

ARGUMENT
EVIDENCE
PERSUASION
JUSTICE

IT'S A
MATTER OF
PERSUASION

PLEAD THE FIFTH

DO YOU HAVE WHAT IT TAKES
TO CONVINCE THE JURY?

Secure a Guilty verdict as the Prosecutor — or create enough
doubt to be found Not Guilty as the Defendant.



CAN YOU
CONVINCE THE JURY
TO DELIVER A
GUILTY
VERDICT?

OR WILL YOU
CREATE ENOUGH
DOUBT TO BE FOUND
NOT GUILTY?

GAME OVERVIEW

Plead the Fifth is a two-player courtroom strategy game of card drafting, argument building, and jury manipulation. One player is the Prosecutor, trying to convince all 12 Jurors. The other is the Defendant, fighting to create reasonable doubt and avoid a Guilty verdict.

SAME EVIDENCE. DIFFERENT PERSPECTIVE.
A MORE INTERESTING GAME.

HOW IT PLAYS

- 1 Seat the Jury** — Roll 12 juror dice. Reroll 1s and 6s. The Defendant may excuse up to 3 jurors and reroll them.
- 2 Question & Answer** — The Prosecutor asks questions. The Defendant must answer every question with a card or Plead the Fifth.
- 3 Influence the Jury** — Strong answers help the Defense. Weak answers and Plead the Fifth move jurors toward Guilty.
- 4 Build Your Case** — Draft from a face-up pool: draw 3 cards, keep 1. Chain Follow-Ups and build powerful Sets.
- 5 Courtroom Drama** — Earn special Courtroom cards like Objection!, Overruled!, Let Me Explain, and No Further Questions.
- 6 Rest the Case** — The Prosecutor ends the trial and gets 3 final hidden rolls. All 12 dice at 6 means Guilty. If even one juror remains unconvinced, the verdict is Not Guilty.

KEY FEATURES

- Asymmetric Prosecutor vs. Defendant gameplay
- 12 juror dice that physically show the state of the trial
- Face-up drafting with hidden choices
- Limited Plead the Fifth cards with escalating risk
- Courtroom reactions and a dramatic final verdict

IT'S NOT JUST A GAME.
IT'S A TRIAL.

SAMPLE PROSECUTION QUESTIONS

QUESTION

Where were you on the night in question?

QUESTION

Who can confirm your whereabouts?

QUESTION

How did your fingerprints get on the weapon?

SAMPLE DEFENDANT ANSWERS

ANSWER

I was at home watching television.

ANSWER

My neighbor can confirm my story.

ANSWER

There is reasonable doubt.

SAMPLE COURTROOM CARDS

OBJECTION!

Cancel an opponent's special effect or Follow-Up.

OVERRULED!

Cancel an Objection. The original effect resolves.

DISCOVERY

Look at 2 cards from your opponent's hand.

NO FURTHER QUESTIONS

End the current exchange. No more reactions may be played.

2 PLAYERS

14+
AGE

45-60
MINUTES



A COURTROOM SHOWDOWN OF
ARGUMENT, EVIDENCE & PERSUASION.

REAL
PEOPLE.
REAL QUESTIONS.
GREAT GAMES.