

Sync Squad

Six robots, one exit. Nobody moves until everybody talks.

CO-OP

2-6 PLAYERS

~20-40 MIN

THE STORY

Sync Squad drops two to six of you into a floating test chamber, one colored robot each. The exit only opens when every robot is standing on its matching goal at the very same moment. One robot short and nobody leaves.

Here's the catch that makes it a talking game: every hazard is keyed to a color, and the thing that vaporizes your teammate is completely harmless to you. You might walk straight through something your partner has to go the long way around. So you can never just play your own robot. You have to describe what you see, warn each other, and agree on who moves next. Most of a chamber gets solved out loud, not in your hands, and nobody clears one alone.

There's no timer and no twitch to it. You can sit and stare at a chamber for as long as you want, which makes it an easy thing to hand to people who don't play games: a partner, a parent, a whole team on a call. It still ramps up to chambers that keep a practiced squad happily arguing for twenty minutes. Restarts are instant. And yes, you will push a friend off the edge. Eventually on purpose.



PLAYERS	2-6 players
DURATION	~20-40 min
TYPE	Co-op
PLATFORM	Browser, no installs
PRICING	Free with account

HOW IT PLAYS

- 1 Start a squad**
Pick a squad size from two to six, create a room, and share the five-letter code.
- 2 Take a color and look around**
Each player drives one colored robot with WASD or the arrow keys.
- 3 Learn the color rules**
Everything in a chamber is color-coded.
- 4 Say it out loud**
Because you each see different dangers, the squad that talks wins.
- 5 Land on every goal at once**
A chamber only clears when all robots sit on their matching goals at the same moment.

