



SEQUENCE OF STEPS IN A GAME ROUND

Step 1:

☐ INPUT_AUTO_MODE

1. In **AUTO** mode lay out 3 key-cards from the deck

☐ INPUT_MANUAL_MODE

1. In **MANUAL** mode lay out 1 key-card from the deck
2. Each player plays a key-card from their hands starting with the first player

Step 2:

Optional: use mood indicator on the synchronizers to show confidence in the result of the current round

Step 3:

Optional: use block tokens to block a phantom card, a key-card and/or synchronizer

Step 4:

- a. Choose phantom that best fits to the set of key-cards and pick the respective number on the synchronizer
- b. Put the synchronizer on the table or put you hand with the synchronizer forward

Step 5:

- a. All players simultaneously open their synchronizers
- b. Define the result of the round: if numbers on the synchronizers of all players are the same – victory, otherwise – defeat
- c. Move the phantom card to the victory or defeat marker respectively
- d. Place a new phantom card to just moved phantom card
- e. In case of victory open additional phantom card and put it next phantom marker under it
- f. In case of defeat add one additional block token to the control module

Step 6:

Key-cards are discarded






Step 7:

Only in manual mode: players draw new key-cards up to 5 in their hands


Step 8:

Control module is passed to the next player clockwise

CREDITS

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S.Y.N.C.

DISCOVERY

LEGEND

THE S.Y.N.C. (SYNCHRONIZING NEURO-CONNECTOR) OPENED UP NEW PERSPECTIVES FOR HUMANITY TO CONTACT WITH DISTANT WORLDS. IT HAS BECOME POSSIBLE TO TELEPORT PHANTOM MESSENGERS FROM THE PAST OR FROM THE DIMENSION OF FANTASIES TO DISTANT CORNERS OF THE UNIVERSE. THIS EXPERIMENT REQUIRES A GROUP OF PEOPLE WHO CAN USE S.Y.N.C. TO ASSEMBLE AN EXPEDITION. PARTICIPANTS MUST COMPLETE FIVE SUCCESSFUL SYNCHRONIZATIONS TO GATHER AND SEND PHANTOMS TO THE NEW WORLDS. OTHERWISE, FIVE UNSUCCESSFUL SESSIONS WILL REBOOT THE SYSTEM AND YOU WILL HAVE TO START ALL OVER AGAIN. THE KEY TO THE SUCCESS OF THE MISSION IS THE UNION OF THOUGHTS AND FEELINGS. AFTER ALL, ONLY THANKS TO THIS SYNERGY WILL THE PHANTOMS BE ABLE TO BECOME REAL AND DISCOVER NEW HORIZONS OF THE UNIVERSE.



Symc

ESSENCE OF THE GAME_

S.Y.N.C. Is a cooperative game in which participants choose phantoms based on available key-cards (associations) without unnecessary words. The goal is to gather 5 members of the space expedition. Only one phantom card, that best fits the set of association keys, can be selected in each round. Players make their choices secretly with very limited communications allowed. To win the round, all players must unanimously choose one single phantom. There are a maximum of 9 attempts to complete the mission to complete the interstellar expedition.

SYNCHRONIZER (PLAYER'S DEVICES)_

SYNCHRONIZER

SYNC_DATABASE/COMPONENTS

SCHEME OF THE SYNCHRONIZER

ATTACH THE MOOD INDICATOR DISC (WITH EMOTIONS ICONS) FROM THE INNER SIDE OF THE SYNCHRONIZER, AND THE PHANTOM INDICATOR DISC (WITH NUMBERS) FROM THE OUTER SIDE



FRONT_VIEW

INNER SIDE



BACK_VIEW

OUTER SIDE



COMPONENTS



5 SYNCHRONIZERS



42 PHANTOM CARDS WITH FICTIONAL CHARACTERS



42 PHANTOM CARDS WITH HISTORICAL CHARACTERS



12 BLOCK-TOKENS



CONTROL MODULE



10 PHANTOM MARKERS



168 KEY-CARDS (ASSOCIATIONS)



RESULT MARKERS

SYNC_DATABASE/33.9207°N 118.3278°W

GAME SETUP

Roll a dice

1. Give the synchronizer to each team member. Identify the first player in any convenient way. Give him/her a control module with block tokens equal to the number of players (1 block token = 1 player)
2. Shuffle the phantom deck and place three cards on the table. Place phantom markers from 1 to 3 under the phantom cards
3. Place the result markers in any convenient place. During the game, you will be placing phantom cards next to these markers depending on the outcome of the round
4. Shuffle the deck of key-cards. Place it next to the phantom deck
5. Select the game mode and start the mission

GAME MODES

There are two main game modes below, but there are also other variants of the game (see page 9).



