

Rules for the Game: Sandman, Dear Sandman

Objective

The group attempts to guess who the "Sandman" is, while the Sandman tries to put everyone to "sleep" by being subtle and sneaky.

Setup

1. Gather at least 5 players (the more, the better).
2. Everyone sits in a circle or a designated area, close enough to interact but far enough to avoid accidentally bumping into each other.

Roles

- Sandman: This player is secretly chosen (via drawing straws, a silent volunteer, or another random method). The Sandman's job is to put other players to "sleep."
- Players: Everyone else in the circle tries to avoid falling asleep while figuring out who the Sandman is.

Rules of Play

1. Choosing the Sandman: Randomly select one person to be the Sandman without revealing their identity to the group.
2. Starting the Game:
 - All players sit or lie down comfortably, pretending to fall asleep.
 - The facilitator (or chosen player) tells a story about the "Sandman" visiting. For example:
"The Sandman is here to put you all to sleep. Be careful! If you feel a touch, it might be his magic dust..."

3. Gameplay:

- The Sandman secretly moves around the group, gently tapping players on the shoulder or back.

The tap signifies the "sleeping dust."

- If a player is tapped, they must "fall asleep" by lying down completely still and closing their eyes.

4. Guessing the Sandman:

- Players who have not been put to sleep can observe others and try to figure out who the Sandman is.

- They must not openly reveal their guesses until given a chance.

- Once most of the group is asleep, or when a set time limit is reached, the facilitator stops the game.

5. Revealing the Sandman:

- Remaining awake players are asked to point out who they think the Sandman is.
- After guesses are made, the Sandman reveals themselves.

Winning

- If the Sandman successfully puts everyone to sleep without being guessed, they win.
- If the group guesses the Sandman correctly before they finish putting everyone to sleep, the group wins.

Optional Variations

- Two Sandmen: For larger groups, you can select two Sandmen to work together.
- Clues or Fake Actions: Allow the Sandman to try tricking the group by making false gestures or distracting movements.

This game is perfect for creative storytelling and fostering social interaction while keeping the suspense alive!