

JUDGE TED

A one-page game for two players, the Dispatcher and the Judge Ted. The Dispatcher's duty is to introduce Judges to potentially-criminal situations and assist in resolving the situation. The Dispatcher uses a poker deck with the face cards and jokers removed. A Street Judge's duty, as always, is to enforce the laws of Megacity One and keep the peace. Ted uses a poker deck with the jokers removed. Judge Ted has three attributes that describe his ability to perform his duty:

FROWN	represents his ability to persevere through difficult circumstances.
LAW	represents his mental sharpness, perception, and ability to apply legal precedents.
GUN	represents his ability to restrain, disable, or kill perps.

At the beginning of play, Judge Ted splits eleven points between his three attributes. Whenever he acts, play a number of cards from Ted's deck equal to the relevant attribute.

CATCHING A CALL

To get the action moving, the Dispatcher declares a call code that he is responding to. His choices are:

CODE 1	Respond when possible – suspected criminal activity.
CODE 2	Routine response – clearly criminal but no citizen in immediate danger.
CODE 3	Emergency response – involves citizens in a developing crisis.
99 CODE	Judge down – Self-explanatory
CODE 299	Citizens amok –likely requires the attention of multiple Judges.

Increase one of the common pools to raise the stakes, Dispatcher's choice.

SET THE SCENE

Ted declares his personal reaction to the situation by stating either "Drokk" or "By Grud." This sets the nature of the scenario to one of immediate physicality ("Drokk!") one of emotional and intellectual weight ("By Grud...")

The Dispatcher must immediately describe the situation. Take into account both the call code and Ted's response. The Dispatcher deals one card each to the Judge, Jury, and Executioner stats in order, recording the face values.

JUDGE	ascertain the details of a crime
JURY	determine the guilt of a suspect
EXECUTIONER	mete out punishment

Each turn, the Street Judge declares an action. He draws a number of cards equal to his most relevant stat (the Dispatcher can veto and suggest an alternative), and compares the face value a target pool (Judge, Jury, or Executioner). If the highest card drawn is greater in value than the target value, the case moves toward resolution. Subtract one from the target for each card that exceeded the old value. Pushback - Every action has an equal and opposite reaction. The Street Judge may act with all the authority of the law, but criminals often refuse to make things easy. Any time the Street Judge takes an action, before his cards are drawn, the Dispatcher increases one of the common pools by one.

PUSHBACK

Nobody ever said Megacity One makes things easy for a Judge on the streets. After Judge Ted declares his action and plays his cards, the Dispatcher increases the appropriate common pool and plays a number of cards equal to the new value for that pool.

LAWGIVER	Ted's action was potentially lethal to somebody. Pushback affects Frown
DAYSTICK	Ted's action was physical but non-lethal. Pushback affects Frown.
PSI	Ted's action was expressly non-violent. Pushback affects Law or Gun, Dispatcher's choice.

If any of the Dispatcher's cards are closer to the target number than any of the Ted's cards, subtract one from the Street Judge's Frown, Law, or Gun stat. Whether there was Pushback on the Street Judge or not, if any of the Judge's cards exceeded the target value, the Judge makes forward progress in the case.

SUCCESS & FAILURE

There are three ways to lose and one way to win.

If the Street Judge is reduced to zero Frown, he is so severely injured that he cannot pursue the case any further. If his Law is reduced to zero he completely loses the trail in his investigation and must file it as an unsolved case. If his Gun is reduced to zero he cannot detain the suspects or mete out justice; the perp gets away.

If all three target pools reach zero, the case has been solved. Try to pace the narrative accordingly.