

# PIGEON-HOLED

It's a nice day at the local park. The sun's shining, people are out and about with their dogs, children are screaming their heads off.

Not just children, adults start adding to the cacophony as a crowd forms around an active crime scene. There lies the cadaver of the renowned **Lady at the Park**, still warm to the touch, and next to her recently deceased body is... **a pigeon?**

## Set UP

You will need: 2-4 Players

1 D6 Dice

Split the players into 2 groups, the Defense versus the Prosecution.

## Character Sheet

**Defense** - You are the defense team for the main suspect in this murder case, the pigeon. Find a way to acquit your client, via alibi, key information, and deduction as the trial presses on.

**Prosecution** - You are the prosecution against the pigeon for the murder of Lady at the Park. Find any way to bring the pigeon to justice. Uncover its motive, relation to the Lady, and counter the defense's claims.

## The Trial

You have 15 minutes on the clock to win the case. The prosecution opens first with a leading question.

At the start of each turn, it will open with either a leading question or evidence directed at the other team. Follow up your claim by rolling the D6. This will determine how the opposition may respond.

1 : success, your argument cannot be disputed

2-4 : success with consequence, the opposition may refute your claim (roll in this case)

5-6 : unsuccessful, your argument is proven false and the opposition may make an undeniable refute

Write down each claim and put next to it [D R P]. Circle D or P for the team who sticks the claim, and R for refuted. Give a point for each successful argument, and an additional point for successful refute. The team with the most points at the end of the trial wins.