

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.