

VOICES IN MY HEAD

AUTOMATED PROSECUTOR

These rules automate the prosecutor role, allowing all players to play as personas. This mode can be played with 2–5 players.

SETUP RULES

During setup, make these changes:

- **Strategy Cards:** Remove the “Objection – Badgering” strategy card from the deck and place it in the game box. It will not be used this game.
- **Prosecutor:** Return the prosecutor’s screen and control markers to the game box.
- **Trial Cards:** Shuffle the stage I trial card deck, and instead of dealing cards, place the prosecutor role card on top of the deck so that only the card’s region icons along the top are visible.
- **2-Player Game:** In a 2-player game, each player chooses 2 colors of control markers (see “2-Player Game” on page 2 of this sheet).
- **Story Cards:** Randomly choose a player to read the story card aloud. If this card refers to the prosecutor player, it refers to the player reading the card.
- **Role Cards:** Create the role deck as follows:
 - » **2 Players:**
 - » **3 Players:**
 - » **4 Players:**
 - » **5 Players:**

PLAYING THE GAME

Instead of the prosecutor choosing a trial card each round, the first player resolves the top card of the trial deck.

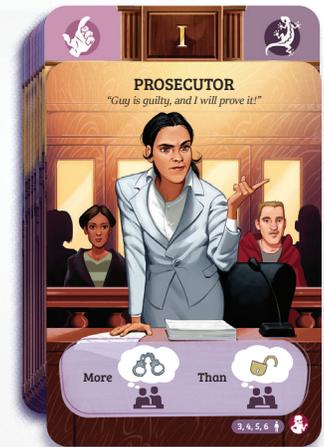
During the “Deploy Control Markers” step, the prosecutor card sits on top of the current stage’s trial deck so that only the region icons can be seen.

During the “Resolve Trial Card” step, the **first player** removes the prosecutor card and reads the trial card aloud as if they were the prosecutor. The first player can see all information on the card (even hidden effects), but they cannot share this hidden info with other players.

If the card has a prosecutor effect, the **first player makes all decisions** as if they were the prosecutor. They **must** resolve the full effect unless it is preceded by the word “may,” in which case it is an optional effect.

After resolving both sides of the trial card, discard it. Then, place the prosecutor card on top of the deck covering the new top card (so that only the region icons along the top are visible). Do this without anyone reading the new top card of the deck.

After round 4, replace the stage I trial deck with the stage II deck as normal. Continue covering the top card of the stage II trial deck with the prosecutor card just as you did with the stage I deck.



Prosecutor card on top of the trial deck.



2-PLAYER GAME

When playing a game with only 2 players, each player uses 2 different colors of control markers as follows:

- **Deploy Control Markers Step:** Starting with the first player, each player deploys 1 control marker. Then, starting with the first player again, each player deploys 1 additional control marker of their other color.

A player can deploy their control markers in any order as long as they deploy 1 of each color during each round.

After 4 total markers have been deployed (2 per player), players proceed to the “Resolve Trial Card” step.

- **Controlling Regions:** When determining who controls which region, players total each color separately. The color with the highest total value controls the region, and the owner of those tokens gains all benefits as normal.
- **Your Control Markers:** When an ability refers to “your control marker,” use a marker of either color (your choice).
 - » The Courage and Cowardice roles count all of a player’s destroyed control markers (both colors).
- **Control Marker Abilities:** If using the “Control Marker Abilities” optional rule, remember that you can use only the ability of the first control marker you deploy each round, regardless of color.



CLARIFICATIONS

There are a few trial cards that have unusual effects when using the Automated Prosecutor rules at any player count. Resolve them as follows:

- **Trial Card 1A, 23A, and 27A:** If the first player controls the motor skills region, they give the influence tokens to themselves.
- **Trial Card 21A:** The first player must choose a juror with an innocent token if able.
- **Trial Card 39B:** If the instinct player chooses to prevent a speech trial card from being played next round, discard cards from the top of the trial deck until the top card does not have a speech icon.
- **Trial Card 40A:** The first player can choose to look at their own hand of strategy cards and draw or discard one.

