

Print & Play

I - Materials Needed:

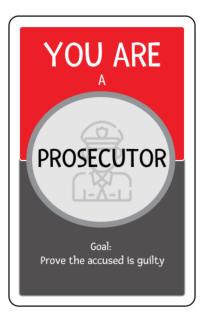
- Scissors
- 8.5 x 11-inch paper
- Double-sided color printer

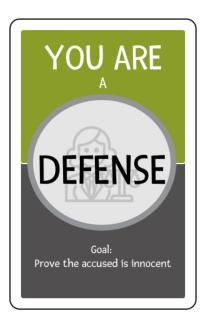
II - Game Components:

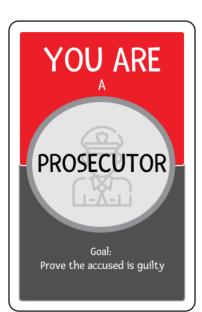
- 7x Role Cards
- 3x Case Cards
- 36x Evidence Cards

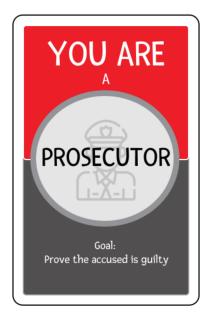
III - How to Play:

- Players select a "judge" for the game
- Judge divides rest of the players among Defense and Prosecutor teams
- Judge selects a scenario (a case card and all its evidence cards)
- Judge shuffles the evidence cards and hands out 3 random ones to each team
- Judge begins 30 second timer for players to construct their case
- Judge uses a timer to conduct the players to play three back-to-back rounds of 45 seconds each. Judge announces each time a new round starts.
- Judge reads out the case and then offers each group the chance to read it
- During each round players can use 1 or no evidence card. Players are free to make up evidence or argue against evidence provided by the other team.
- The judge finally decides which team won

