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Page 1: **Rules summary front**
Page 2: **Rules summary back**
Page 3: **Play reference front**
Page 4: **Play reference back**

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SETUP

Place the **board** in the center of the table and fit the 5 **region platforms** into the holes in the board. Attach a **plastic railing** to each of the region platforms.

Place the **mind platform** so that it sits between the 5 region platforms.

Place all **innocent/guilty tokens** in a pile above the board. Place all **influence tokens** in a facedown pile near the board, randomizing them with their faces hidden.

Set aside the *Prosecutor* card (P) from the **role deck**. Separate the other role cards into 3 facedown piles based on the setup icon (I, G, P) in the lower right corner of the card. Shuffle each pile separately. Based on the number of players, randomly take the required number of cards from each pile and place them in a facedown deck:

3 players:

5 players:

4 players:

6 players:

Shuffle the deck and deal 1 card to each player. Look at your own, but keep it secret from other players. Ignore the player numbers listed at the bottom of these cards.

If you have the *Prosecutor* role card, you are the **prosecutor**. Stand the **prosecutor screen** in front of you and place the 8 dark grey **control markers** and **deployment stick** next to it. Shuffle the **stage I trial deck** and place it faceup (region icons visible at the top of the card) behind your screen. Draw 2 cards from the trial deck and place them faceup in a row beside the deck. Place the **stage II trial deck** near the board.

All other players are **personas** and keep their role cards secret. They each choose a color and take that color's **reference sheet**, 8 **control markers** (number side up), and **deployment stick**.

Shuffle the **strategy deck** and place it beside the **Planning** region of the board. The persona players each draw 2 cards from the deck, keeping them secret from other players (the prosecutor never draws strategy cards).

The prosecutor shuffles the **story cards**, draws 1 randomly, then reads its *Start of Trial* side aloud and follows all its instructions. Then, place the card next to the prosecutor screen. As instructed by the card, the prosecutor places random influence tokens on certain jurors, facedown without revealing them to any player. The card also says which player receives the **first player token**.

GAMEPLAY

The game is played over 8 **rounds**, each consisting of 5 **steps**. After the 8th trial card is resolved, proceed to the **end of trial**.

1. CHOOSE TRIAL CARD

The prosecutor chooses one of their 3 trial cards, announces the 2 region icons at the top of the card, places it in the middle of their screen, then slides it through the slot so that other players can see the icons on the card (but not the text). Other players can use this information to help choose where to deploy control markers in the next step.

The prosecutor can choose the top card of the trial deck or one of the 2 faceup cards. If they choose a card that isn't already in the middle, swap places with the middle card and then slide the chosen card forward.

The prosecutor *cannot* look at the back of trial cards when making this choice.

2. DEPLOY CONTROL MARKERS

The first player takes one of their unused **control markers** and **deploys** it to any region. Then the player seated to their left deploys 1 control marker. Proceed clockwise until each player (including the prosecutor) has deployed a control marker.

If playing with exactly 3 players, personas deploy 2 control markers each turn.

The prosecutor never controls regions, but deploys control markers to push other markers to their liking. When an ability lets a player move or destroy an opponent's control marker, this can affect a control marker belonging to any other player, even the prosecutor.

HOW TO DEPLOY A CONTROL MARKER

1. Take one of your unused control markers and place it (number side up) on the **mind platform** outside of the region of your choice.
2. Slowly push the marker into the region's platform using your deployment stick (holding the stick perfectly upright). Your marker may push other markers in the region. If a marker is pushed off the platform and falls, it is **destroyed**. You must keep your stick outside the region's platform when deploying, and your stick must stay in contact with the marker. You cannot flick the marker or move it quickly. You choose the direction in which you push your marker, but you must push it in a straight line without changing direction.
3. Push the marker until your deployment stick is flush against the region's railing. Rotate your deployment stick when touching the railing if necessary to get it flush.

Control markers do not have any special abilities unless using *If* using the optional rules for control marker abilities.

DESTROYED CONTROL MARKERS

When one of your control markers falls off a platform, it is **destroyed**. Remove it from the board and place it facedown in front of you. Destroyed control markers are not used for the rest of the game unless otherwise specified.

