

Justice

Justice is a thematic, competitive, tableau-building game featuring a trick-taking mechanic. It is set in the same dwarven society of Odrixia, where Factory 42 is set. Players are members of the Council of Law and Order, which determines the guilt of those suspected of varying crimes.

Justice is a 3 to 5-player game (with expansion to up to 7 players).


The game is played over multiple tricks until players run out of cards. At this point, the hidden cards are revealed and the final verdict for each accused is tallied and individual points are calculated and recorded.

While Justice comes with strong cooperative elements, it is a fiercely competitive asymmetric game with every player representing a Commission member with their own agenda, driving them toward a personal preference concerning the guilt of the accused.

Contents

- The gameboard depicting the balance of law
- Crime deck (7 cards)
- Crime Definition deck (7 cards)
- Suspect deck (7 cards)
- Identity deck (7 cards)
- Liability deck (6 cards)
- Suit cards (56 cards)

There are **four** suits, each suit contains cards from 1 to 14.

- Evidence (symbol) - 

- Testimony (symbol) - Orange
- Rosettes (symbol) - Beige
- Witness (symbol) - Green
- Modification cards (symbol) (14 cards numbered 1 to 14) - Pink
- 10 Soul gaze tokens (2 for each player)
- Scorepad

Initial Setup

1. Put the Balance of Law in the middle of the table.
2. Form the Liability deck from 3 Guilty + 3 Innocent cards.
3. The player who most recently saw a police officer (live or on screen) chooses the first starting player (they may choose themselves).

Game Play

The game is played in hands of cards referred to as Rounds. Each full playout of a hand of cards is one Round.

Round Sequence

1. Shuffle each deck separately.
2. Deal 1 Liability card into each Suspect slot on the Balance of Law board, face down.
Put the remaining Liability cards aside. They will not be needed until the next Round. Make sure that players do not see which Liability cards are not in play.
3. Deal 1 Suspect card into each Suspect slot on the Balance of Law board, face up on top of the Liability card.
Put the remaining Suspect cards aside. They will not be needed until the next Round.

- Deal 1 Crime and 1 Crime Definition card, face up, into the slots at the bottom of the Balance of Law board. Read these cards aloud so that everyone is aware of their flavour and effect. Put the remaining Crime and Crime Definition cards aside. They will not be needed until the next Round.

The Crime card is for flavour only, while the Crime Definition card dictates the **Trump Suit** for the Round.

- Give 2 Soulgaze tokens to each player.
- Deal 1 Identity card to each player. These are secret and should not be shown to the other players. Put the remaining Identity cards aside. They will not be needed until the next Round.
- Shuffle all 52 Suit cards and the 14 Modification cards into a single deck and deal 12 cards to each player.
- Unless this is the first Round, the player with the fewest Victory Points chooses the starting player. In the case of a tie, the tie is broken in favour of the first player clockwise from the starting player of the previous Round.
- Proceed to Card Play.

Card Play

Each Round consists of a number of Tricks. This will be variable depending on the number of Modification cards in play but can be up to 12.

Trick Sequence

- Play cards
 - If you are the starting player, you must Lead a card.
 - This involves playing 1 card into the middle of the table. The Suit of this card determines the Suit of the Trick.

A Modification card can never be used to Lead a Trick.

- Each other player in clockwise turn order then has a choice of two options.
 - **Play 1 Suit card.**

This must be of the same Suit as the Lead, if you have one, or of the Trump Suit. If you have neither, you are free to play any card.

Note that, contrary to traditional Trick games you MAY play a Trump Suit card whether or not you have any of the Suit led.

Also note that **Modification cards are NOT Suit cards and so may not be played** at this juncture.
 - **Pass and Peek by using a Soul gaze token.**

You may discard a Soul gaze token and Pass, in order to not play a card at all. This will leave you with more cards for the next Trick. Instead of playing a card you may Peek at one of the hidden Liability cards beneath a chosen Suspect. You must not reveal what the Liability card says to the other players.

If you do not have a Soul gaze token to expend, you **MUST** choose the 'Play 1 Suit card' option.

*Each **unspent** Soul gaze token is worth 1 VP at the end of the Round.*

2. Determine the winner of the Trick

The winner of a Trick is the player who played the highest value Trump card, or, if no Trumps were played, the highest value card of the same Suit as the Lead Suit. When you win a Trick, you should now lay all the cards played on that Trick where all players can see them.

