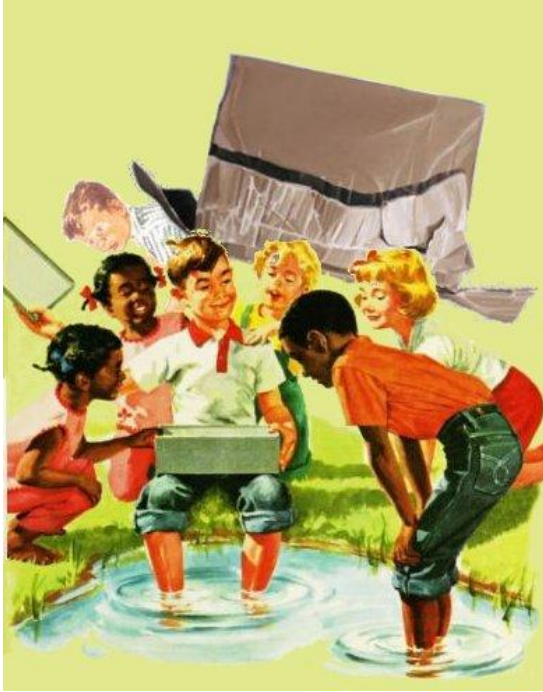


Metal Gear Hide and Sneak

A Kotaku Game For Two or More



Objective: Snake needs to sneak past all of the guards without being spotted, retrieve the documents and return to the safety of the base.

Need: A cardboard box large enough to hide under, or a blanket large enough to cover the player. A blank piece of paper to serve as a "secret document."

To Win: Pick Snake must steal the secret document without being spotted and return it to base.

Inspiration: Metal Gear Solid

Set-Up

1. Choose who will be Snake and who will be the guards.
2. Select a base for Snake and a place, visible and within reach, to place the secret document.
3. Designate the path each of the guards will walk to protect the document and tell Snake.

Rules

1. Each of the guards must walk in the same predetermined pattern, along the same predetermined path at all times. They can only look ahead for Snake and cannot turn around.
2. When setting up the guards' routes the people playing as guards have to allocate the number of standard steps they can take during the course of their route. The total number of steps available for all guards to pull from is 10 steps times the number of guards playing. A guard can take as many steps as are available, but each must take at least five steps.

Example: A game with three guards means that the guards have a total of 30 steps to draw from. That means

that two guards could walk the minimum steps along their route of five, and the remaining guard could walk 20 steps.

3. A guard's route must consist of straight lines, but can include right angles or 180 degree turns.

4. Snake must sneak past guards without being seen either by staying behind a guard or hiding under the box or blanket.

5. Snake must carry the box or blanket with him at all times.

6. Snake can't move while hiding or hide directly on the path followed by guards, or in any way impede their route.

7. Snake must return to base if he gets spotted. If he is spotted three times in a game he loses.