

# Trapped

Game Name: Trapped Needed Tools: Cards Drunk Level: Getting Started, Buzzed, Drunk, Hammered, Shit Faced

The deal alternates clockwise. All of the cards are dealt out face down to each player. The players should make sure to keep their hand hidden from the other players.

Play begins with the player seated clockwise from the dealer. That player lays down any card he/she wishes. The next players (clockwise) need to lay down the same face value card (1 per player) as the previous player.

When the play gets to someone who does not have a card of the same face value, that player becomes 'trapped' and must take a drink. The next player may then play any card. If the 'trapped' player doesn't have that card they remain trapped, and must take another drink. Then play shifts back to the other player adjacent to the trapped player. This person then plays any card. This goes back and forth until the 'trapped' player becomes untrapped by playing the same face value card as one of the adjacent players.

Play continues until a player plays their last card. Once this happens, the rest of the players must count their remaining cards and take that many drinks.

Courtesy of: [Nic.funet.fi](http://Nic.funet.fi)