SYNC or SWIM

COMPETITION HANDBOOK

Your soon-to-be-world-class synchronized swimming team takes their positions on the swimmer platform. The music begins, Wagner's Flight of the Valkyries. *The team dives in gliding through the water effortlessly in time with the music in a daring routine.*

But then, the unthinkable happens: Bianca forgets a move resulting in a domino effect of missed elements, swimmers colliding, and ultimately, catastrophe.

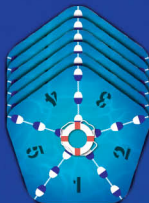*If only you had practiced more before competing...*

CONTENTS

6 Reference cards

80 Sync cards

50 Element cards

6 Swimmer Platforms

1 Center Platform

GET THE FREE APP

- One player should install "Sync or Swim" from their phone's app store.
- The app guides you through each routine.
- A mini tutorial and reference are included.

Sync or Swim

OVERVIEW

- Element card(s) are revealed at the Center Platform.
- Sync cards showing synchronized swimming moves are dealt to players ("swimmers").
- The app's timer starts.
- Each swimmer plays specific Sync cards by their Swimmer Platform before time runs out.

- Swimmers work together to play the right cards.
- The team is scored after completing the entire routine.

🌊GAME FLOW🌊

- Place the Center Platform in the center of the table.
- Swimmers take 1 Swimmer Platform and orient it in front of themselves to match the swim lanes on the Center Platform.

GETTING STARTED

- The Team Captain (the swimmer with the phone) launches the app, selects the number of swimmers, and chooses a routine from the Campaign screen.

- The app indicates which cards to put in the Sync deck.

- The composition of the Sync deck varies by player count.

- The Team Captain shuffles the Sync deck and places it on the Center Platform.

ELEMENT CARD SETUP

- The Team Captain places element cards face down around the Center Platform.
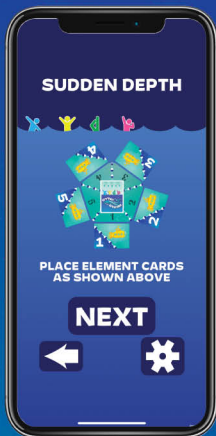
THE FIRST ROUND

- The Team Captain flips over the first Element card.

- The Team Captain deals out 2 Sync cards to each swimmer and then puts the Sync card deck on the Center Platform.

- Swimmers may not look at their Sync cards until the round begins.

ELEMENTS

- Face up Element card(s) show which Sync cards to place in which lane by Swim Platforms.

- For Submarine 1, swimmers place a Sync card of the same color (not gray) as the cards placed by all other swimmers into lane 1 of their Swim Platform.

- Tapping any Element card in the app displays more details about that card.

SWIM PRACTICE

- The Team Captain taps **SWIM!** and the timer starts.

- Everyone looks at their cards.

- Swimmers place the correct card(s) face down next to the matching lane number on their personal Swim Platform.

- Swimmers may say anything, such as:

  - Which cards are in their hand.

  - Advice, strategy, and questions.

- You may strategize before a routine begins.

PASS CARDS TO SWIMMERS

- Swimmers may pass face down cards to any swimmer.

- Cards received by swimmers may be used to fulfill an element or to help with Deck Diving (see next page).

- Swimmers may not show their cards to anyone.
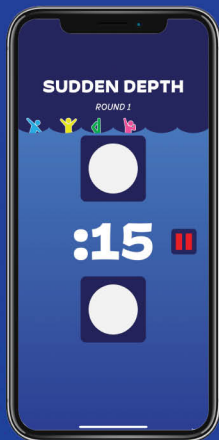
IF TIME RUNS OUT IN PRACTICE

- The Team Captain taps **TRY AGAIN (+ :10)**
- The phone is passed to the left.
- 10 seconds are added to the timer.
- The new team captain gathers all the Sync cards, shuffles the deck, and the team repeats the current round, this time with 10 extra seconds on the timer.