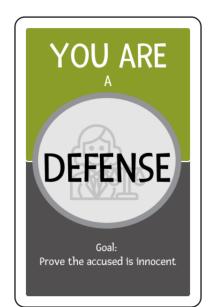


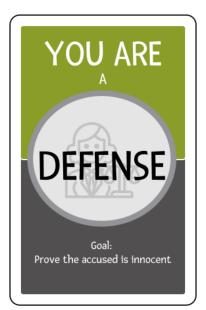


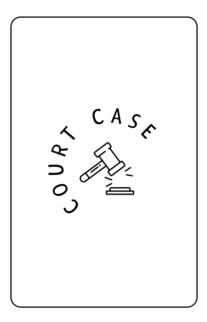


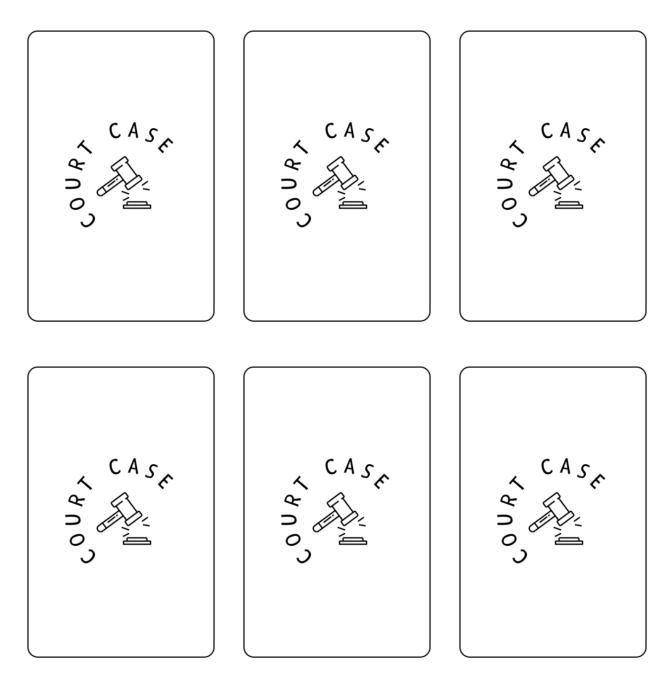


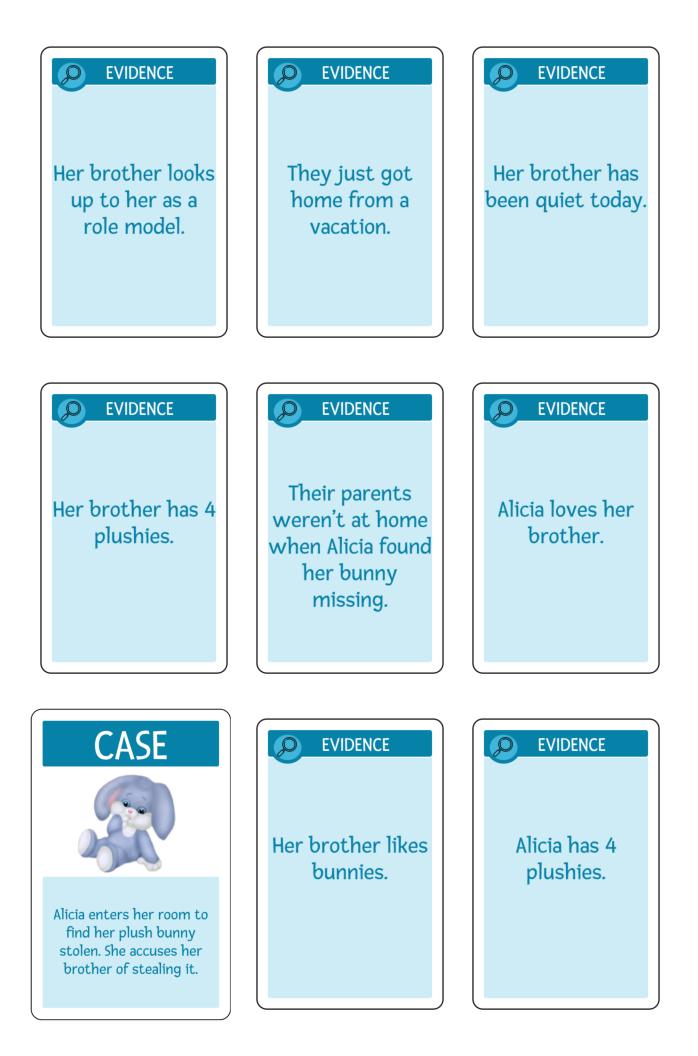


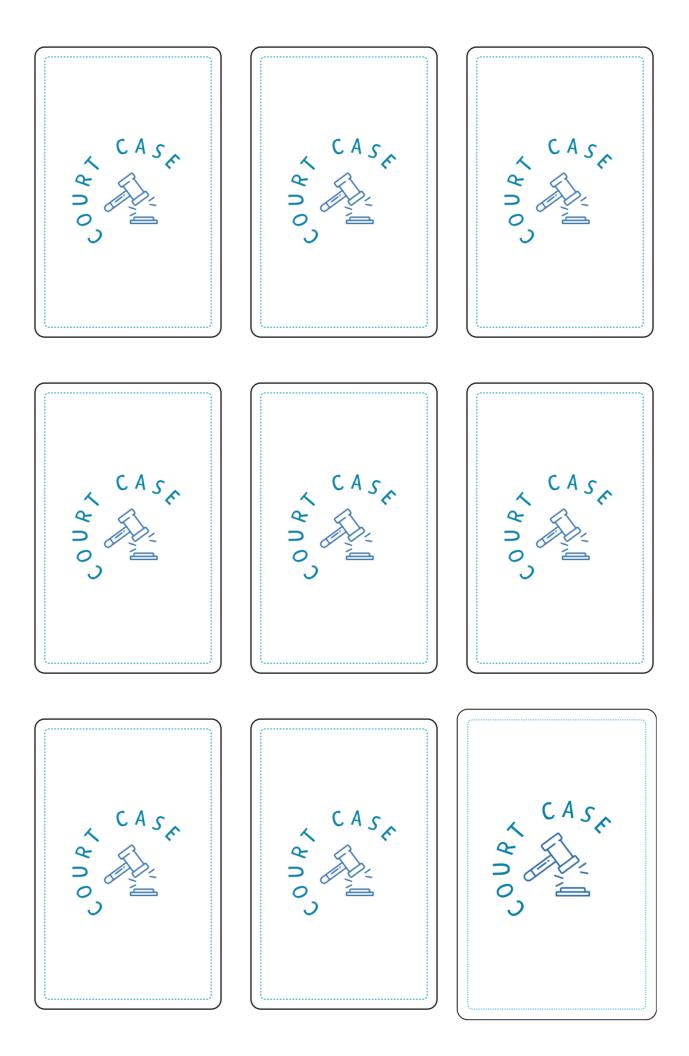


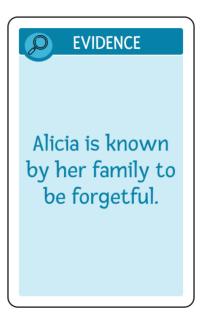












