Freeform Games Basic Rules

These are our basic rules – the rules that apply to almost all of our games.

The Host's word is law: The Host is impartial. If you have a problem or want to do something unusual, see the Host. The Host's power is absolute – abilities cannot affect them!

Winning and losing: You can achieve most of your goals simply by talking to people. The Host will announce when the game is over. If you haven't succeeded by that point – you're too late! Be warned – not everyone here will want you to succeed!

Performing actions: Ordinary actions are resolved by simply carrying them out. If you want to try something unusual, see the Host. They know everything and will tell you the outcome of whatever it is that you are trying to do. Do use your imagination though! This is a very flexible game, and you can do all sorts of things beyond what's listed in these rules.

Item cards: Any items of importance within the game are represented as item cards – and the only items that can affect the game are those detailed on the cards. If you do not have an item card, you do not have that item with you.

Item – Lockpick Set

This lockpick set opens any lock.

Abilities: Each character has several abilities that let them 'break the rules'. The ability explains what it does and how many times it may be used – check a circle each time you use it. Once they are all checked, you may no longer use that ability.

Secret and *Clue*: Your *Secret* contains your guilty secret, while your *Clue* contains one or more items of information you know. Abilities may affect both. While you can show your *Secret* and *Clue* to whomever you like, you will probably not want to reveal your *Secret* too often. (Please note that you can't solve the murder by looking at everyone's *Secret* and *Clue* – it's not that easy!)

Other Characters: Information about other characters is listed above – either in the main background or in the "Other People" section. If a character isn't listed on your character sheet, then you don't know anything specific about that character.