

# RULES FOR 'CAPTURED™' (Up to 6 players)



## 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 in the following pattern,

**choosing 1 card as the 'start' card. (this is the card all players start the game from)**

**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 other **Special Ops cards 'captured' are to be read aloud, instructions followed** (i.e., add 5 pts to your score, or 'lose your next turn', etc.), and then **'Stashed'** by player to be figured into the players score at the end of the game. **Your total score will be your traitor cards plus or minus the numbers on the other special ops cards you 'pick up' during the game (plus the 100 pts to the player with the most traitors).**

**To play Captured, remove the following 8-9 cards** (that don't apply in this game) **from the Gitmo and SO Decks:**

**Remove Gitmo, Alliance, Tribunal, Justice, False Flag, Deep State, Mandates, Jesus Saves, and optional Trump card** (If you choose to use the Trump card in this game, obtaining it, and keeping it till the end of the game nullifies any negative cards you have in your stash when you tally your final score.) Most people choose to use it.

**Place remaining board deck in center of the table to be used as 'replacement' cards as play progresses.**

## PLAYING

**Each player then draws 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.** (The player who 'catches' them using the wrong name will be allowed to choose one card from the 'stash' of the offending player.) (This can be a 'free' draw or a 'blind' draw (see also if 2 players land on the same spot below))

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

Player 1, (i.e. Patrick Byrne) **draws the top card from the Patriot deck, begins at the Start Card Chosen**, and 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 its directions, and then keep the card in his stash.** ‘Patrick’ remains in that spot until his next turn, and Dealer replaces the captured card with the top card from the Board deck. After ‘Patrick’ moves, he places the Patriot card (number he 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** draws a Patriot ‘number’ card and moves appropriately, ‘stashing’ the card they land on. **If 2 players land on the same spot, 1st player there gets to ‘draw’ 1 card from 2nd player’s ‘stash.’** *(This can be a ‘free’ draw [they can see the cards in the stash and freely choose the best card] or a ‘blind’ draw, where player 2 shuffles and holds cards up with only the backs showing and player 1 draws one [good or bad]. Whichever ‘policy’ the group decides to use, all players must then follow suit throughout the game.)*

**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. The final remaining card goes to the last person to play and then the game is over and players determine their scores. The group can decide whether to play additional ‘hands’ with a new dealer and then total all ‘hands’ at the end of the day. *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).*