AUTO

At the beginning of each round, 3 random key-cards from the deck are laid out on the table. Players in this mode do not receive any key-cards in hand.



MANUAL

Each player receives 5 key-cards from the deck. At the beginning of each round, 1 random key-card from the deck is laid out on the table, and then the players will lay out one additional key-card from hand to the table to form a set of associations for the round.

GAMEPLAY

Phase 1: Data entry

INPUT_AUTO_MODE

In the **AUTO** mode, the first player lays out 3 random key-cards from the deck on the table

INPUT_MANUAL_MODE

In the **MANUAL** mode, the first player lays out 1 random key-card from the deck. After that, starting with the first player, everyone plays one key-card clockwise from the hand of their choice

Phase 2: Synchronization

Each player must determine the phantom that most closely matches the set of key-cards, and chooses the number of this phantom on their synchronizer secretly from others. The inside of the synchronizer must be hidden from other players so that they do not see the selected number. The outside of the device is equipped with a mood indicator, which can be used to show other players their confidence in this round (see details on page 6). Block tokens can also be used at this stage (see details on page 6). The phase ends when all players put their synchronizers with the selected number on the table or hold it ready in front

IMPORTANT

Important: during this stage, players cannot discuss their choices or possible connections between key cards and phantoms.

TIPS

Be careful with verbal and non-verbal communications (for example eye contacts) that can give unwanted hints to other players and break game experience

Phase 3: Determining the result

All players simultaneously open their synchronizers showing the chosen number and determine the result of the round. If all players choose the same phantom, the players win the round. In this case:

WIN



- move the selected phantom to the victory marker
- replace the phantom that was just moved with the new phantom card from the deck
- the choice of phantom cards increases - lay out additional phantom card from the deck, and place new number marker under it

If there are 2 or more different numbers on the players' synchronizers, the players lose this round. In this case:

LOSE



- players select any of the phantom cards and move it to the defeat marker (if players cannot agree, the final decision is made by the first player)
- replace the phantom that was just moved with the new phantom card from the deck
- players receive an additional block token - it is added to the control module

TIPS
At this stage, players can (and it is recommended) discuss their choice. This will help you better understand each other and synchronize more successfully in subsequent rounds

TIPS
It is important to explain the choice (especially if the round was lost). This will help to understand each other and will increase the chance to win in the following rounds

Phase 4: Data update

INPUT_AUTO_MODE
In the **AUTO** mode all the key cards are discarded.



INPUT_MANUAL_MODE
In the **MANUAL** mode all key cards are moved to the end. Players now can discard any number of key cards from their hands. Each participant draws new cards from the key-cards deck so that everyone has 5 cards in their hand.

Round end

If the game is not over (see «End of the game»), the next round begins. The first player passes the control module to the next player on the left, who becomes the first player in the next round.

END OF THE GAME

Game ends when:

-  there are 5 phantoms by the victory marker – this is victory, congratulations!
-  there are 5 phantoms by the defeat marker – unfortunately, you lost the game, try again.



USING MOOD INDICATOR

The mood indicator on the synchronizers is used to show other players the level of confidence in the possibility of winning the current round:



green indicator - victory is guaranteed, the choice is easy to make, the connection between the key-cards and one of the phantoms is obvious



yellow indicator - victory is doubtful, a choice can be made, there is a connection between key-cards and one or more phantoms, although it can be interpreted differently and players may choose different phantoms



red indicator - victory is unlikely, the choice is difficult to make, there is no connection between key-cards and phantoms at all, or a set of key-cards is suitable for three or more phantoms at the same time



USING BLOCK TOKENS

In a situation when it is difficult for players to decide, or most mood indicators show a low probability of winning a round, block tokens may be used at the discretion of the first player. The first player determines whether to use the block token on his/her own, or transfer it for use to any other player.

