

as if time stopped. But when Lights are Out, you can talk to each other, talking about your lives or how much you feel about the patient. But remember to not be too loud so the angel can always hear the patient's questions.

Sounding Device Rule

The sounding device can only be switched on by the family member in this variant of the game. The coma player can talk about how much he missed the song, or perhaps the family member remembers how much the coma player used to sing it and decide to play it. While it is playing, all the family members must remain silent and still and listen to the music. The coma player can then ask the angel his question as normal.

The Last Scene

In the Last Scene, **the family members should all bid the coma player good bye**. This is not because they know the angel has come, but because they have to rest and plan to come back tomorrow morning when the hospital allows them to come back. If you want, one family member can stay overnight, but must act as if he is sleeping when the angel offers the final choice.

After the choice is made, the game ends as normal. Sharing is highly encouraged to start with the players who portrayed the family members. What was it like to try to commu-

nicate with him and hope he could hear you? What was it like to consider making decisions for him since he could not do any? What would you have wished your family do had you been the one in a coma?

Final Variant

The Final Choice (minimum 4 players)

This variant basically combines variant 2: **The Two Angels** with variant 3: **The Family**. With five players or more, you can even combine variant 1: **The Two Patients** if you want to, but that can be a bit more unwieldy. It may be recommended to keep the game at no more than 5 players to maintain a sense of intimacy with the events that unfold.

Final Reminders

Always consider spending some time to share and talk about your feelings and thoughts after the game. Consider this a chance to contribute to a discussion about what you think about when it comes to anything relating to comas.

What if the patient had no religion or faith and yet the angel still appeared? What if things went the other way around and a religious patient found no one coming to visit him? Share your views on these questions with each other. Listen to what each one has to share.

Imprisoned

An expansion to Trapped / Vas Quas Editrice – Linea Emozioni

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Rule Variants

In this expansion, new rules are offered to allow more than two players to play Trapped. In the original Trapped game, one player portrays the coma patient and the other portrays the Angel. Here are FOUR other possible variants to the game if you want to include a third player (or more).

Variant One

The Two Patients (A 3-player game)

In this variant, two players portray coma patients. Some how, trapped in their comatose state, they are both able to communicate with each other although neither truly understand what is going on.

Guide to the Comatose patients

Pay attention if the angel communicates with you both or not. Realize being able to talk to each other is a miraculous moment since neither of you recall how long you have been in a coma. This moment to be able to talk to each other should be an intense moment of freedom... until you realize neither of you can leave the room.

Guide to the Angel

You must answer these two questions before the game starts.

Have you come here for one or for both of them? Will you speak to both? Or will you respond to only one of them and ignore the other? (You cannot see him.)

Are you an Angel of Damnation or Salvation? You must be consistent. You cannot be Salvation for one but Damnation for the other.

You will write these two decisions on the paper/index card.

The game follows the basic rules with three scenes happening before the last scene where the angel gives the player the choice. However in

this game, since there are two comatose patients, the angel as two important things to decide.

If you are to come for both, then the 2nd Scene will be expanded to have two moments when a family member appears. Each comatose player will have one visit (which may or may not be an illusion depending on your choice as per basic rules).

And in the Final Scene, if you have come for both, when you offer the choice the coma players may opt to choose differently. If so, then describe taking one with you while you leave the other. Sadly, once they have made their choice, you cannot accept any "I've changed my mind" answers. Once they have declared whether or not they will go with you, that answer is final and binding.

Sounding Device Rule Change

In **The Two Patients** game, the Sounding Device rule can only be used one. When the music plays, both players can ask if their last question was answered truthfully or not. If the other coma player forgets to ask while the music is playing, his chance to ask is gone for good.

Variant Two

The Two Angels

(A 3-player game)

In this variant, the comatose patient discovers he has two visitors. Both

should have their own light sources. While both can talk and perceive each other, neither will ever get physical against the other. Both are more focused on the coma patient.

Angel Roles

In this variant, both angel players must first quietly decide **who is the Angel of Salvation** and **who is the Angel of Damnation**. Like the regular game, both angels have come for the coma patient, and hope that the patient will choose them over the other.

Both angel players then decide which scene among the 3 will be the truth and which will be an illusion. **As with the normal rules, at least one scene must be the truth and one scene must be an illusion.** Once decided, the two flip a coin to who will start the game. That angel switches the light on after the Lights Are Out sequence and introduces himself as normal, then switches the lights out and begins the 1st scene.

The next angel then can introduce himself anytime during Lights are out in scene one, joining the scene any way he wants. He can call the first angel an intruder, or claim he has come to protect the patient from the first angel. The game continues as normal, with both angels answering questions when asked.

Both angels will try to gain the coma patient's favor and attention.

Since the first angel introduced Scene One, the next angel will have the right to describe Scene Two and appear first. Play continues as normal, until the scene ends and the lights remain out.

Scene 3 Rules Change

Instead of the angel starting Scene 3, the coma patient starts scene three by calling out for one of the two angels. Whoever he calls out has the right to describe Scene 3 as per normal rules. The other angel may only intervene and join Scene 3 once the lights are out and the time for questions begins. This is important because usually the angel the coma patient calls for might be the one he trusts more!

The Final Scene plays as normal, with the light source on between the two angels. They should both offer the coma player the choice at the same time. Once the player chooses, the angel chosen should respond as per normal rules. The other angel may react as he feels dramatically appropriate.

Sounding Device Rule Change

In **The Two Angels** variant, after the music plays, the coma patient can only ask one of the two angels if his last question was answered truthfully or not. The other angel may react as he feels appropriate.

Variant Three

The Family

(3 or more players)

In this variant, one player is the coma patient, one player is the angel, and the remaining players are family members that come to visit in act two.

Guide to Family Players

First of all, any communication with the coma player must be done as if the player was never leaving the bed and not responding to anything you say. You can admit secrets, regrets, anger, and the like but you cannot react to anything the coma player or the angel does. **You will always react as if the body was unmoving in the bed.**

Second, you will each write down a secret in a post-it or index card in relation to either the coma player or to another member of the family. You will then pass this card to the other family member (or to the angel if the other family member is the one you mentioned in the card). For example: Rocky is playing the Father and writes down, "I know my wife (the coma player) had an affair" and passes this to the angel since there is no other family member in the game.

Third, you will always remain quiet during the Lights On moment of each Scene, as the angel narrates the scene. Even better, do not move