theatre

Charge

\$70

Court

1

Severity



CHARGE

+2: Alsace Lorraine, Doris McKay, Florence the Wicked.

C Wickedness

Charge

\$150

Court

6

Severity



CHARGE

-2: Anabelle Sharpe, Nice Tall Annie, Sukie Pipkin.

E Alibi

Evidence

0

Prosec.

-6

Defense



Evidence

E Bad Company

Evidence

+3

Prosec.

-2

Defense



Evidence

E Avid Reader

Evidence

+2

Prosec.

-3

Defense



Evidence

E Casts No Shadow

Evidence

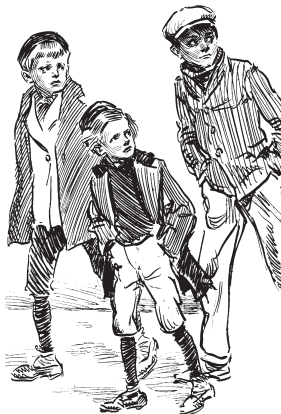
+4

Prosec.

-1

Defense

Evidence



E Character Witness

Evidence

+2

Prosec.

-3

Defense

Evidence



E Confession

Evidence

+6

Prosec.

0

Defense

Evidence



E Doesn't Float

Evidence

+2

Prosec.

-3

Defense

Evidence



E Eyewitness

Evidence

+4

Prosec.

-2

Defense

Evidence



E Faithful Pet

Evidence

+3

Prosec.

-2

Defense

Evidence



E Friends

Evidence

+2

Prosec.

-3

Defense

Evidence



E Gifted Artist

Evidence

+3

Prosec.

-2

Defense

Evidence



E Works with Children

Evidence

+2

Prosec.

-4

Defense

Evidence



E Hypnotic Gaze

Evidence

+4

Prosec.

-1

Defense

Evidence



E Loving Family

Evidence

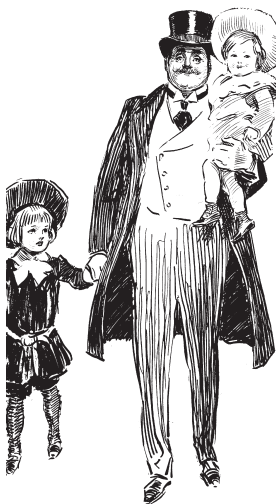
+2

Prosec.

-3

Defense

Evidence



E Neighborhood Celebrity

Evidence

+3

Prosec.

-2

Defense

Evidence



E Prays Often

Evidence

+2

Prosec.

-4

Defense

Evidence



E Predicts Weather

Evidence

+4

Prosec.

-2

Defense

Evidence



E Reads w/o Moving Lips

Evidence

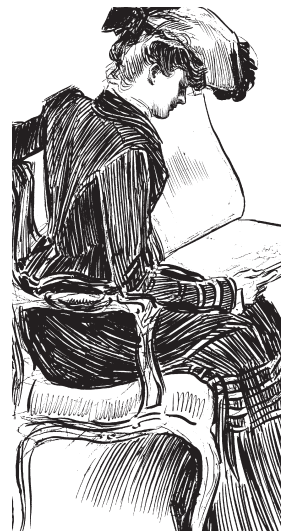
+3

Prosec.

-3

Defense

Evidence



E Quick Sketch Artist

Evidence

+3

Prosec.

-3

Defense

Evidence



E Surprise Witness

Evidence

+?

Prosec.

-?

Defense

Evidence



Choose a number between 1 and 6. Treat this card as a witness (Suspect card) of that value, and roll for it as you would for that witness.

E Tells Fortunes

Evidence

+4

Prosec.

-2

Defense

Evidence



E Turned Lester into Newt

Evidence

+5

Prosec.

-1

Defense

Evidence



M Appeal

Motion



When the Prosecution rolls the dice, he must roll them twice and take the roll that is more favorable to whoever played this Appeal. Cancels any previous Appeal.

M Appeal

Motion



When the Prosecution rolls the dice, he must roll them twice and take the roll that is more favorable to whoever played this Appeal. Cancels any previous Appeal.

M Bribery

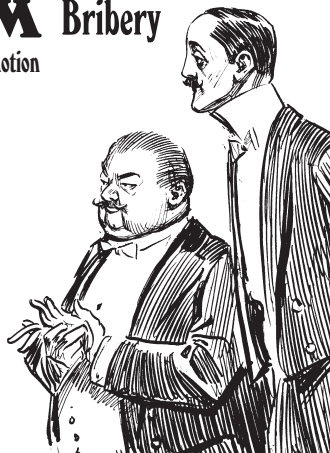
Motion



Pay the Court \$50.
Change the Jury Value up to 4 points in either direction.

M Bribery

Motion



Pay the Court \$50.
Change the Jury Value up to 4 points in either direction.

M Discovery

Motion



Look at your opponent's hand.

M Cross Examination

Motion



Choose any Evidence or Witness card played by your opponent on this trial. Play that card again, but for yourself.

M Cross Examination

Motion



Choose any Evidence or Witness card played by your opponent on this trial. Play that card again, but for yourself.

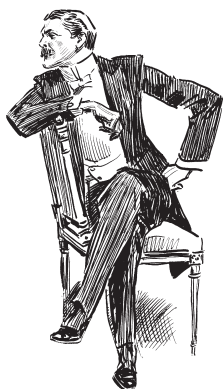
M Dismiss

Motion



Throw this case out.
The money in the Court remains.

M Drama
Motion



Roll two dice. This number becomes the new Jury Value. You must rest immediately after playing this card.

M Drama
Motion



Roll two dice. This number becomes the new Jury Value. You must rest immediately after playing this card.

M Hangin' Judge
Motion



Play only as your first card. No more Motion cards can be played (by either player) on this case.

M Hung Jury
Motion



Throw this case out. Split the Legal Fees with your opponent. If there is an odd \$5, leave it in the Court.

M Research
Motion



Draw two cards.

M Research
Motion



Draw two cards.

M Short Memory
Motion



Take a card of your choice out of the discard pile.

M Hail Mary
Motion



Do this twice: draw a random card from any player's hand, except your opponent's. Unless it is one of the following list of cards, you must play this card immediately.
Keep: Objection, Dismiss, Drama, Hangin' Judge, Hung Jury, and Get Out.

M Get Out
Motion



Recuse yourself and choose another player to take over this case. If you choose a new Defender, you still keep the Defense Fee. If you are the Prosecutor and play this card as your final argument, your replacement is entitled to one more final argument.

O Objection

Objection



O Objection

Objection



O Objection

Objection

