

Same Signal

Can one word put everyone on the same wavelength?

- Everyone sees the same six-word grid. Choose a leader; everyone else is a guesser.
- The leader secretly writes one target number (1-6) on scrap paper BEFORE giving the clue. Do not show the number yet.
- Say one English word. No grid word, part of a grid word, spelling, gesture, number, or foreign-language translation. Resolve a disputed clue before anyone guesses.
- Each guesser privately writes one number without discussing it. When all are ready, reveal together; the leader shows the recorded target. Missing/invalid guesses count as wrong.
- Earn 1 group point if enough guessers are right: 2 players need 1; 3 need 1; 4 need 2; 5 need 2; 6 need 3. Otherwise earn 0. The leader never counts as a guesser.
- Rotate the leader clockwise after each round. Go around the group twice: each player leads twice (4-12 rounds). Use a new grid each round until all available grids are used; then reuse with a new target.
- Repeat a grid only after all printed grids are used; choose a new target. Try a practice round first, without points. An invalid clue is replaced before guesses are revealed.

Practice together

Practice grid: Lighthouse, Backpack, Umbrella, Teapot, Compass, Lantern. Target 3 is secretly recorded. Clue: "rain". A guess of 3 is correct. This is an example, not an answer key: later leaders choose their own targets.

Gentler mode: give two clue words. Use the same mode for the entire session. Quiet mode: write the clue instead of speaking. No timer required.

Choose a grid

GRID 01

1. Lighthouse	2. Backpack	3. Umbrella
4. Teapot	5. Compass	6. Lantern

GRID 02

1. Bridge	2. Cave	3. Garden
4. Harbour	5. Tower	6. Island

This free sample is a complete small game. Reuse these two grids with different secretly chosen targets. For 2-6 players, play two leader turns each.

The paid bundle adds ten more grids, eighteen Tiny Pitch briefs, and six Queue Quest puzzles. No purchase is needed to use this sample.

Keep the score simple

Same Signal: record one group point or zero after every reveal. Two turns per player keeps leader turns equal. Use no more than 12 rounds.

Round 01 Leader: _____ Group point (0 or 1): _____

Round 02 Leader: _____ Group point (0 or 1): _____

Round 03 Leader: _____ Group point (0 or 1): _____

Round 04 Leader: _____ Group point (0 or 1): _____

Round 05 Leader: _____ Group point (0 or 1): _____

Round 06 Leader: _____ Group point (0 or 1): _____

Round 07 Leader: _____ Group point (0 or 1): _____

Round 08 Leader: _____ Group point (0 or 1): _____

Round 09 Leader: _____ Group point (0 or 1): _____

Round 10 Leader: _____ Group point (0 or 1): _____

Round 11 Leader: _____ Group point (0 or 1): _____

Round 12 Leader: _____ Group point (0 or 1): _____

One rule that felt unclear

One thing we would play again