DECK DIVING INTO THE SYNC DECK

- If a swimmer doesn't have the required cards, it might be time to dive into the deck for replacements!
- Discard 2 cards face up near the Center Platform.
- Take 1 card from the deck and view it.
- Keep that 1 card; or
- Discard the drawn card face up to dive for another card and repeat as necessary.
- Face up cards may not be used by any swimmer.
- Swimmers may only keep 1 card each time they Deck Dive, so the team can quickly run out of cards if they aren't careful!

Discard 2 cards face up

- If the Sync Deck runs out:
    - Combine all face up discard piles into 1 deck.
    - Flip the deck face down and shuffle it quickly.
    - Place the deck on the Center Platform.
    - Continue diving.

COMPLETING PRACTICE

- Each swimmer finishes placing cards in their swim lanes, putting unused cards to the side.

- Each swimmer indicates they're finished by putting their hands together above their heads in a diving position.

- The Team Captain waits until all swimmers are finished.

STOP THE TIMER!

- The Team Captain puts 1 finger on each of the 2 large white circles to stop the timer.

- The PERFORMANCE TIME! screen appears.

- Don't tap anything else yet, as it is time to check if the team played their cards correctly and is in sync!

THE PERFORMANCE

- Starting with Lane 1, all swimmers reveal their Sync cards.

- **If everyone is in sync:**
  - The Team Captain taps **IN SYNC!**
  - The phone is passed to the left.
  - The team starts the next round with a new element or twist.

- **If someone has made a mistake:**
  - The Team Captain taps **NOT IN SYNC (+ :10)**
  - The phone is passed to the left.
  - 10 seconds are added to the timer.
 - The team repeats the current element(s) for the next round.

SUBSEQUENT ROUNDS

- Successful or not, all Sync cards are gathered and shuffled together.

- If successful, the team will be completing the elements in both lane 1 and 2 in the next round, adding a new element (or a twist) each round!

- Follow the instructions in the app.

🌊TWISTS🌊

- Twists (a new rule) may happen after any round.

- The first time a Twist appears, you will not flip over any element cards.

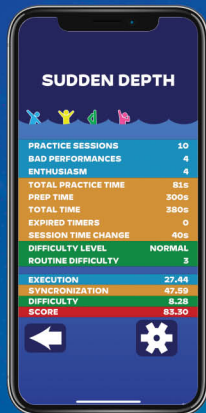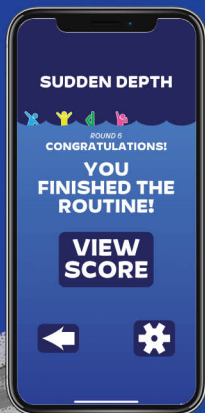- Tap the Twist to display more details.
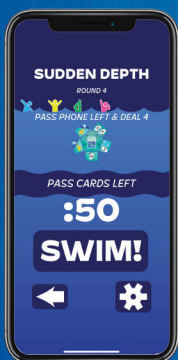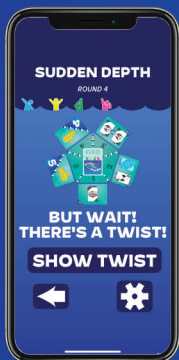
- The Twist for the first routine (Sudden Depth) requires that each swimmer passes cards in their hands to the player on their left after placing cards in one of their swim lanes.

- The Twist is in place for the rest of the routine (all subsequent rounds).

GAME END & SCORE

- After completing the 6th round, the team will be given its score for the routine.

- See a detailed breakdown of your score by tapping the middle of the Score screen.

- The top score for that routine is shown on the Campaign screen.

Screen 1:

SUDDEN DEPTH

ROUND 6
CONGRATULATIONS!
YOU FINISHED THE ROUTINE!

VIEW SCORE

Screen 2:

SUDDEN DEPTH

27.44 /30
EXECUTION

47.59 /50
SYNCHRONIZATION

8.28 /20
DIFFICULTY

83.30 /100
SCORE

Screen 3:

SUDDEN DEPTH

PRACTICE SESSIONS	10
BAD PERFORMANCES	4
ENTHUSIASM	4
TOTAL PRACTICE TIME	81s
PREP TIME	300s
TOTAL TIME	380s
EXPIRED TIMERS	0
SESSION TIME CHANGE	40s
DIFFICULTY LEVEL	NORMAL
ROUTINE DIFFICULTY	3
EXECUTION	27.44
SYNCHRONIZATION	47.59
DIFFICULTY	8.28
SCORE	83.30

MORE ROUTINES

- The app tracks completed routines, unlocking the next one automatically.