3. Play Modification cards

Beginning with the winner of the Trick, and continuing once around the table, clockwise, each player now gets the opportunity to play 1 Modification card onto any of the cards from the Trick.

To do this, slip the Modification card sideways underneath the Suit card you wish to Modify, such that it sticks out to the left or right of the Suit card as you choose, modifying that side of the Suit card.

The only limitation to this is:

- The number of a Modification card must match that of the Suit card on which it is played. Thus a '12' value Modification, for example, may only be played on a '12' Suit card. [Maybe give specific card names here]

4. Influence the Case

If you won the Trick, you must now choose **one** of the cards in the Trick and place it, together with any Modification attached to it, either to the left side (convicted) or right side (acquitted) of a Suspect of your choice, or to the top of the Suspect if you chose a Rosette Suit card.

Limit: Each Suspect can have a maximum of **TWO** Rosette cards added to them.

5. Next Trick

If this was not the final Trick (see Calling Case Closed) return to step 1 of the Trick Sequence.

Calling 'Case Closed'

If at ANY time, you have no cards other than Modification cards in your hand, you may (but are not obliged to) announce 'Case Closed', meaning that you have run out of playable Suit cards,

and are triggering the End of the Round.

Of course, if you have no cards at all this will be blindingly obvious.

If you are the first player to call Case Closed, you gain an Efficiency Bonus of 1 VP immediately.

- If no other player(s) announce Case Closed in the same Trick, the remaining players play ONE more Trick and then the Round ends and you proceed to the Verdict.
- If one or more other players also call Case Closed in the same Trick, the Efficiency Bonus is awarded to whomever is the closest to the Lead player in clockwise order round. Thus the Lead player is last in the case of this tie breaker. There is only one Efficiency Bonus available per Round. In this case the remaining players do NOT play the extra Trick, but instead you proceed directly to the Verdict.

Verdict

One by one, from top to bottom, each Suspect is now addressed by performing the following steps:

1. Count Conviction Values
 - a. Apply Relationship Modifiers
 - i. If any of the Evidence or Witness cards tucked under the LEFT of the Suspect bear a Relationship symbol that matches a Relationship symbol on the Suspect card (including any that may have been added by Rosette cards) the value of that card is multiplied by the number of matching symbols (ie. doubled for two, tripled for three).
 - ii. This is repeated for each set of matching symbols, so the value of more than one Evidence or Witness card could be multiplied.

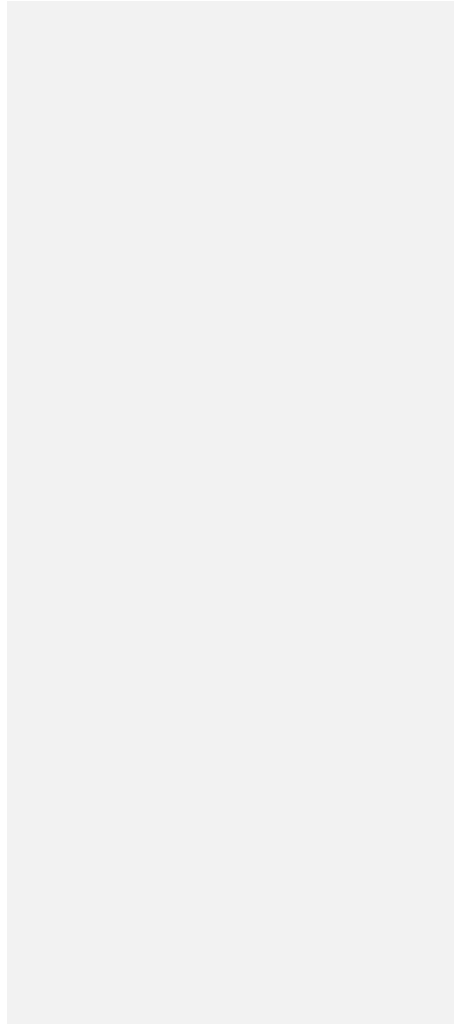
- b. Obtain Conviction Total
 - i. Add up all the RED numbers to the LEFT of the Suspect card, taking into account any increased card values due to Relationship matches to arrive at a Conviction Total.
 - c. Add Modifiers
 - i. Increase or reduce the Conviction Total by any BLACK numbers on the Modification cards attached to cards on the LEFT of the Suspect.
2. Count Acquittal Values
- a. Apply Relationship Modifiers
 - i. If any of the Evidence or Witness cards tucked under the RIGHT of the Suspect bear a Relationship symbol that matches a Relationship symbol on the Suspect card (including any that may have been added by Rosette cards) the value of that card is multiplied by the number of matching symbols (ie. doubled for two, tripled for three).
 - ii. This is repeated for each set of matching symbols, so the value of more than one Evidence or Witness card could be multiplied.
 - b. Obtain Acquittal Total
 - i. Add up all the GREEN numbers to the RIGHT of the Suspect card, taking into account any increased card values due to Relationship matches to arrive at an Acquittal Total.
 - c. Add Modifiers
 - i. Increase or reduce the Acquittal Total by

