

# OBJECTION



# OVERRULED

**OBJECTION OVERRULED** is a quick-fire, take-that courtroom battle game for 2 players. Easy to learn, fun to play and ultra-portable – **OBJECTION OVERRULED** pits you as two corrupt lawyers arguing high-profile court cases before Judge and Jury. More concerned with winning than the truth; you must bamboozle the Judge with science and facts to “prove” your version of events. And if that doesn’t work, throw in some dodgy evidence, bribes and lies to cheat your way to victory.

**Justice is overrated.**

**2 Players      10 minutes      Ages 12+**

## Objective

**OBJECTION OVERRULED** is played in 5 rounds, representing 5 court **cases** of the day. The player who wins the most **cases** after 5 rounds, wins the game.

## Set-Up

1. Split the cards into the two **decks** and give one deck to each player.
2. Shuffle your deck and draw 2 cards to make up your **hand**.  
*(You may look, but don't show your opponent!)*

## Play

3. Taking it in turns, repeat both of the following two actions, starting with the most guilty looking player:
  - i. Play a card from your **hand** face-up onto the table, in response to the previous card.  
*(See the **Interaction Chart** for details)*
  - ii. Draw a card from your **deck** and place it into your **hand**.
4. The round continues until:
  - a) There are no cards left – the **case** goes to re-trial and **no points are scored**, or
  - b) A player has cards, but is unable to play them – that player loses the **case**.
5. Make a note of who won the **case** and begin a new round, alternating the starting player.

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## Interaction Chart

In a court of law, not all evidence is equal. In fact, some 'evidence' isn't really evidence at all.

In **OBJECITON OVERRULED** different cards will need different responses to keep the Judge on your side and win you the **case**.

The interaction chart below outlines how the cards relate to each other and what cards can be played on top of what.

\* An empty pile always counts as **0**

\* You may play any card other than ! (Objection) on an empty pile

In general, the stronger and more compelling the evidence (higher the number) the better. However, that's not always the case... especially when the evidence might not exactly be real...

Evidence		Play on a
1	<b>Circumstantial</b> <i>"This isn't really evidence, but I'll see where it leads..."</i>	01
2	<b>Genuine</b> <i>"This is more like it. I'm beginning to see what you mean..."</i>	012
3	<b>Bribe</b> <i>"This <del>bribe</del> surprise witness sure is convincing..."</i>	0123
Arguments		Play on a
0	<b>Order</b> <i>"Order in court!"</i>	012
%	<b>Cross examination</b> <i>"But if you watch the CCTV footage in reverse you'll find..."</i> * This card counts as a <b>COPY</b> of the card below.	0123*
!	<b>Objection</b> <i>"Objection!" "That's a bribe!" "No it isn't!" "Yes it is!"</i> * When two ! are played in succession discard all cards that have been played and continue the round.	3!*
X	<b>Revoke</b> <i>"I think you'll find that piece of evidence was found through questionable means and should be struck from the record."</i> * Discard this card and the last card played.	0123!%