Control markers are only destroyed if they are pushed off by another marker. If a control marker falls off a region at any other time, say if someone accidentally bumps the table, the marker is not destroyed; return it to the region platform as close to its previous position as possible.

Some cards allow you to destroy or take control markers from a region: take the marker from its region while being careful to not move any other control markers in the region.

2. RESOLVE TRIAL CARD

The prosecutor resolves both sides of the **trial card** they chose in step 1.

The prosecutor first reads the flavor text at the top of the front of the card aloud, then continues reading the card from top to bottom, resolving all abilities.

Trial card abilities each start with a bold header which tells you which player uses the ability and makes all decisions concerning it. The prosecutor uses abilities that follow the **Prosecutor:** header. **If the header names a region, the persona that controls that region uses that ability.**

Some trial cards have a **hidden effect** (the black box at the bottom). The hidden effect is not read aloud. Instead, the persona must listen to the flavor text to help inform which choice they should make on the card.

After they make their choice, the prosecutor reads the appropriate hidden effect aloud. The player that made the choice resolves the effect (not the prosecutor).

After resolving the front of the trial card, the prosecutor flips the card over and resolves the back of the card in the same way.

After resolving both sides of the card, the prosecutor discards it facedown next to the prosecutor screen.

CONTROLLING REGIONS

To determine who **controls** a region, each player adds up the values of their control markers in that region. The player with the highest total value controls the region.

When a card refers to a specific player, such as "*the Speech player*," this refers to the player who controls that region.

If players are tied for control of a region, the first player decides which tied persona uses the ability. If all personas have 0 control markers in the region, the first player chooses any persona (even themselves, but not the prosecutor).

The first player makes this decision before hearing the full ability. The prosecutor should pause after reading a region name so that players can determine who controls that region.

PLACING TOKENS ON JURORS

The jurors at the top of the board are divided into 6 **juror types**, each of which has a space for guilty tokens, a space for innocent tokens, and a space for influence tokens. Cards use the word *juror* to mean *juror type*.

If a trial card instructs you to place an innocent or guilty token on a juror, take an unused innocent/guilty token and place it in the proper space above that juror type.

A juror type can have any number of innocent and/or guilty tokens on them at the same time (stack the same tokens on top of one another).

PLACING INFLUENCE TOKENS

When a trial card instructs you to draw and place **influence tokens** on a juror:

1. Draw the instructed number of tokens at random from the pile of unused influence tokens. Secretly look at the icons on their faces without showing them to other players.
2. Place the instructed number of tokens facedown on the specified juror type. If no type is specified, you may place them on any juror type. You must follow the full instructions on the trial card.
3. Discard the unchosen influence tokens facedown to the *Discarded Influence* space of the board without revealing them to other players.

If you place an influence token on a juror type that already has an influence token, place the new token on top to form a stack. A juror type can have any number of influence tokens in their stack.

If an ability lets you look at an influence token on a juror, secretly look at the token without showing it to other players.

Cards that affect innocent and guilty tokens do not affect influence tokens unless specified.

4. DRAW CARDS

The prosecutor draws the top card of the trial deck and places it in the middle space behind their screen. This reveals a new card on top of the deck.

DRAW STRATEGY CARDS

There are no trial card abilities for the *Planning* region, but there is always a benefit for controlling it.

During this step, the player who controls the *Planning* region draws 1 strategy card. If there is a tie, the first player breaks the tie as normal.

If playing with 5-6 players, the player that controls the *Planning* region must choose 1 other persona to also draw 1 strategy card. The prosecutor never draws strategy cards.

5. PASS FIRST PLAYER TOKEN

The player with the first player token gives it to the player on their left (clockwise). Any player can be the first player, including the prosecutor (they even break ties).

STAGE II

The story of the trial is told over 2 stages.

The stage I trial cards are all about the prosecutor presenting evidence and calling witnesses (which will normally place out guilty tokens). Stage II trial cards tell the story of what happens when Guy himself takes the witness stand.