any BLACK numbers on the Modification cards attached to cards on the RIGHT of the Suspect.

3. Compare Conviction and Acquittal Totals.
 - If the Conviction Total equals or exceeds the Acquittal Total the Suspect is found Guilty and Convicted.
 - If the Conviction Total is less than the Acquittal Total the Suspect is Acquitted. In this case turn the Suspect card upside down to indicate Acquittal.

Once this is done all Convicted Suspects will now be right way up and those Acquitted will be upside down.

Note that whether or not the Suspect was actually Guilty or not, as defined by their Liability card, is independent of the actual Verdict which rests solely on the points lying to the left or right of the Suspect.



Verdict Example



In this example Commissar Pepe has had a lot of cards added to him: two Testimonies (orange), one Witness (green) and two Evidence (blue). And one of the Evidence cards has been further Modified as Indubitable. Pepe also has his maximum two Rosette cards revealing him to be a Scribe and a Snitch.

So how do you work out his fate?

First the Conviction total is calculated by examining the cards to the LEFT.

- *The Evidence 13 card is normally worth 2, but it has a Commissar Relationship symbol which matches Pepe's symbol and the additional one on his Snitch Rosette, so the value of this card is multiplied by the number of matching symbols (3), so it is worth 6.*
- *The Witness card has exactly the same number and*

symbol, so is also worth 6, by the same process.

- *So the total Conviction value for Pepe is $6 + 6 = 12$*

Looks bad for Pepe, but now we check the Acquittal total by examining the cards to the RIGHT.

- *Each of the Testimony cards are worth 2 and bear no symbols so these numbers are as written.*
- *The Evidence card has a base value of 3, but it bears a Dwarf symbol which matches the symbol on his Scribe Rosette so 2 symbols multiplies the value by 2 to make 6. The Evidence card also has the Indubitable Modifier which adds a further 3 points after the symbol multiplier, to make a value of 9 - a sound piece of Evidence.*
- *So Pepe's Acquittal total is now $2 + 2 + 9 = 13$*

As the Acquittal Total is HIGHER than the Conviction Total Pepe is exonerated by the skin of his teeth! If the totals had been equal, he would have been Convicted.

Scoring

You now, individually, score your points for the Round.

For scoring the Evidence, Witness and Testimony cards added to the Suspects, along with any Modifications, are no longer important. They have already done their job and can now be ignored. You can even discard them, if you prefer, for clarity. The only things of import now are whether each Suspect is Guilty, Innocent, Convicted or Acquitted.

Any Rosette cards above the Suspect, however, should still remain.

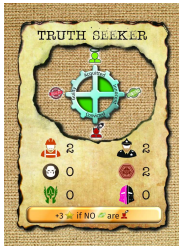
To Score

1. Reveal the Liability card (to see whether the Suspect is Guilty or Innocent)

2. Reveal your Identity card and take note of the Green shaded areas within the Victory Cog. You score for each Suspect who qualifies for either of your Green sections. If you had the Truth Seeker card for example you would now score for the laudable objectives of all Convicted Guilty Suspects and all Acquitted Innocent Suspects. No other combinations will score for you at all.
 - For each **Scoring Suspect** you score the values of the six possible Icons as shown on your Identity card. The Truth Seeker scores 2 points for each Worker, Commissar or Dwarf Icon, and nothing for the other three.
 - **Rosette cards**
 - As long as you have a **Scoring Suspect** you also take into account any bonus VPs awarded to the Suspect from any Rosette cards.
3. Now check the gold bar at the bottom of your Identity card. This is a bonus award for each qualifying Suspect which is entirely independent of the Victory Cog. It need not be a Scoring Suspect for you to claim these VPs.
4. Finally, add 1 VP for each unused Soul gaze token.