D EVIDENCE

Alicia has a habit of losing things.

EVIDENCE

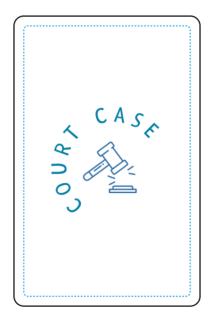
Alicia always blames her brother when she thinks something goes missing.



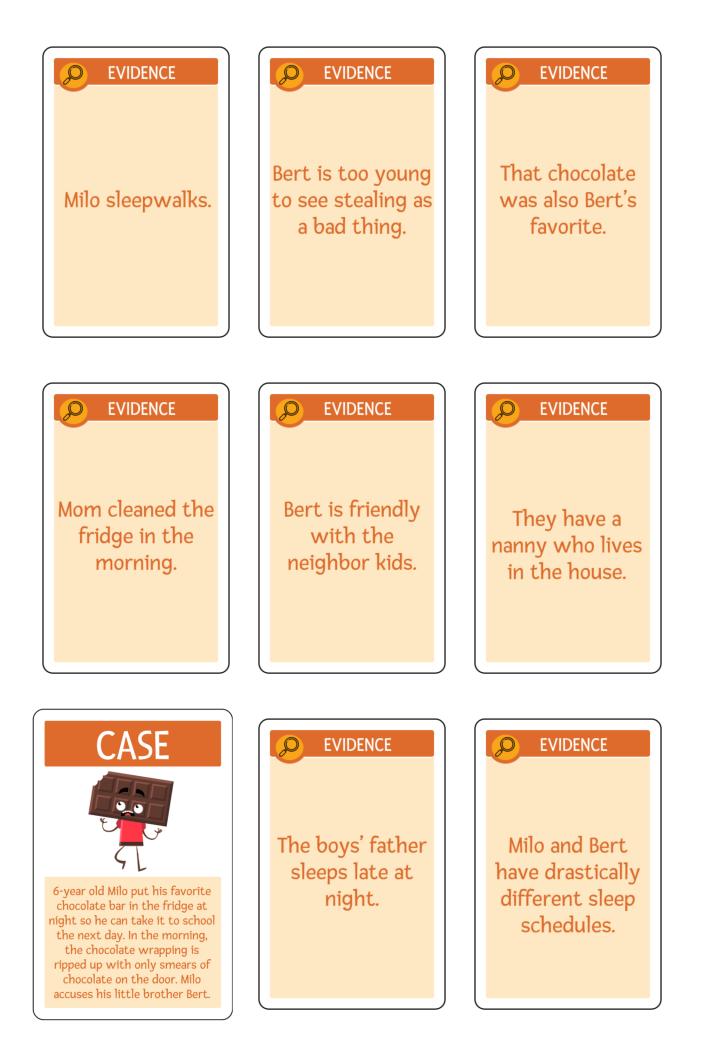
Her brother likes to swim in the family pool.

