

# Synchronized



4-8 Players

Ages 12+

20 Min

## COMPONENTS:

48 Pose cards

6 Competition cards

1 Scoreboard box

7 Water Tokens

1 Whistle Token

1 Marker

## Goal

You and your team are synchronized swimmers aiming to win the national competition by performing four incredible routines. Memorize your routine, then perform it by matching the corresponding cards in order. Earn points for each matching pose. The team with the most points at the end of four rounds wins the game!

## Set Up

- 1 Split into two equal teams. Each team takes a Rehearsal deck, a Competition Deck, and 1 Water token. If uneven, the team with fewer players takes an extra Water token. Decks are placed face down in front of each team with the Rehearsal deck above the Competition deck.



Rehearsal Deck  
(12 cards)



Competition Deck  
(12 cards)

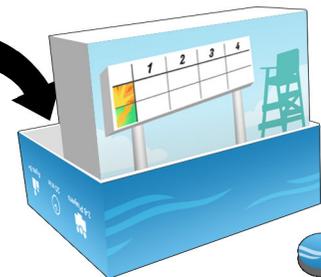
1 Water Token



- 2 Set up the box with the Scoreboard by propping up the bottom inside the flipped lid. Set the rest of the Water tokens and marker nearby. Shuffle the Challenge cards and leave them in the box to be randomly drawn during the game.  
\* One Challenge card is left blank for you to make your own.



Challenge Cards  
(6 cards\*)



- 3 Set the Whistle token in the middle of the playing area, within equal reach of each team.



# Playing a Round

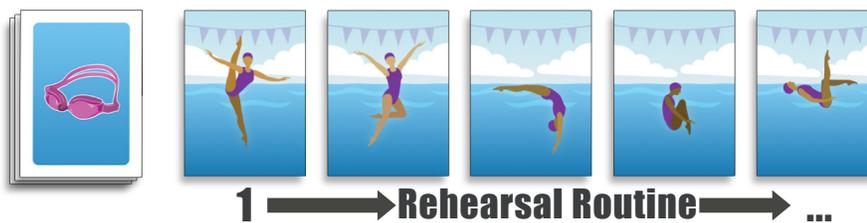
The game is played in four rounds, each consisting of three phases: (1) Rehearsal, (2) Competition, and (3) Performance. Each round will feature an increasing number of poses to memorize and perform, as well as additional rules starting with round 2. After the 4th round, scores are added. The team with the highest score wins!

## 1- Rehearsal

- ➔ Shuffle all decks (each team's Rehearsal and Competition deck) separately.
- ➔ Set aside your Competition deck face down during this phase. You cannot touch your Competition deck during this phase.
- ➔ Simultaneously, both teams flip face-up the number of cards for that round from your Rehearsal deck in a straight line. Any unused Rehearsal cards are kept face down nearby for the next round. All players must memorize this routine in order.

Number of Cards per Round Chart

Round	1	2	3	4
Easy	6	7	8	9
Normal	7	8	9	10
Hard	8	9	10	11

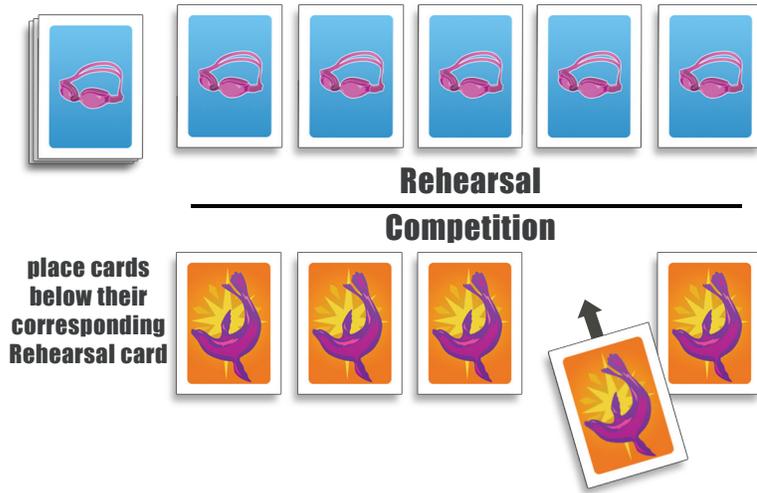


- ➔ The first team to feel they have memorized their routine grabs the Whistle token to end the Rehearsal phase. This may earn you 2 extra points this round if you can achieve at least 50% correct in this routine. Otherwise, the opposing team will score those extra 2 points. At this time, both teams must flip face down all Rehearsal cards, making sure to leave them in order.