Immediately after resolving the 4th trial card, proceed to stage II of the trial. The prosecutor does the following:

1. Take all trial cards from behind the prosecutor screen and return them to the box.
2. Shuffle the stage II trial deck and place it behind the prosecutor screen. Draw 2 cards from this deck and place them faceup in a row beside the deck.

Resume the game, starting with step 4: *Draw Cards*. The prosecutor will not draw any more trial cards this round, but the player that controls *Planning* draws 1 strategy card as normal.

To easily tell which round it is, look at how many unused control markers players have.

END OF TRIAL

After resolving the 8th trial card, stage II ends. Proceed to the end of trial (skip the *Draw Cards* step). The prosecutor flips the story card to the *End of Trial* side and reads it aloud. Resolve the steps listed on the card as follows:

1. REVEAL ROLES

Each persona places their role card faceup on the table so that all players can see it.

2. REVEAL INFLUENCE & CANCEL TOKENS

At the end of the trial, the jury deliberates whether to convict Guy or not. During this step, flip all influence tokens on jurors faceup. If the token has a guilty icon, move it to the guilty space. If the token has an innocent icon, move it to the innocent space. If the token is blank, discard it.

If a juror type has tokens in both the innocent and guilty spaces, some of these tokens cancel each other out. To cancel tokens, simply remove all tokens from the space that contains fewer tokens, then remove an equal number of tokens from the other space.

Canceling tokens only happens during the end of trial and not earlier in the game.

After canceling tokens, if a juror type has any tokens on the guilty space, then they think Guy is guilty. If a juror type has any tokens on the innocent space, they think Guy is innocent. If a juror type has 0 tokens, they are undecided (they think neither innocent nor guilty).

3. DETERMINE WINNERS

Each player that fulfills the goal on their role card wins the game.

Each player that does not fulfill their goal loses the game. There can be any number of winners and losers.

If the prosecutor wins the game, the jurors that think Guy is guilty hold enough sway to convict him, and send Guy to prison. Otherwise, the jury did not find enough evidence to convict Guy, and he is sent free.

The setup icons in the lower right corner of role cards have no impact on winning or losing the game.

STRATEGY CARDS

You may look at your hand of strategy cards at any time, but keep them secret from other players. Strategy cards are played at the time instructed on the card; resolve the ability on the card and then discard it to a faceup pile next to the strategy deck.

Cards that are played "*after you deploy a control marker*" must be played immediately after you deploy the marker. You cannot play more than 1 copy of the same card after deploying a control marker. You may, however, play any number of different cards after deploying a marker, resolving them one at a time.

Some strategy cards have a region reminder icon in the upper left corner of the card. This icon serves as a visual reminder that the card can only be played after you deploy a control marker to the specified region (as explained in the card's ability).

You are limited to 3 strategy cards in your hand at any time.

If you ever have more than 3, you must discard down to 3 (choosing which cards to discard). All discarded strategy cards are placed in a faceup pile next to the strategy card deck.

Playing strategy cards is optional. The prosecutor can never draw strategy cards. You may use strategy cards after deploying a control marker even if you deployed it using a card or control marker ability, and even if it is not your marker. If 2 players try to play strategy cards at the same time, the first player decides which card is resolved first. If you wish to play a strategy card, you must play it as soon as the specified event happens.

Overpower strategy card

The *Overpower* strategy card can be used against a control marker that has any portion sticking off the edge of the platform.

HIDDEN INFORMATION

The only information you can share about your role card is whether it has a guilty, innocent, or neutral setup icon in the lower right corner of the card. You may choose to say nothing, or even lie about it, but you cannot show your card to other players.

You cannot tell players which strategy or trial cards you have. You cannot read them aloud before playing them, or otherwise tell players what the card does. You can, however, make strategy suggestions.

The prosecutor should be careful to not share what hidden effects of trial cards do.

After secretly looking at an influence token, you may say anything about it that you wish, but you are not required to tell the truth. Players will usually choose to say nothing about it.

You are not allowed to write down the hidden information you've seen (such as influence tokens).

When shuffling a deck of double-sided cards (such as trial or story cards), close your eyes or look away so that you do not see the top card of the deck until after you finish shuffling.