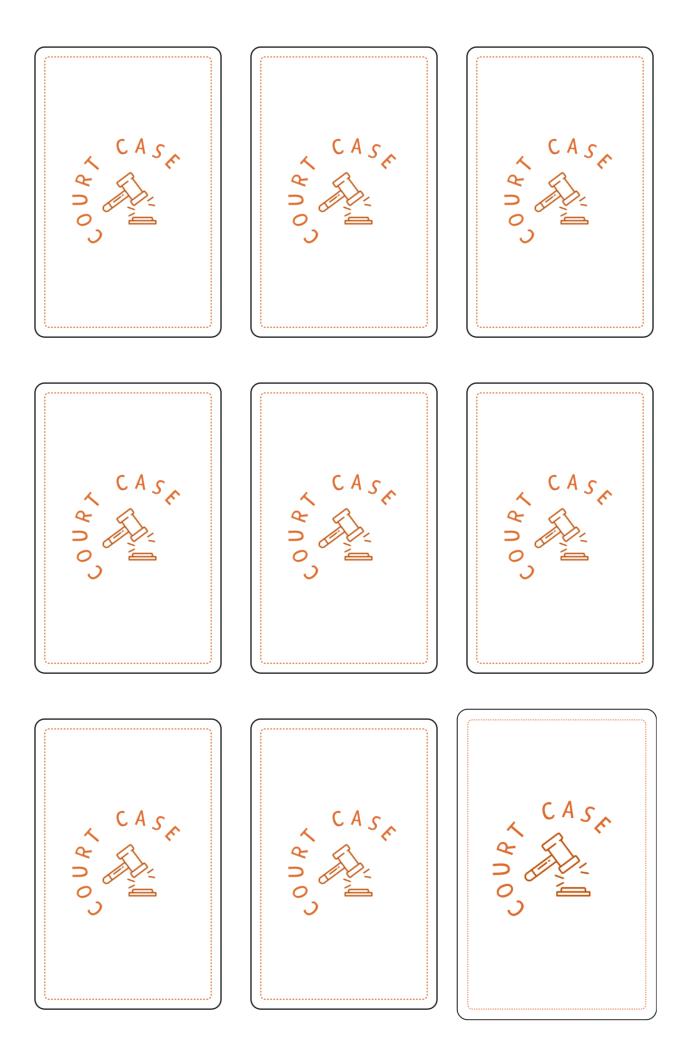






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Q

It was Friday morning when Milo found the wreckage.



Milo and Bert share the same room.

D EVIDENCE

They have a dog named Nina.

