THIRD EYE - A PHOTO ASSASSINATION GAME

a pervasive stealth game for busy public areas and photo enthusiasts.
by Play:Vienna (Design: Philipp Ehmann, Simon Repp, Anna Gojer)

the term 'snapshot' was originally a hunting term…

Players: 3
Area: Medium sized, **busy** public area
Equipment: 3 Walkie-Talkies, 2 Cameras (Smartphones work too)
Duration: ca 10 Minutes per round, depends on playing area and business level

The game works well in groups of 3 but several groups of 3 can play in team constellations.
There are 3 players, 2 are photo assassins and carry a camera and a walkie-talkie each. The third player is the surveyor who carries a walkie-talkie only. The aim of the assassins is to take a photo of one another, without getting caught. First recognizable photo wins the round. All three players are connected via walkie-talkie. The surveyor's job is to hide in the playing area, stalk the assassins and signal their location over the radio in order to disrupt their stealth.
We recommend to turn the walkie-talkies' speakers to the maximum level. This will make any sound coming from them audible to passers-by and the other players, if they are in close proximity. Banter over the radio is very much encouraged!
The aim for all players is to move as stealthily as possible, through the crowds of people. We recommend to play in markets or big public squares that are very busy.

You can play the cycle version, where the assassin that loses becomes the new surveyor and the surveyor takes their place.
The competition version, where you collect points over a time period and switch over after the competition is finished.
The team version, in which points are collected through different coloured teams playing at the same time in the same play zone.
Or any other version you like!

You can use your mobile phones' cameras to play, but to increase the difficulty we recommend digital cameras with zoom lenses (up to ca 105mm). Of course the fairest set-up includes the same cameras with the same lenses for everybody.