## 2- Competition

- ➔ With the Rehearsal cards face down, deal the Competition deck equally amongst your team (on uneven teams some players may have extra cards). Players on both teams look at their hand and recreate the routine placing cards face down below their corresponding Rehearsal card.



- ➔ Teammates may not discuss poses during this phase. Once placed, cards cannot be moved. Any unused cards are kept for the following round.
- ➔ During this phase, you may use Water tokens for extra help.

## Water Tokens

Pay 1 Water Token to keep one Rehearsal card face up.	Pay 1 Water Token to play two face down Competition cards in the same spot.	Pay 1 Water Token to trade 2 Competition cards with a teammate.
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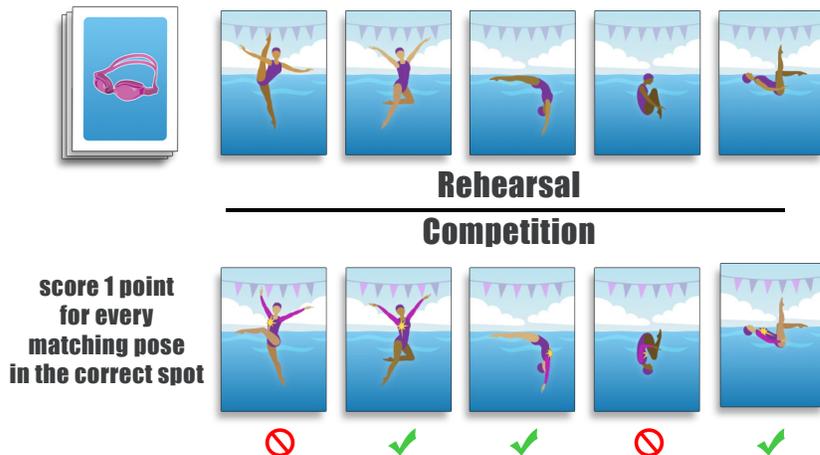
- ➔ When both teams have finished their routine and laid out all their Competition cards face down, move on to the Performance phase.

## 3- Performance

- ➔ The team without the Whistle token will perform first. Flip the Rehearsal and Competition cards face up (do one pose at a time with music for extra flair). For each pose matching exactly, the team earns 1 point. Poses must be exact and in the same placement. Earn 1 more point if you had a perfect routine and didn't miss a pose.

### Points

- ★ Earn 1 point per Competition pose matching the Rehearsal pose.
- ★ Earn 1 bonus point for a Perfect routine with no missed poses.



- ➔ Then the team with the Whistle performs their routine in the same manner. If they achieve 50% correct or more, they earn an additional 2 points. Otherwise the other team gets those 2 points.
- ➔ Write the scores on the scoreboard using the marker.
- ➔ The team with the fewest matching poses earns a Water token to use for future rounds. In case of a tie, the Water token goes to the team that did not earn the Whistle bonus. If you scored 3 points or less, take 2 Water tokens instead of one.



## Round 2-4

Starting with Round 2 until the end of the game, you will be playing with Challenge cards.

- ➔ Before starting the next round, randomly draw 1 Challenge card from the box placing either face up..
- ➔ Place the card in the center of the playing area so that both teams may read it. This rule will apply to both teams for this round only.



## End Game

When all four rounds have been played, add up all scores. Earn 1 point per 2 unused Water Token. The team with the highest score wins!! In the event of a tie, play a fifth round using all 12 poses where teams decide each other's team routine.

## Game Variations

### Easy Mode

For younger players, we recommend easy mode. Remove 2 poses from the Rehearsal and Competition deck (make sure they are the same poses), and play without the Challenge cards. Start round 1 memorizing 6 poses. Then increase each round by 1 more card.

### 2-3 Players

For 2 to 3 players, play as one team. Set a timer for 30 seconds for the Rehearsal phase to replace the Whistle token (it will not be used). If you miss 4 or more during any round, take a Water token. Compare your final score with the Score Status to see how you did.

Score Status

25+	League Medalists
30+	Regional Winners
35+	National Stars
42	World Champions

### 9+ Players

Synchronized may be played with more players with the addition of more decks, keeping 3 to 4 players per team. The game stays the same when playing with 3 teams. When playing with a fourth team, both the last and second to last team get a Water Token when losing a round.

