

# **Shifting Tongues**

## **Players (5+)**

### **Authorities**

Leader  
Enforcer  
**Public**  
Commoner  
Dissenter

## **Rules**

One commoner (the dissenter) will receive a message that they have to convey to the others secretly.

All the commoners will receive rules to the coded communication.

The authority decides the mode/format of conversation as well as a topic/theme etc.

The commoners win if all commoners decode the message correctly

The authorities win if they correctly identify the dissenter or decode the message

## **Coded Communications:**

*The following may be words or phrases, they may be collections like fruits or colours, or they could even be a type of word like noun or adjective.*

*(Key-word = words that form the message)*

**Indicators** - Indicates that the next or previous word is a key-word.

**Shifters** - Changes the indicator. The next or previous word is the new indicator.

**Orienters** - Decides if the key-word will be before or after indicators or shifters.

**Announcers** - Allows the commoners to signal that they have decoded the message.

**Enders** - The authority or dissenter may use this word to end the game when they have reached their goal.