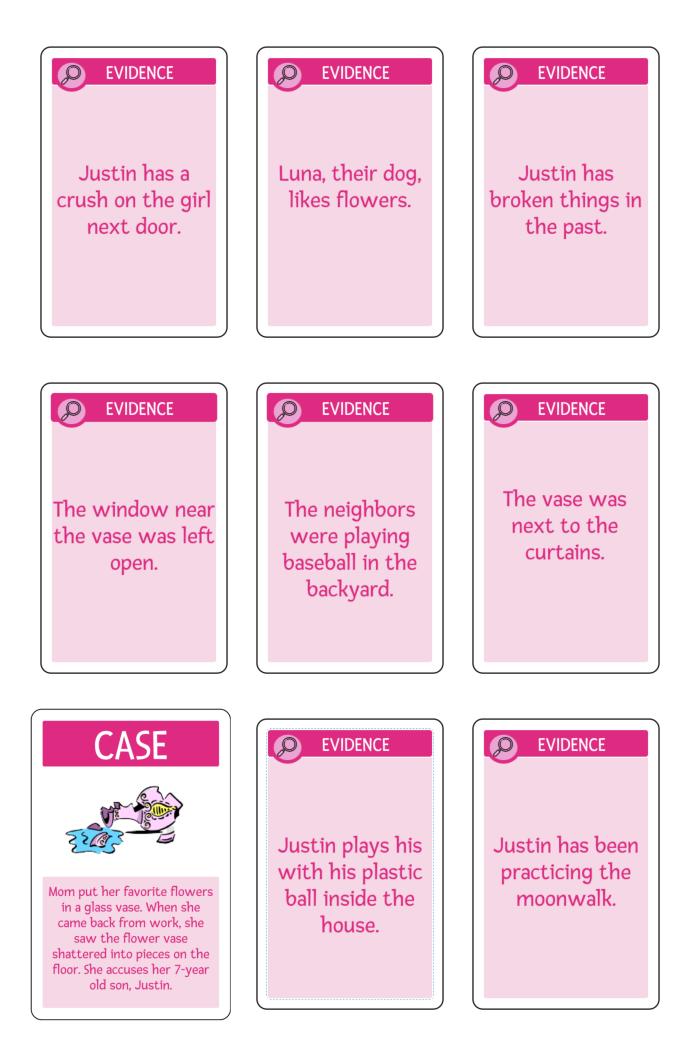


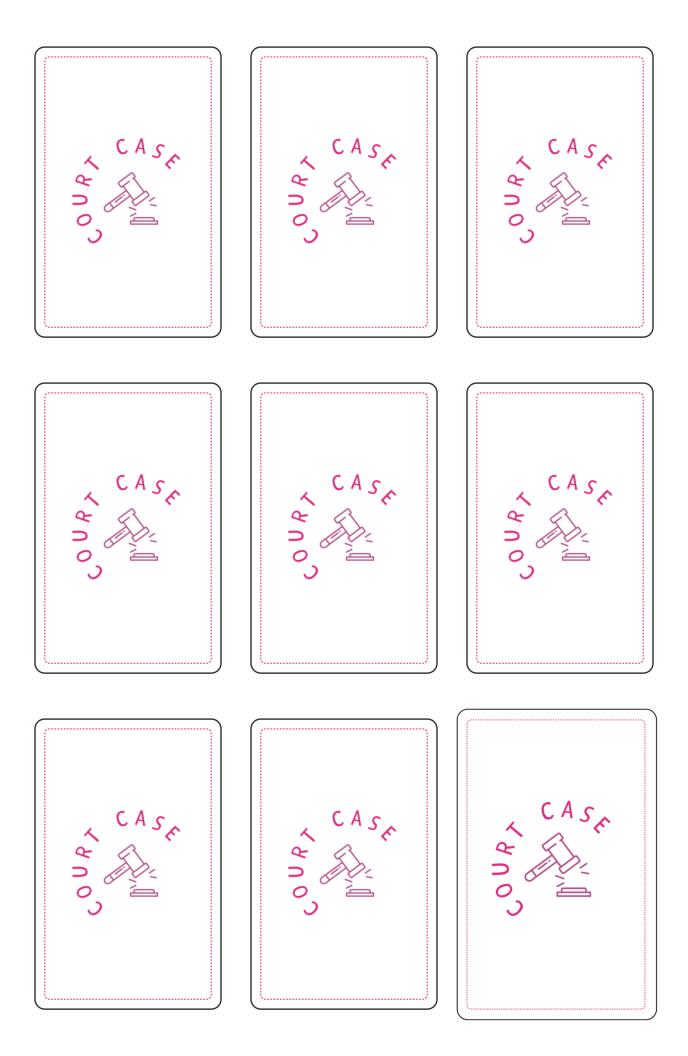






CASE OD OD









© EVIDENCE

It was windy that day.









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