

# ***The Eye of Sauron: A Hide-and-Seek Stealth Game***

Created by Kevin Preis and based on *The Lord of the Rings* by J. R. R. Tolkien

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## ***Number of Players Required***

Three or more. One of the players will be "Sauron," the opponent, in each round of play.

## ***Objective***

As a team, sneak past Sauron's defenses to reach the "realm of Mordor."

## ***Setup***

Select a single room for play. Choose one corner of the room for Sauron / Mordor. Provide Sauron with a paper towel or wrapping paper roll. This is the Eye of Sauron.

Throughout the room, arrange stacks of pillows, chairs, and other objects. These should be high enough that players can hide from Sauron behind them.

Give each player a blanket. Players can cover themselves and stay still to become invisible.

## ***To Begin***

Sauron's eyes should be closed for a count of 10 seconds. Players choose where to hide, whether it's behind objects or beneath blankets.

## ***Gameplay, Part 1***

Sauron can only look around the room through the paper tube (using one eye) and only in a slow-moving fashion.

This is Sauron's chance to see where players may be hiding. If Sauron spots a player who is not fully hidden behind an object or under a blanket, that player is out for the round.

After 30 seconds, Sauron must announce, "The gate is open!"

## ***Gameplay, Part 2***

When the gate of Mordor opens, players have one minute to make their way from their hiding spots to touch Sauron's foot. Only one player must touch Sauron's foot for the entire team to win, so players may coordinate to distract Sauron. If Sauron spots a player who is not hidden, that player is out for the round. If Sauron spots all players, Sauron wins.