

WINK ATTACK

A Social Deduction Game for ESL Classes | 6–10 Players | Ages 10+

OVERVIEW

A hidden-role game where one secret Killer tries to eliminate everyone by winking at them — without getting caught.

SETUP (2 minutes)

- Shuffle one Ace + enough number cards for the group into a face-down stack
- Each player draws ONE card secretly — whoever gets the Ace is the Killer
- Everyone keeps their card hidden and returns it face-down
- (Teacher alternative: everyone closes eyes, teacher taps one person on the head)

HOW TO PLAY

- Everyone mingles or sits in a circle — make eye contact, chat casually
- The Killer eliminates players by secretly WINKING at them, one at a time
- When winked at, the victim waits 3–5 seconds, then dramatically 'dies' (gasp, fall, be theatrical!)
- Survivors watch carefully — each player gets only ONE accusation
- To accuse: say 'I accuse [Name]' — one other player must immediately say 'I agree'
- If correct → Killer caught, class wins! If wrong → both accusers are eliminated

■ KILLER WINS IF:	All survivors eliminated before being caught
--------------------------	--

■ CLASS WINS IF:	Someone correctly identifies the Killer
-------------------------	---

ESL TEACHING TIPS

- Warm up: 2 min eye contact + winking practice — reduces shyness, builds comfort
- Debrief question: 'Why did you suspect [Name]? Describe their behavior.'
- Vocab focus: suspicious · accused · eliminate · alibi · evidence · deceive
- Run 3–4 rounds — about 20 minutes total. Works best with 8 students.

VARIATIONS

- Two Killers (10+ players) — they don't know each other!
- Silent Round — no talking, pure eye contact
- Speed Round — 60 seconds only

ALSO TRY: *Spyfall* · *One Night Werewolf* · *Codenames* · *Wink Murder* (same game, classic name)