- The Campaign has 10 routines.

- Random routines are available after the Campaign has been completed.

- Tap the gear in the lower right to unlock all routines.

TIPS & TRICKS

- Communicate with other swimmers during practice; remember you can say anything at all (just don't show your cards to anyone).

- Have a plan before the Team Captain taps the SWIM! button.

- Your score is impacted by the total amount of time you take...including time between practice sessions!

- Each successive campaign level is typically harder, but certain strategies could make them easier.

- Try assigning tasks to players before the round starts to save time during practice.

QUESTIONS?

View the help section in the Sync or Swim app.

ABOUT THE DESIGNERS

Divya Hedgren admires the teamwork, endurance, precision, gracefulness, and vibrancy of synchronized swimming (also known as artistic swimming). She hopes that you and your team have a blast practicing the routines and dazzling the fans and judges with your performances!

Lucas Hedgren is also the designer of the city building game *Subdivision*. Luke likes playing, studying, designing, developing, explaining, describing, breaking down, understanding, reading about, writing about, and thinking about boardgames. He lives with his wife and their daughter in Ohio.

ABOUT THE ARTIST

Alanna Kelsey has created stunning artwork and graphics for a number of games, including *Maglev Metro, Whistle Mountain, Castles of Mad King Ludwig Collector's Edition*, and *Silver Dagger*.

ABOUT THE DEVELOPER

Ted Alspach is the designer of several games, including *One Night Ultimate Werewolf, Werewords, Silver, Maglev Metro, Suburbia*, and *Castles of Mad King Ludwig*. He's the developer of many games as well, including *Whistle Mountain, Whistle Stop, CABO, New York Slice*, and *Favor of the Pharaoh*.

PLAYTESTERS

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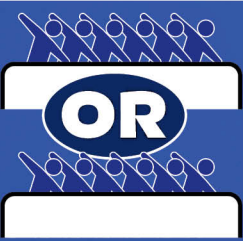**Trade Show Management:** Matt Ryan

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THE NEW CLASSICS

ICONS AND TERMS

- Icons appear on elements and twists, and can often be combined with each other.

- Refer to the app for details on each card.

Icon/Term	Definition
	Each swimmer plays this independently of the other swimmers.
OR	Each swimmer chooses one or the other to play independently of the other swimmers.
	All Swimmers must play these card(s).
OR	The Team Captain picks one or the other to play, and all swimmers must play it.

Icon/Term	Definition
	One swimmer plays the first, a second swimmer plays the second, and all other swimmers play the third. A card may qualify for more than one requirement, but only counts for one.
	Two swimmers play the first and all other swimmers play the second. A card may qualify for both, but only counts for one.
#	Any number.
Same	Match other cards.
Color	Card color. Gray cards may not be used when a color is required.
	Blue card, Yellow card, or Green card.
	Any card with a left hand, double hands, or a right hand on it.
	Any card with a left foot, double feet, or a right foot on it.

Icon/Term	Definition
Different	Do not match other cards.
Even	Even values (2, 4, 6, 8, 10).
Odd	Odd values (1, 3, 5, 7, 9).
Sequential	Numbers that increase by 1, such as 4-5-6-7-8.
	Do not play a card with the indicated item on it. If there is no item on the card(s), do not play a card.
1, 2, 3, 4, 5, 6, 7, 8, 9, 10	Card with the specific value indicated.
Neighbors	Swimmers immediately to your left or right.
#+	Cards that are of that value or higher. 8+ means cards with values 8, 9, or 10.
#–	Cards that are of that value or lower. 4– means cards with values 4, 3, 2, or 1.
SUM	The numerical total of the card values added together.
Right Foot or Left Foot	Cards with a Right Foot or Left Foot only (no double feet).
Right Hand or Left Hand	Cards with a Right Hand or Left Hand only (no double hands).
Card with 2 colors	Either color shown.