

EYES wide  
S H U T

DO YOU TRUST EACH OTHER?

For 3 to 8 players  
Age 10+

# INTRODUCTION

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IN EYES WIDE SHUT, PLAYERS ENGAGE IN DECEPTION AND BETRAYAL, WHERE ONLY ONE GETS TO ESCAPE THE PRISON. TO WIN, ONE MUST COMMUNICATE, COOPERATE, AND BETRAY. RISKS MUST BE TAKEN TO ADVANCE, BUT BE CAREFUL — ONLY THOSE WHO BALANCE PASSIVENESS AND AGGRESSION WILL WIN!

# EQUIPMENT

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GAME BOARD



LIFE TOKEN



AVATARS

# ROUND INSTRUCTIONS

## Step 1:

Sit around the game board in a circle

## Step 2:

Place all the avatars at the center of the game board in zone one, and give each player three life tokens

## Step 3:

Daytime: Deliberate on who will attempt to escape the prison that night, up to one minute

## Step 4:

Nighttime: Chant "eyes wide shut", all players close their eyes

## Step 5:

Nighttime: Chant "escape", and players raise/not raise their hands

## Step 6:

Chant "eyes wide open", and players open their eyes. Keep your hand raised

## Step 7:

Decide on rewards or punishments, depending on the amount of raised hands

## Step 8:

Repeat steps 3 to 7 until win conditions are met

# REWARDS AND PUNISHMENTS

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Only players who raise their hands have a chance to advance to the next zone. However, if too many players raise their hands, no one can advance, and punishment will be dealt. The number of players allowed to raise their hands in a night is equal to the total number of players divided by three, ignoring the remainder. If less than or equal to the allowed number of players raised their hands, everyone who raised their hands advances one zone. Life tokens are rewarded when players advance a zone.

**Zone one to two:** Gain one life

**Zone two to three:** Gain two lives

If more than the allowed number of players raised their hands, everyone who raised their hands is punished. If the player is in:

**Zone one:** lose one life, remain in zone one

**Zone two:** lose two lives, retreat back to zone one

**Zone three:** lose three lives, retreat back to zone two.

If no player advances or retreats for three consecutive rounds, every player loses lives. Players in zone one loses three lives, players in zone two loses two lives, and players in zone three loses one life.

# WIN CONDITIONS

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## ESCAPE

If a player successfully escapes the prison by exiting zone three, they gain three points, immediately winning the game.

## THE LAST STANDING

If every player except one died in a round, then the sole player alive wins one point.

## DUEL

When only two players are left on the board, the game becomes a duel. Both players are immediately placed in zone three. A normal round will take place. If both players keep their hand lowered, each player earns one point. If only one player raises their hand, that player earns two points. If both players raise their hands, no one earns a point.

## FINAL WINNER

Eyes Wide Shut is won by the first player who reaches three points. If no player has reached three points after five games, the player with the most points wins. If points are tied by game five, Eyes Wide Shut goes into sudden death, where the winner of game six wins everything.