A screenshot of a computer screen

Description automatically generated

Against the Order

# Cascade 1

The first major decision you make is whether to surrender or attempt to flee from the Deputies closing in on you. This can cause you to either be captured by the deputies, or successfully flee from them. If you successfully flee you are still caught later by the Lawman.

# Cascade 2

After your surrender, but not after you’re caught, you can choose to take your chances with the Judge. If you do and then mention that the Judge is a good man who believes in justice, then a new Judge is sent for and you will be found guilty.

# Cascade 3

If you choose to mention that you have proof the Deputy will ask you to show him. If you do then he takes it away and your case to the Judge is much weaker. If you don’t show it to him then you have an ace up your sleeve to argue your case.

# Cascade 4

If you successfully escape you are still eventually caught by the Lawman. When facing the Lawman you can either draw your blaster or surrender quietly, giving different outcomes.