

Are you thinking  
what I'm thinking?

# About Sync

Sync is inspired by the magical moments when you tap into the collective consciousness of those around you. Communication is effortless and a single glance or word can say it all. We created Sync to recreate that exhilarating feeling.

In Sync, get your teammates to guess as many words as possible by using tokens to give clues. What you can say is limited so you need to choose your words carefully and read your teammates' minds. Correct guesses score points. Incorrect guesses give the other team a chance to steal your words. Once both teams run out of tokens, the team with the most points wins.

## Play to Instantly Connect

We created Sync to show how play helps us instantly connect. Play constructs a shared reality, which is often the foundation for building immediate rapport.

That's why we designed Sync to help you explore the minds of those around you. We hope that Sync is the start to some thrilling moments and unexpected connections.

# Setup

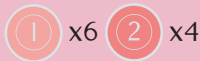
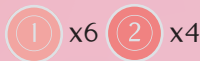
*Less than 4 players? Flip to the back page to play cooperatively.*

Split players into two teams of similar size and skill. It's fine if one team has an extra player.

Give each team FOUR "2" tokens and SIX "1" tokens to form a shared token pool for each team. Give each player ONE "Sync" token (i.e. three rings on both sides). If a team has an extra player, give one additional Sync token to a random player on the other team. Put leftover tokens back in the box.

Shuffle the word cards and put the deck face-down between the two teams.

The team with the player who last listened to a NSYNC song starts as the active team (or randomly choose a team).



# Rules

## Selecting Words & Giving Clues

The active team chooses a team member to be the guesser. The guesser randomly chooses a number between 1 and 5 to select which word to guess. Another team member draws a card, looks at the selected word, and shows it to every team member EXCEPT the guesser.

Other than the guesser, any active team member can now use one of their team's regular tokens ("2" or "1" on both sides) to say a clue. The number on the token is the WORD LIMIT for the clue. Teams can discuss who will use a token but CANNOT discuss what clues to give or what the word is. Put used tokens in the middle of the table or back inside the game box.

The guesser now guesses or waits for more clues. The guesser can explicitly ask for more clues but CANNOT discuss what they're thinking or even if they're deciding between guesses.

*EXAMPLE: Emily is the guesser and says "2." The word is "Cactus," which the rest of her team sees but she does not. Teammate George puts a "1" token in the middle of the table and says "Spiky." Emily says she needs more clues. The "1" token is used and not returned.*



# Rules (continued)

## Using Additional Tokens & Guessing

For each word, teams can use multiple tokens to give multiple clues. However, the same player can't play tokens back-to-back.\*

Once ready, the guesser makes ONE guess. If correct, the active team scores a point (and keeps the card to keep track).

If incorrect, the other team can use any one of their tokens (including Sync tokens) to attempt a steal and make ONE additional guess. The other team CAN discuss before guessing.

If the other team guesses correctly, they score the point and keep the card instead of the active team. If the other team guesses incorrectly or chooses not to steal, no points are scored. The word is revealed and the card is discarded.

*\*The exception is 2-player teams since the only other player is the guesser.*

*EXAMPLE (cont.): Teammate Jake now uses a "2" token and says "desert plant." Because George already played a token, George could not have played another token. Emily guesses correctly and her team keeps the card.*



# Rules (continued)

## Sync Tokens & Super Syncs

Each player has a Sync token that can be used as if it's a regular "1" token or to attempt a Super Sync. Super Syncs can only be attempted as the first clue for a word and only during the active team's turn. Players attempting a Super Sync must first announce their intention.

During a Super Sync, the player who used the Sync token can only give a ONE word clue to the guesser (deep eye contact is encouraged). Their team CANNOT use any additional tokens. If the guesser guesses correctly, the active team scores TWO points (they keep the guessed card AND draw a random card to keep track). If incorrect, the other team can still attempt a steal.

Unlike regular tokens, Sync tokens are individual and CANNOT be shared. If a player chooses to use a Sync token as a regular "1" token, they should announce that it will be played as a "1" token.