Block tokens can be used to block:



one of the phantom cards: in this case, this phantom cannot be selected in this round



one of the key-cards: in this case this key-card is not taken into account when choosing a phantom



synchronizer of one of the players: in this case the choice of this player does not affect the determination of the result of the round (this option is not recommended when playing for 2-3 players)

BLOCK LIMIT

Up to 3 block tokens can be played in one round. It is allowed to block no more than one phantom card, one key card and/or one player synchronizer.

EXAMPLE OF THE ROUND IN AUTO MODE_

1.
Peter is the first player, he laid out 3 key-cards from the deck.



2.
Peter believes that the available key-cards clearly fit the phantom № 1, so he chooses this number on his synchronizer and puts a green mood indicator, showing other players that the choice, in his opinion, is obvious. Helen and Alex do not feel as confident. Helen hesitates between choosing a phantom № 1 and № 3, so she doesn't rush with the final choice and shows a yellow mood indicator. Alex feels confused at all and puts up a red light.



3.
Peter understands that it is necessary to use a block token and blocks the phantom № 3. Helen is ready to make her choice in favor of the phantom № 1 and changes the mood indicator to green. Alex still does not feel confident and continues to show a red indicator.



4.
Peter hands the block token to Alex and he blocks one of the key-cards that caused the doubt. Now Alex selects the phantom № 1 on his synchronizer. In the end, the players will win in this round.



EXAMPLE OF THE ROUND IN MANUAL MODE_

1.
Peter is the first player, he laid out 1 random key card from the deck, and seeing that it could fit a phantom № 3, he decided to lay out a key card from the hand, which, in his opinion, also points to this character.



2.
Helen decided that the keys point to either the phantom №1 or the phantom № 2 and to clarify this, she plays a key-card, which, in her opinion, strengthens the connection with the phantom № 1.



3.
Alex decided that Peter and Helen were building a set of key-cards fitting phantom № 2, and, accordingly, played a key-card, which strengthens the connection of a set of association cards with a phantom № 2.








4.
Now players must identify one phantom, which points to a set of laid out key-cards, but taking into account the described situation, the round may end in defeat, unless Peter uses block tokens.








ADDITIONAL GAME MODES AND VARIANTS_

To make the game more difficult:

-  Reduce the number of starting block tokens, or try playing without them at all.
-  Start the game not with 3, but with 4-6 starting phantoms.
-  Remove key-cards from the game that seem easy and clearly point to one phantom.
-  Remove phantom cards from the game, which are easily and often chosen by most players in your company.
-  In the auto mode it is possible to lay out not 3, but 4-6 key-cards.

To make the game easier:

-  Increase the number of starting block tokens.
-  Start the game with 2 phantoms.
-  Remove key cards from the game that seem complicated and cause a lot of questions during the rounds.
-  Remove phantom cards from the game that are not clear to players in your company.
-  In the auto mode lay out 2 key-cards instead of 3.

«Parallel sync»

Try a version of the game in manual mode in which players lay out their key-cards not in turn, but simultaneously. To do this, each player (including the first), after laying out one key-card from the deck, selects the key-card from their hands and puts it face down. When every player has done this, the cards are opened at the same time. This set of key-cards will complicate the process of choosing phantoms.

«Improvised order»

Try a version of the game in manual mode, in which the order of playing key-cards from hand is not defined (not clockwise) and players decide when each of them should play their card. It is important that each player still plays one card from the hand.

ACHIEVEMENTS_

Date	Player names	✓	Tasks
		<input type="checkbox"/>	Win in auto mode
		<input type="checkbox"/>	Win in manual mode
		<input type="checkbox"/>	Win in easier variant of the game
		<input type="checkbox"/>	Win in more difficult variant of the game
		<input type="checkbox"/>	Win 3 games in a row
		<input type="checkbox"/>	Win 5 games in a row
		<input type="checkbox"/>	Win without using block tokens
		<input type="checkbox"/>	Win with no defeats in rounds
		<input type="checkbox"/>	Win after 4 defeated rounds
		<input type="checkbox"/>	Win in a game for 2 players
		<input type="checkbox"/>	Win in a game for 3 players
		<input type="checkbox"/>	Win in a game for 4 players
		<input type="checkbox"/>	Win in a game for 5 players
		<input type="checkbox"/>	Win without discussing any choices in the game
		<input type="checkbox"/>	Read additional information about any character from the game
		<input type="checkbox"/>	Read this list of achievements till the end :)