COMPONENT LIMITATIONS

If there are 0 **strategy cards** in the deck, shuffle the discard pile to create a new deck.

If there are 0 **influence tokens** in the pile of unused tokens, take all discarded influence tokens and randomize them facedown to create a new pile of influence tokens.

If you run out of **innocent/guilty tokens**, use a suitable replacement such as a coin.

3 PLAYER GAME

Setup

During setup, each persona chooses 2 different colors and receives the 16 control markers of those colors. These markers belong to the player for the purpose of all abilities.

Double deployment

On each persona's turn, they deploy 3 control markers, one of each color. The markers are deployed one at a time, in any order. They can be deployed to the same region or different regions.

If using the optional rules for control marker abilities, remember to only use the ability of the first control marker deployed.

The prosecutor still only deploys 1 control marker on their turn.

Controlling regions

When determining which player controls a region, all tokens of the same color are added together.

If a player has control markers of 2 different colors in the same region, use only the color that has the highest total value.

Prosecutor and ties

When resolving a trial card ability, if 2 players are tied for control of the region, the first player does not break the tie. Instead, the prosecutor makes all choices on the ability as if they controlled the region. The prosecutor can look at hidden effects on the trial card when making decisions.

The first player decides all other ties, such as ties for controlling the *Planning* region.



GAMEPLAY

1. CHOOSE TRIAL CARD

The prosecutor chooses one of their 3 trial cards, announces the 2 region icons at the top of the card, then slides it through the slot in the middle of their screen so that other players can see the icons.

If they choose a card that isn't already in the middle, swap places with the middle card and then slide the card forward.

The prosecutor *cannot* look at the back of trial cards when making this choice.

2. DEPLOY CONTROL MARKERS

In clockwise order starting with the first player, each player takes one of their unused **control markers** and **deploys** it to any region. Proceed clockwise until each player (including the prosecutor) has deployed a control marker.

If playing with exactly 3 players, personas deploy 2 control markers each turn.

If one of your control markers falls off a platform, it is **destroyed**. Remove it from the board and place it facedown in front of you. It is not used for the rest of the game unless otherwise specified.

If a control marker falls off a region at any other time, say if someone bumps the table, the marker is not destroyed; return it to the region as close to its previous position as possible.

2. RESOLVE TRIAL CARD

The prosecutor resolves both sides of the **trial card** they chose, first reading the flavor text at the top of the front of the card aloud, then reading the card from top to bottom, resolving all abilities.

Trial card abilities each start with a bold header which tells you which player uses the ability and makes all decisions concerning it. The prosecutor uses abilities that follow the **Prosecutor:** header. **If the header names a region, the persona that controls that region uses that ability.**

Some trial cards have a **hidden effect** (the black box at the bottom). The hidden effect is not read aloud. Instead, the persona must listen to the flavor text to help inform which choice they should make on the card.

After they make their choice, the prosecutor reads the appropriate hidden effect aloud. The player that made the choice resolves the effect (not the prosecutor).

After resolving the front of the trial card, the prosecutor flips the card over and resolves the back of the card in the same way.

After resolving both sides of the card, the prosecutor discards it facedown next to the prosecutor screen.

CONTROLLING REGIONS

The player with the highest total value of control markers in a region **controls** the region.

On a tie, the first player decides which tied persona uses the ability. If all personas have 0 control markers in the region, the first player chooses any persona (even themselves, but not the prosecutor).

The first player makes this decision before hearing the full ability. The prosecutor should pause after reading a region name so that players can determine who controls that region.

JURORS

If a trial card instructs you to place an innocent or guilty token on a juror, take an unused token of the appropriate type and place it in the matching space above that juror type. A juror type can have any number of innocent and/or guilty tokens on them.

When you must draw and place **influence tokens**:

1. Draw the tokens at random and secretly look at the icons without showing them to other players.
2. Place the instructed number of tokens facedown on the specified juror type (if no type is specified, place them on any juror type). Follow the full instructions on the trial card.
3. Discard unchosen tokens facedown to the *Discarded Influence* space without revealing them.

A juror type can have any number of influence tokens in their stack. If an ability lets you look at an influence token on a juror, secretly look at the token without showing it to other players.

