

RULES FOR 'CAPTURED' (Up to 6 players)

Game of Chance



To play Captured, remove all 6 of the "Draw" cards and the following 11 cards from the Basic deck and the Special Ops deck (*because they don't apply in this game*): Gitmo, Alliance, Tribunal, Justice, False Flag, Deep State, Jesus, Truth, Scotus, Conspiracy and Grand Jury. OPTIONAL use of Trump card: you can choose to leave the Trump card in this game, and if so, possession of it at the end of the game nullifies any negative cards in a player's stash when scores are tallied.

SETTING UP THE BOARD

Separate the remaining cards into two decks, a Patriot Deck (all Patriot FACE cards) and a Board Deck (all the Traitor cards and remaining Special Ops cards).

Shuffle both decks. Taking **20 cards** from the top of the Board Deck and laying them **face up**, spread them out around the table like the pattern shown above, **choosing 1 card as the 'start' card (this card is the starting point for all players)**.

Place remaining Board Deck face down in the center to be used as 'replacement' cards as play progresses. The Patriot Deck is placed there face UP so that the picture and numbers are showing.

This is a game of chance. It's a card game played like a board game. *The object of the game is to capture as many traitors as you can.* Each traitor card counts as **1 point** at the end of the game, however the player with the most traitor cards gets an **additional 100 pts**. All traitor cards are to be **read aloud before placing in your 'stash.'** The **Special Ops cards are also to be read aloud and instructions followed where applicable** (i.e., add 5 pts to your score, or 'lose your next turn', etc.), and then **'Stashed'** by player to be figured into the player's score at the end of the game. **Your total score will be** the total number of **your traitor cards plus or minus the numbers on the other special ops cards you 'pick up' during the game (plus the bonus 100 pts to the player with the most traitors).**

PLAYING

Each player then chooses 1 Patriot card from the Patriot Deck, to be their new identity throughout the game, and from this point forward all players must call this person by their Patriot name. The remaining Patriot cards are **set in the center of the table face up (numbers up)** to be drawn from as play progresses. **If any player forgets and calls a person by their real name, they must pay a penalty.** (They must show their entire 'stash' to the person who 'caught' them, and that accuser can then take any one card of their choice.) *(See also if 2 players land on the same spot below)*

Play begins with the player to the left of the Start card.

Building Your Stash (all the cards you capture during the game)

Player 1, (i.e. Patrick Byrne) looks at **the top card from the Patriot deck**, and **beginning at the Start Card**, uses the number on that card (1 – 12), to move himself that number of spaces clockwise around the board. **Wherever he lands, he must set his player card there, pick up the card he landed on, read it aloud, follow the parts that are applicable to this game, and then place the card in his stash.** 'Patrick' leaves his card in that spot until his next turn, and a designated player immediately refills that empty spot with the top card from the Board deck, so the next player landing there will get a new card. Then the designated player also places the Patriot card (number Patrick just used to move) on the bottom of the Patriot deck so the number can be reused as play progresses.

Play goes to the left. **Each player begins at the same Start Card**, uses the number on the Patriot card and moves appropriately, 'stashing' the card they land on. **If 2 players land on the same spot**, the and player takes the new card that has been placed there, but **1st player there gets to 'choose' 1 card from 2nd player's 'stash'** just as described above.

As play progresses, the Board deck will run out, and then players continue moving around the board landing only on the remaining cards, which will keep diminishing as players remove them at each turn, while 'skipping over' other player's cards since they are not considered spaces to land on. The final remaining card goes to the last person to play and then the game is over and players determine their scores. *More players result in smaller scores, so you may opt to give the person with the most traitor cards a smaller number of points at the end of the hand (i.e. 50 points for the most traitors instead of 100).*