*EXAMPLE: Jake is the guesser and the word is "Gravity." Emily attempts a Super Sync giving the clue "Fall." Her team cannot give any more clues/play any more tokens.*



# Rules (continued)

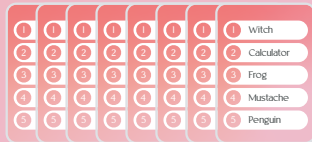
## Turns, Scoring, & Winning

Teams take turns as the active team. Rotate guessers each turn. The turn passes even if the prior card was stolen.

Once one team runs out of tokens (including Sync tokens), the opposing team keeps playing until they also run out of tokens. The game ends once all tokens have been used.

The team with the most points/cards wins!

*EXAMPLE (cont.): Jake incorrectly guesses "Autumn." The other team can use one of their tokens to attempt a steal. In this case, no more tokens remain so the game ends. Emily's team has 8 points/cards and the other team has 7 points/cards so Emily's team wins.*



# Clue Restrictions

**You CANNOT say the word, any part of the word, or any form of the word.**

You can't say "ball" if the word is "kickball" and vice-versa. You can't say "surgeon," "surgeries," or "surgical" for "surgery."

**You CAN'T act or use any gestures.**

This includes facial expressions.

**You must play in English and you CAN'T give translations in foreign languages.**

You can't say "Hola" if the word is "Hello" and you can't make up words.

**You CAN'T use hyphenated words to count as a single word.**

"Merry-Go-Round" counts as three words. "Seventy-Eight" counts as two words.

**You CAN'T get the guesser to guess a word that sounds the same but with a different spelling.**

You can't get the guesser to guess "Sale" if the word is "Sail." If the other team is not sure, they can ask the guesser to spell the word out.



## Clue Restrictions (continued)

**You CAN get the guesser to guess a different meaning of a word if it's spelled the same.**

You can get the guesser to guess "bat" as it relates to baseball or the animal.

**You CAN say proper nouns and names as long as it is clearly one word.**

You can say "Hermione" or "Lego."

**Acronyms and onomatopoeia are up to the group to decide.**

We generally count sounds and acronyms up to 4 letters (Moo, FBI, TTYL, etc.) as one word.

**If a guess is very similar but not exact (e.g. TV for television), it's up to the other team to allow it or not.**

We generally allow it.

**If a player clearly breaks a rule, they forfeit that word and any used tokens.**

If a player is really not sure about a clue, they can (quietly) ask the other team to make a decision.

# Tips and Tricks

## **Tiebreaker**

If the game ends in a tie, each team takes one additional turn without tokens and without steals.. Any team member can give a one-word clue but it is automatically a Super Sync (e.g. once the clue is given, nothing else can be said). If only one team guesses correctly, that team wins. If both teams guess correctly or neither team guesses correctly, repeat until only one team is successful.

## **Skipping Cards**

Skipping is not allowed and the active team must play at least one token per word. The only exception is if nobody on the active team knows what the word means.

## **Cutting Your Losses**

If the guesser has no idea what the word is, it often makes sense for them to give their best guess and not use any more tokens.

## **Set a Time Limit**

Players should try to quickly guess and give clues. However, if turns are taking too long, any player can use their phone to set a 1 minute time limit to force a guess or clue.

## **Above all else...**

Sync is designed to be fun. If something is not clear, make up a rule and go back to having fun.

# Cooperative Rules

If you have less than 4 players (or just want to play cooperatively), set aside FOUR "2" tokens and SIX "1" tokens as your team's token pool. Divide FOUR Sync tokens as equally as possible among all players. You all play together to get the highest score possible.

Follow the regular rules except there is no opposing team to steal or alternate turns with. Rotate the guesser each turn.

Players can still use Sync tokens as regular "1" tokens or to attempt a Super Sync worth two points. Use cards to keep track of points.

At the end of the game, count up the number of cards to see how you all did.

<b>Points</b>	<b>Results</b>
14+	Synced
11 - 13	Cohesive
8 - 10	Coordinated
5 - 7	Connected
0 - 4	Disjointed

# I was thinking that!

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