



UNTIL PROVEN  
GUILTY

*THIRST* FOR *JUSTICE*

RULES

***Until Proven Guilty*** is a narrative cooperative game inspired by legal-drama novels, videogames and TV series. Players experience the story of Peter, a brilliant, yet novice lawyer, who will suddenly be involved in a complicated criminal trial. Will you be able to help Peter defend his client? Read the charges and present irrefutable evidence to convince the jury and get to the bottom of the case.

**WARNING:** Do not shuffle or look at the cards in the Trial deck. The cards are pre-ordered: this rulebook will explain how to use them in the course of the game.

## CONTENTS

1 Jury Box



12 Juror counters  
(double-sided, with a teal **Innocent!** side and a red **Guilty!** side)



1 Trial Deck  
(containing 20 large cards total)

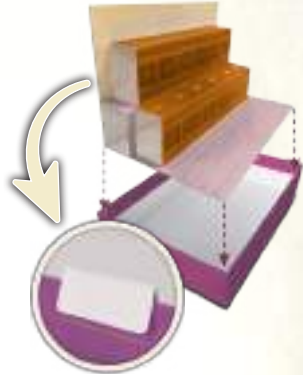


5 envelopes of Evidence cards  
(containing 35 cards total)



## SETUP

- 1 Take the Trial cards deck and place it in the center of the table, with the side bearing the case title facing upwards.  
**Do not shuffle or flip the deck!**
- 2 Open the Jury Box and place it in the game box as illustrated.
- 3 Place the Juror counters in the slots of the Jury Box: 6 showing the **Guilty!** side and 6 showing the **Innocent!** side.
- 4 Take the 5 Evidence envelopes and keep them within reach. Do not open the envelopes until the game instructions tell you to do so.
- 5 Access the *Until Proven Guilty* web app with a smartphone or electronic device and select the title of the case you are about to play.



SCAN,  
ACCESS  
THE APP  
AND PLAY!



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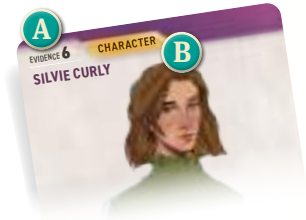


## KEY CONCEPTS

**TRIAL CARDS:** These are the cards that will guide you through the story. Read the front of the card (yellow side) and try to present the appropriate Evidence to counter the Prosecutor's accusation. If you succeed, read the back of the card (purple side) and continue with the story.



**EVIDENCE:** These are the cards contained in the 5 envelopes. They represent documents, testimonies, and other information gathered for the trial. You can use them to counter the charges against your client. All cards have a reference number **A** and a type of five evidence **B** they represent.



**JURORS:** They are placed in the Jury Box and represent the progress of the trial during the game. Generally, when you are able to provide a valid answer against the charges you are facing, some of them will be turned to the **Innocent!** side and will switch to your favor. Vice versa, when you are not convincing, some Jurors will be turned to the **Guilty!** side. At the end of the game, the number of Jurors on the **Innocent!** side will determine your score.



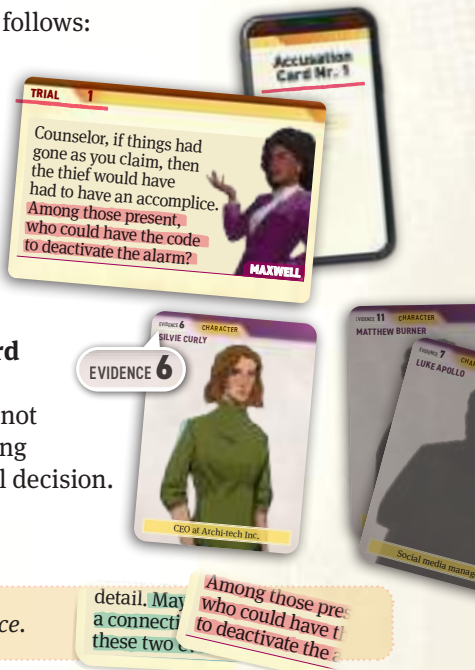
## HOW TO PLAY

**Note:** The characters and texts on the cards in this rulebook are just examples and do not reveal any actual information from the game.

The game is played in a series of rounds until the last card of the Trial deck is revealed. At this point, the players' score will be determined.

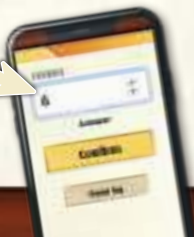
Each round of play is structured as follows:

- 1 One player takes the Trial deck and reads the *current* Trial card, making sure that the same number as the Trial card is shown on the web app. **Be careful not to reveal the back of the card yet!**
- 2 As a group, the players choose only one available **Evidence card** that they think will best counter the current Trial card. If you cannot agree, the player currently holding the Trial deck will make the final decision.



**Tip:** Focus on the highlighted sentence.

- 3 A player enters the number corresponding to the chosen Evidence card into the Answer field on the web app, then presses the "Confirm" button.



If the answer is correct, the players can continue in the story by turning over and reading the back of the current Trial card. Then the Trial deck is passed clockwise to the next player, who will proceed to read the next Trial card.



If the answer is wrong, you will have to try again to counter the same accusation with different Evidence. The web app provides clues to help you, such as the type of evidence to present.



In both cases, the web app will give you instructions on how to proceed, and give you details on how the Jurors will change their orientation to the defendant: Turn the indicated number of Jurors to the appropriate side.

**Note:** The 'Game Log' button in the web app can be used to check the answers received during the current round.

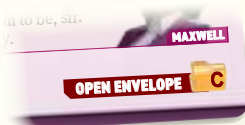


In some cases, you will be asked to remove Evidence cards from those available. Put the cards with the corresponding number back in the box—you will no longer need them.



**REMEMBER:** All Evidence cards still in play can be used to give the answer, even those already used for a previous Trial card.

Finally, when you are told to open an Envelope, take it, open it, and take out the contents. Then read the newly drawn Evidence cards and place them so they are visible to all players.



## END OF THE GAME

Follow the story through to the final Trial card. Then count the number of Jurors on the *Innocent!* side and compare it with the scores on the last Trial card, to find out how you did.

Once the game is over, you can restore the game to its original state:

- Turn the Trial cards front upwards and re-sort them from 1 to 19, then place the card with the title on top of the deck.
- Turn the Evidence cards to their backs, sort them according to the letter shown, and put them back in the packs with the corresponding letters written on them.

**Now read the introduction and start playing!**



## CREDITS

**Game Idea:** Enrico Proccoli

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