

What is *Trapped!* about?

It is a game about the **deprivation of liberty**. You and some friends will represent characters that can not leave a place. You may think of funny situations, but you can also relive terrible events of history. Agree on the tone of the session so no one gets offended.

You may imagine yourself locked up for some reason in the space you are occupying, or may think of something different, like this:

- You are members of the Bloody Chord rock band, hitting the road no-stop, on your bus to a gig in another country.
- You are the Defenders of Light, epic heroes lost in the weird maze of the evil wizard Kormákur.
- You are horribly crammed in a Nazi concentration field, where the Final Solution takes place.
- You are survivors during the zombie plague, taking cover in a public building. The doors will not bear the attacks for long.
- You are in a cell waiting for the executioner that will lead you to your end in any minute.

Use these rules in an on-going campaign of more traditional games for a taste of the freeform RPGs.

Act 3: Exit

After everyone has generated a scene of their confinement, the characters will be released, for good or for ill.

Thus begins your new round, in the same order as before. Now answer the following questions:

How did you get out?

Those things that retained you were overcome, perhaps with a sustained effort, an external influence, or because they are simply no longer relevant to you.

How did the confinement change you?

The experience of confinement will have changed you forever. Maybe it made you tougher, or perhaps you were altered so much you will never restore your sanity again.


What changes did you find when you got free?

Something really important to you, that you expected to be waiting outside, is no more, or has been altered so much it is unrecognizable.


Shall we make it spicier?

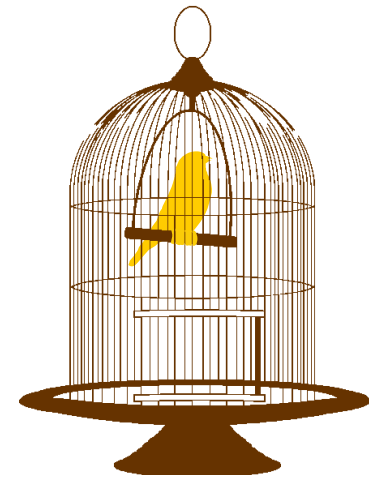
Instead of answering for your character, indicate what has happened to the character of the player to your right. He or she can reformulate only one of these answers, but can only do it while you're narrating any one of them. If, for example, you finish explaining how he managed to get free, he can not modify that and will be considered a fact.

Trapped!

 For 2-8 players

 Between 15 to 20 minutes per player

 Some themes of the game could require the guidance of mature players



A freeform roleplaying game
by Juan Manuel Avila
for the Golden Cobra Challenge
<http://editorialrunica.blogspot.com/>





Act 1: Intro

Starting from oldest to youngest (or any order you prefer) each one of you defines:

- The way your character was locked in and the way he felt when he realized it.
- Something valuable he has and something valuable he does not have and needs.
- One reason to escape and another not to escape.

Notice that the answers to these are applied to a single character. Your are all behind a locked door? Okay, that keeps you all from leaving, but what else specifically retains your character? Maybe he *can* leave but he does not *want* to.

You will spend some hours isolated. So if you think that you might need an iron lung to stay alive for the next minutes, I recommend you think of another idea. The pill that prevents you from seeing hallucinations could be a good start ...

Shall we make it spicier?

Instead of defining your character, try to answer the first point for the player on the right, the second for the one to the left, and choose, without repeating, to whom shall correspond your third response. Let's see what happens.

Act 2: Confinement

Following the turn order of Act 1 each one of you will create the framework of a scene, defining its following aspects:

What has been going on?

Describe what everyone have been doing since the turn of the previous player ended, indicating how much time has passed. They may be a few hours, days, or even years. Consider what was said previously by other players as fuel for your narration. If you are first, takes the opportunity to tell the beginning of all this unfortunate situation. You may accept the help and ideas of the other players, but at this point you are bestowed the narrative authority to define exactly what did and what did not happen.

My advice? Put the characters in trouble! Indicate that Joachim's character spent the whole time blaming Martin's for being locked. That will help you in the interpretation and will give you something to talk about.

What has just changed?

Something must have happened recently, encouraging the participants to interact with each other again. Think of a way in which the situation changes dramatically, being impossible to ignore by anyone, and still keeping them locked up.

My advice? The phrase "things could not get any worse" has been refuted many times throughout history. Hold on to those experiences and make an event that makes this situation even more annoying and unbearable for the characters in this place they cannot leave.

How does the passage of time affects one of the participants?

Touch a body part of one of the participants. From now on this player will play a condition in that zone. The way this problem manifests is up to the player in question. The only thing that should kept in mind is that once an affliction is established, it is never removed and remains throughout the game.

My advice? When it's your turn to interpret these afflictions think of all the physical forms in which a person's nervousness materializes: tics, tremors, stuttering, pain, tears, paranoia, etc.



Once you have done all of this, spend a few minutes talking about your situation, describing your feelings, planning escapes, fighting among yourselves. Then, the next player in the round will create the framework for a new scene.