

game overview

It's a race to the Courthouse. Teams/Players start in the center of the board, then move in a clockwise direction, correctly answering each of the six Legal Topics to acquire that "juror." Then, head back to the Courthouse (center of the board) to answer the General Practice question to win the game. Three Action Card spaces (Motion Day, Contempt and Blind Justice) provide additional instructions as you land there. The first Team/Player to answer all six Legal Topics and the General Practice question has legal bragging rights for the day.



starting the game

Teams start and end the game in the center, at the Disorderly Conduct™ Courthouse. Decide in lawyerly fashion who rolls first. Teams should also decide which Play Option to play before the game begins, Fast Play or Extended Play (see below).

The team to go first should roll the die and leave the Courthouse through any one of the three portals (Motion Day, Contempt or Blind Justice). Teams always travel in a clockwise direction around the board.

how to win

To win the game, a team must correctly answer the selected number of Legal Topics (see Play Options) to obtain the "jurors," then head to the Courthouse in the center of the board to correctly answer a General Practice question.

play options

Option A: Fast Play

Each team must correctly answer any four of the six Legal Topics (Evidence, Contracts, Property, Torts, Criminal Law, and Constitutional Law) to obtain the "jurors," before proceeding to the Courthouse to answer the final General Practice question.

Option B: Extended Play

For hardcore players, each team must correctly answer all six Legal Topics before proceeding to the Courthouse to answer the final General Practice question.

Note: If one team comprises an attorney and one team does not, the team with the attorney must answer all six Legal Topics while the team without an attorney only needs to answer four Legal Topics.

legal topics

A team that lands on one of the six Legal Topics should select a card from that category then read the multiple choice question aloud. When the team thinks it knows the answer it should announce "A, B, C, or D" then flip the card over for review of the answer.

If a team has correctly answered the question, it should keep that Legal Topic card in front of them to show that the "juror" has been acquired. If a team has not correctly answered the question, the card is returned to the back of the deck and play continues to the next team.

A team cannot acquire more than one Legal Topic card from the same category, (i.e., two Constitutional Law cards).

If a team lands on a Legal Topic for which it has already acquired a card, no question is asked and the team must wait for its next turn.

Teams can also acquire a Legal Topic card through select Action Cards (see below).

action cards

When a team lands on one of the three Action Card spaces (Motion Day, Contempt or Blind Justice), it should select the appropriate card and follow the instructions on the card. Some Action Cards can be retained for future play, as instructed on the individual Action Cards.

traveling through a portal

A team may travel through a portal as part of a roll (Motion Day to Contempt, for example). This may allow the team access to Legal Topics it has yet to acquire. There are three portals accessed through Motion Day, Contempt and Blind Justice spaces. Traveling from portal to portal counts as one space.

lightning round

Any time a Legal Topic card is drawn that has a lightning symbol ⚡ on it, the receiving team attempts to answer the question first. If that team answers incorrectly, the team to its left may choose to answer the question or not. If the team to the left answers the question correctly and does not already have that topic, it acquires that Legal Topic card. But, if the team to the left answers incorrectly, that team loses its next turn.

If a team answers a General Practice Lightning Round question incorrectly, the team to its left may win the game if it has acquired all of its Legal Topics and also answers that Lightning Round question correctly.

the courthouse

Once a team has acquired all of its Legal Topics, it must land on the Disorderly Conduct™ Courthouse and correctly answer a General Practice question to win the game. A team that has acquired all Legal Topics may go directly to the Courthouse on its next turn if it has an Action Card that grants this.

disclaimer

As with anything drafted or published by an attorney, this game has a disclaimer. This game does not seek or intend to offer legal advice to any participant in this game. Every legal dispute is different; rules of law change. The outcome of a case turns on the settled law within a jurisdiction and the facts of each case. This game offers a glimpse into American law and the general principles of law applicable in the federal and state courts.

For game parts, additional card sets, or for information about Disorderly Conduct™, visit us online at www.disorderlyconductgame.com.