

Seven Secrets

Seven Secrets is a word game for two players; it works in a similar way to the classic game, Battleships, with players using grid references to find clues. Each player will need a blank Seven Secrets sheet and a pen or pencil.

How to play

Before play begins, a little preparation is necessary. Firstly, each player needs to think of a seven word sentence. These seven words are your seven secrets. To win the game, each player has to guess their opponent's sentence, their seven secrets.

Keeping their sheet hidden from view, each player enters their sentence in the first row of seven boxes, one word in each box.

They then need to make a series of 27 clues in the upper grid. The clues are as follows:

HM (seven of these, numbered 1 to 7)

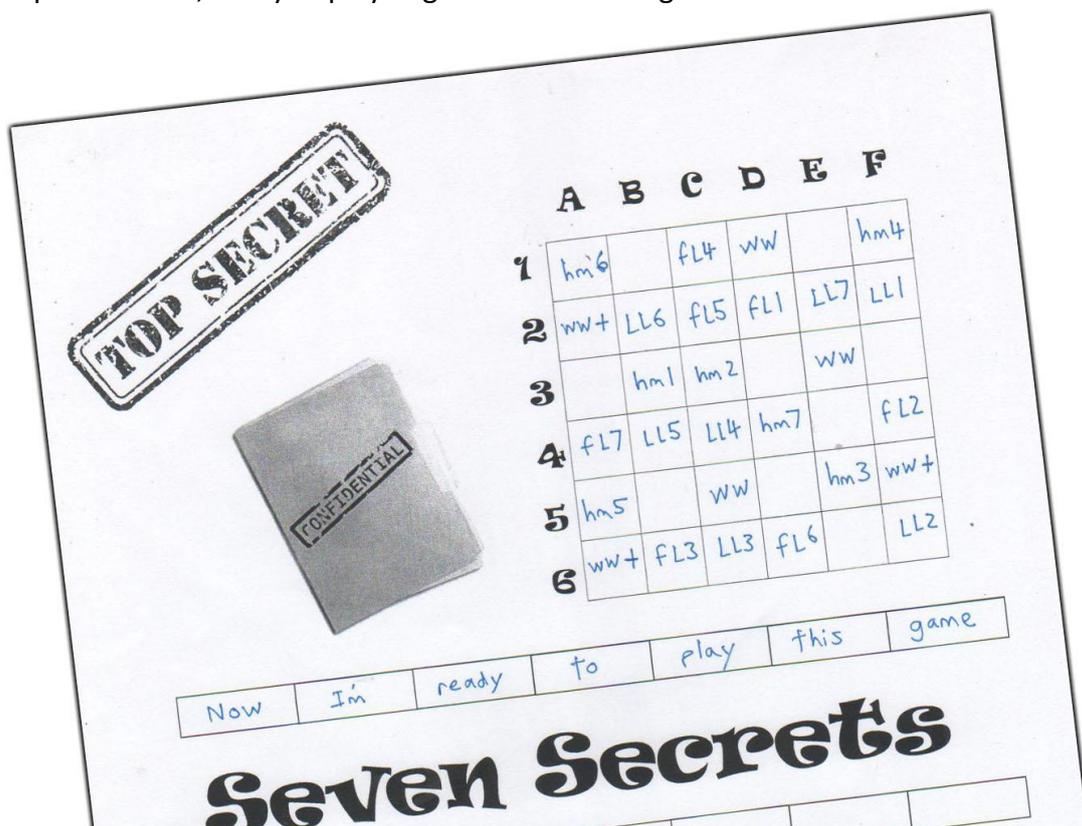
FL (again, seven of these, numbered 1 to 7)

LL (also seven, also numbered 1 to 7)

WW (three of these, no need to number them)

WW+ (also three, no need to number them)

A completed sheet, ready to play might look something like this:



What do the clues mean?

- HM** How many. If your opponent finds one of these clues you must tell them how many letters are in the corresponding word. So if they successfully locate HM3, tell them how many letters are in word number 3 of your sentence.
- FL** First letter. If your opponent finds an FL clue, tell them the first letter of the corresponding word. For example, if they find FL7, tell them the first letter of word number 7 of your sentence.
- LL** This works the same as FL but with last letters. For instance, if the other player locates LL5, give them the last letter of word number 5.
- WW** A whole word. If your opponent finds a WW clue, you must tell them one of your seven secrets. You can choose which word to tell them.
- WW+** The same as WW, but this time *your opponent* can choose which word is revealed.

When both players are ready, the game begins. The players take turns giving grid references (A1, D4, F2 etc) in the hope of discovering clues to the seven secrets. Each time you give a grid reference you will either receive a clue or score a 'miss' (blank square).

The lower half of the sheet is used to record progress. You can add the clues you find to the lower row of seven boxes as more and more parts of your opponent's sentence are revealed. The lower grid can be used to keep track of which grid references you have already used.

If you think you know your opponent's sentence, you can use your turn to make a guess instead of giving a grid reference. The winner is the first player to guess their opponent's sentence.

I hope you enjoy playing Seven Secrets. Feel free to share this game with your friends.

Best wishes

Brian Boyd



A B C D E F

1						
2						
3						
4						
5						
6						

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A B C D E F

1						
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