

# Freeform Games Capturing and Arrest Rules



In some of our games, characters may wish to capture or restrain one another. If that happens, you will need these Freeform Games capturing rules. These rules also contain the rules for making an arrest.

We include the rules in the host's instructions for the games that need them, but you can use this file to share the rules with your players.

**Note:** These Capturing Rules only normally apply in games that include our combat rules. In polite settings, you would no more think to capture someone than you would start a fight.

## *Capturing another player*

A player may wish to 'capture' another player (to claim a reward, place them under arrest or whatever else). Here's how it works.

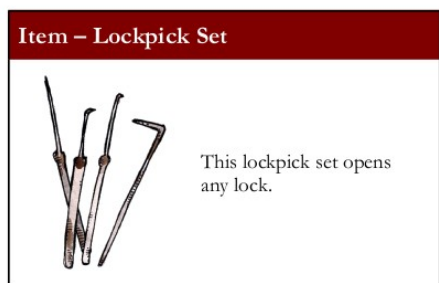
First, the player needs some way of restraining their captive. That may be a suitable item card, or they may be able to use a lockable room. There might be such an item or location detailed in the game materials – or it's just as likely the player may come up with an idea of their own.

Then, the player needs to get their victim into those restraints. There are broadly three ways of doing that:

- *The easy way:* The easy way is for the player to use guile and trickery to restrain their victim.
- *The hard way:* The hard way requires force – and requires a successful combat challenge. Instead of knocking them unconscious, they are instead restrained.
- *Arrest:* If a character has the *Arrest* ability, this lets them capture another character. See below.

Escaping from any restraints is possible if:

- The capture occurred before the last period of the game (which normally lasts about an hour). Any earlier than the last period and anyone can escape unaided very easily. (This ensures that players aren't shut out of the game for too long.)



- The restrained player has outside help (who can cut the ropes or unlock the handcuffs, etc).
- The restrained player comes up with a really good idea – and even then it may require a successful rock-paper-scissors challenge with the Host.

## *Arrests*

Sometimes in our games, the characters representing the law can arrest other players. To do this they must use their *Arrest* ability:

### Ability

#### *Arrest*

You may arrest anyone under suspicion and throw them in jail. The Host will restrict their movement and prevent them from using their abilities. However, if you cannot present suitable evidence to the Host within 15 minutes (5 minutes if before the last period), they must be released.

Arrest means that:

- The target of the arrest is automatically captured (and thrown into the local jail, or its equivalent).
- Arrested characters cannot use abilities (apart from those that explicitly state that they may be used when under arrest).
- The arresting officer must present solid evidence to the Host proving the target's crime. If evidence isn't presented within 15 minutes (5 minutes if before the last period of the game) then the target is immediately released.
- Arrested characters can try to escape (as per the normal capture rules), but doing so means that if they are re-arrested then evidence is automatically available.

What constitutes 'solid evidence' is up to the Host. As we don't want all characters spending their entire game in jail, we recommend that the standard for 'solid evidence' is particularly high before the last period of the game.

**Note:** Only a few of our law enforcement characters have the *Arrest* ability. We only use it where the police would be backed up by other officers and have a jail nearby. We rarely give undercover cops, or lone cops in isolated situations, the *Arrest* ability. However, they *can* still try to arrest other characters: their success (or otherwise) will depend on the persuasiveness of the arresting officer and the co-operation (or otherwise) of the arrested character. Roleplay it!

## *Abilities*

Each character in our murder mystery games receives special abilities. Here is one ability that may be used if someone is restrained in some way:

Ability

### *Escapology*

If you are restrained in some way, you can use your formidable escapology skills to free yourself. You may use this ability even if you have been arrested.

Abilities can normally be used two or three times only.