It is entirely possible to score negative points during a round, however you cannot have an overall negative total. Any total VP score below zero is considered to be zero.
Record the VPs gained on the score sheet.

Scoring Example



We are using the same example of Pepe, now to total up his score for a player using the Identity of the Truth Seeker. Firstly we reveal Pepe's Liability card and find that he was truly innocent of the crime and has been rightfully Acquitted. From now on we can ignore the Evidence, Witness and Testimony cards, and any Modifications (faded out in the diagram), as only Pepe, his Verdict, his Liability and his

Rosettes are now relevant.

In actuality, Pepe would now be upside down, as an Acquitted Suspect, but that is not very helpful for the example, so he remains upright for now.

The Truth Seeker now consults his Victory Cog and sees that he only scores points when the Guilty are Convicted and the Innocent are Acquitted (the GREEN areas). Which is good because Pepe qualifies. If he had been Convicted the Truth Seeker would score nothing for him.

The Truth Seeker then looks at the six-symbol grid and sees that he scores two for each Worker, Commissar and Dwarf symbol and nothing for any others.

So he scores:

- **Twice 2 for the Commissar symbols (Pepe himself and the Snitch Rosette) = 4**
- **Once 2 for the Dwarf symbol (Scribe Rosette) = 2**
- **And one more unconditional VP for the Snitch Rosette = 1**
- **Total $2 + 4 + 1 = 7$ Victory Points**

Once all the Suspects have been analysed, for whom the Truth Seeker may score more points, he can check his additional Victory Bonus on his Gold Bonus Bar. He is very keen that no Innocent people are Convicted. Pepe ticks this box, and if none of the other Suspects are Innocent and Convicted, the Truth Seeker is happy and scores a Bonus 3VP.

Winning

The first player to score 42 points wins the game.

If two or more players manage to reach 42 or more points at the end of the same round, the player with the highest number of points wins.

Kommentiert [1]: Shouldn't "highest number of points for this round wins." be better?

Kommentiert [2]: Not really. What I'm trying to say, not particularly well, is that it's 'furthest past the post'.

Kommentiert [3]: EG. If player A was previously on 41 points and got to 43 in a round and player B was previously on 36 and made it to 42, player A would still win because 43 beats 42. Player B would not win just because they scored 6 points this round compared to player A' 2 points.

Kommentiert [4]: OK, I got it. In fact, the sentence below the marked text explain it.

If there is a tie, the win goes to the player with the highest single-round score.

If players are still tied, it is a joint victory.

If nobody has yet reached 42, continue with another Round of play.

Glossary

Relationship Symbols define each Suspect's relationships. Each Suspect has one or two symbols and may gain more as a result of the Rosettes (used for Scoring) and Modifications (used for Verdict) played.

- Dwarf
- Human
- Elf
- Commissar
- Worker
- Outsider

Card Explanations

Evidence, Witness and **Testimony** have values on both the left and right edges of the card. When the card is tucked underneath a Suspect card these values will show and score towards either Convicted (left) or Acquitted (right). Some cards have one or more Relationship symbols shown on the sidebars along with the numeric value which will multiply up the Conviction or Acquittal Totals on a match (see Trick Sequence and Verdict).

Rosettes have effect bars at the top and bottom, which modify a Suspect card. A single Suspect card can have no more than **TWO** Rosettes at any given time. Rosettes modify the symbols of a given Suspect and may also change the VP values associated with the Suspect (see Trick Sequence and Scoring).

Modifications cards have effect bars at the top and bottom of

the card and are attached to any Evidence, Witness or Testimony card of matching value played on the same Trick for the rest of the Round.

Identity Cards

Each Identity card shows a Victory Cog with two Green segments showing which are your Scoring Suspects. The values for symbols below the chart indicate how many points each Suspect and/or Rosette card symbol is worth.

Most Identity cards also have an independent bonus score as shown on the gold bar (see Scoring).