4. DRAW CARDS

The prosecutor draws the top card of the trial deck and places it in the middle space behind their screen.

The player who controls the **Planning** region draws 1 strategy card. If there is a tie, the first player breaks the tie as normal.

With 5-6 players, the player that controls the **Planning** region must choose one other persona to also draw 1 strategy card.

The prosecutor never draws strategy cards.

5. PASS FIRST PLAYER TOKEN

The player with the first player token gives it to the player on their left (clockwise). Any player can be the first player, including the prosecutor (they even break ties).

STAGE II

Immediately after resolving the 4th trial card, proceed to stage II of the trial. Return all trial cards behind the screen to the box, and place the shuffled stage II trial deck behind the screen. Draw 2 cards and place them faceup in a row beside the deck.

Resume the game, starting with step 4: *Draw Cards*. The prosecutor does not draw any more trial cards this round, but the player controlling **Planning** draws 1 strategy card as normal.

END OF TRIAL

After resolving the 8th trial card, stage II ends. Proceed to the end of trial (skip the *Draw Cards* step).

The prosecutor reads the *End of Trial* side of the story card aloud. Resolve the steps listed on the card:

1. Each persona **reveals their role card** faceup on the table so that all players can see it.
2. **Reveal all influence tokens** on jurors. If the token has a guilty icon, move it to the guilty space. If the token has an innocent icon, move it to the innocent space. If the token is blank, discard it.

If a juror type has both types, remove all tokens from the space that contains fewer tokens, then remove an equal number of tokens from the other space.
3. **Each player that fulfills the goal on their role card wins the game.** Each player that does not fulfill their goal loses the game. There can be any number of winners and losers.

OPTIONAL RULES

CHOOSING THE PROSECUTOR

To choose a player to be the prosecutor, set up the role deck normally, but do not add the *Prosecutor* card to the deck. Instead, give that card to the chosen player and deal 1 role card to each other player as normal.

CONTROL MARKER ABILITIES

After deploying a control marker, you may use its ability. These can only be used when deployed as your first marker during your turn. If a card or control marker ability allows you to deploy an additional control marker, you cannot use its ability.

You may always deploy a control marker without using its ability.

If you wish to use a strategy card after you deploy a control marker, fully resolve the strategy card first, before the ability.



Anger: After deploying this, you may destroy 1 control marker at this region belonging to a player that has not yet taken a turn this round.



Sadness: After deploying this, you may take one of your destroyed control markers and deploy it faceup to a different region.



Trust: After deploying this, you may take one of your other control markers from any region and deploy it back into its current region.



Fear: If you destroy at least one *Joy* control marker (even your own) when deploying this, you may draw 1 strategy card. You cannot immediately use the card, even if it has an ability that is used after deploying a control marker. You do not draw a card if the *Joy* marker was destroyed by a card ability.



Joy:
No Effect.



Confusion (Prosecutor): After deploying this, you may discard one of your trial cards with a region icon matching the region where you deployed this marker and then draw a replacement trial card. You cannot discard the card you chose at the start of the round. If you discard the top card of the trial deck, you do not need to draw a replacement trial card as you will have revealed another.



Panic (Prosecutor): If you destroy at least 2 control markers (even your own) when deploying this, you may place 1 guilty token on any juror type.



Nervousness (Prosecutor):
No effect.

AUTOMATED PROSECUTOR (2-5 P)

SETUP

Remove the *Objection – Badgering* strategy card from the deck and return it to the box. It will not be used this game.

Return the prosecutor's screen and control markers to the box.

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.

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.

Create the role deck as follows:

2 players:

4 players:

3 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.

Deploy Control Markers step

The prosecutor card sits on top of the current stage's trial deck so only the region icons can be seen.

Resolve Trial Card step

The first player removes the prosecutor card and reads the trial card aloud as if they were the prosecutor. They 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 stage I.

2 PLAYER GAME

When playing 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), proceed to the **Resolve Trial Card** step.

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.

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).

If using the **control marker abilities optional rule**, remember you can use only the ability of the first control marker you deploy each round, regardless of color.

CLARIFICATIONS

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.