



# DUNGEONS & DADDIES

\* NOT A BDSM PODCAST

**Daddy Master & Edit Notes**

*EP 46 - THE PEOPLE VS GLENN CLOSE*

# Daddy Master Notes

These notes were provided to Jenna and the players as an overview of how the legal proceedings will work

The prosecution (Jenna and her assistant Evan Essence [thanks Dylan Caudill]) and the defense (the daddies) are both trying to score points. Whichever side has the most points will win the case.

Each side can call two witnesses, who are open to cross-examination by opposing counsel.

## **The charges against Glenn Close are:**

Being a bad father

Being a bad person

If found guilty, Glenn Close could be sentenced to any, some, or all of the following punishments:

Hard Labor

Loss of all wealth

Life imprisonment

All other daddies share his punishment

Loss of parental rights over Nick Close, who will become magically incapable of viewing you as a father

Execution

You can call objections against opposing counsel for:

Irrelevance

Leading

Badgering/Argumentative

Repetition (asked and answered)

Vagueness

Witness not responding to the question

Question calls for speculation

Hearsay

Whichever team scores the most objections gets an extra d12 to roll during scoring.

## **How to win:**

Firstly, even though Glenn is facing two charges (bad father and bad person), we're just gonna treat them like one charge, basically.

As counsel, you can put forth certain specific arguments that support your side. The arguments are specific, evidence- or rhetoric-based premises that support a larger conclusion. So, if I'm prosecution and I'm trying to prove "Glenn is a bad father," then one argument I might make is, "because he smokes pot in front of his child, and smoking pot is wrong." If I were the defense, I might try to dismantle this argument by arguing, "it's okay to smoke pot in front of your child."

The judge will attach a certain dice value to each specific argument, from a d4 all the way up to a d12. This represents how many points that argument is worth for the side that presented it.

At the end of the trial, the judge will roll all the dice for all the non-dismantled arguments on each side (whether or not counsel dismantles an argument will be decided by the jury -- more on that in a second), and whichever side rolls the largest sum of points will win.

In order to put forth an argument, you must be overt about it. You must say something like "the defense argues that..." before making your argument.

## **The Jury process:**

After both sides have called all their witnesses and made their closing statements, a jury of twelve randomly



back when he had his headphones on, but I think since Paeden's voice and character is so distinctive, it doesn't necessarily ping right away that it's Anthony.

- 47:47** That, frankly, iron clad-ass argument is not followed up on, and is thus removed, which is too bad because listening to this now it's a pretty dang good argument.
- 53:03** As per usual, meta podcast discourse tends to get trimmed.
- 1:06:30** If we ended here the episode would be about 35 minutes long. We usually don't hear a lot of preplanning in our episodes, but given how clear the setup is for a courtroom drama, we all have a sense of what the shape of the episode will be.
- 1:10:40** In the final mix, all speech that would be conceivably delivered (if this was a movie) by a character standing up and addressing the court gets a light reverb pass added to it. All asides at the bench and the witness and judge dialogue all plays out without reverb (as well as all out of character laughs, such as Jenna's here).
- 1:20:17** Good bunch of courtroom back and forth cleaned up here, and also, it's probably not possible to hotwire (in the movie sense) a modern automobile, but then again, since the Odyssey is established as an anime character more or less, maybe she just fired herself up?
- 1:27:46** Incidentally, our world also is one where there is slavery and bad dads can be judges so...
- 1:34:27** A lot of the fluff around the legal argumentation trimmed to get to the meat of the matter, so to speak, quicker.
- 1:35:33** A bit of discussion here while everyone's takin' a quick bathroom break, so enjoy this rare peek into some planning discussion between Beth and Will (which nobody else will have heard)
- 1:37:40** A few minutes here deleted from the uncut of actual break time silence.
- 1:43:14** A small pickup was necessary, as we misremember the Scam Likely bargain of being specifically a DJ for a Linkin Park cover band.
- 1:48:30** The podcast briefly becomes an insufferable screenwriter's podcast here, just in case you wonder what everyone's jumping in on.