


How to Play (The Devil is *Not* in the Details – It’s Easy!):

Each player/team chooses a game piece and moves it to the Special Place in Hell position on the game board. The oldest soul (player/team) rolls the die and moves its game piece the number of steps indicated by the die.


As is the case after each roll of the die, if a player/team lands on a:

Black Footprint, that player/team draws the top card from the deck and:

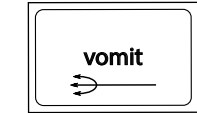
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- * Reads aloud the subject word that is printed on the opposite side; and
 - * Reveals whether the prongs of the pitchfork found below the subject word point to the left or right (as the prongs dictate the direction of play).

If the prongs point left, the player/team seated to the immediate left of the player/team that drew the card must call out an acceptable SINONYM for the subject word within 10 seconds. If the prongs point right, an acceptable SINONYM for the subject word must be called out within 10 seconds by the player/team seated to the immediate right of the player/team that drew the card.

Subject word examples: SINONYMS to call out might include:




"pot", "grass", "cannabis", and "Mary Jane"



"puke", "barf", "blow chow", and "make a floor pizza"

Play continues in the same direction until a player/team fails to call out an acceptable SINONYM within 10 seconds. When that occurs, the unsuccessful player/team is eliminated from the round (not the game) and is skipped for the remainder of the round. Play continues with the remaining players/teams calling out SINONYMS, in turn and on time, or being eliminated from the round, until only one player/team remains. The last player/team to call out an acceptable SINONYM within 10 seconds wins the round and rolls the die. The subject word card is placed at the bottom of the deck.

Devil’s Duel Footprint, that player/team draws the top card from the deck and:


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- * reads aloud the subject word that is printed on the opposite side; and
 - * chooses one other player/team to duel in a battle of SINONYMS.

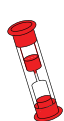
Only these two players/teams will participate in the round (so the pitchfork found below the subject word will not dictate the direction of play for this footprint). After the subject word is read aloud, the player/team chosen to duel must call out an acceptable SINONYM within 10 seconds. If the player/team is successful, the other player/team must call out an acceptable SINONYM within 10 seconds.

Play will continue back-and-forth between the two players/teams. The last player/team to call out an acceptable SINONYM within 10 seconds wins the round and rolls the die. The subject word card is placed at the bottom of the deck.

Note: A player/team chosen to duel may not be chosen to duel again until after a different player/team is chosen for, and participates in, a duel.


Red Footprint, that player/team:

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- * follows the directions on the footprint (e.g., move ahead 6 steps), and the turn of that player/team ends.
- No card is drawn. The player/team seated to the immediate left of the player/team that landed on the red footprint step rolls the die, and play continues. However, as detailed below, a player/team may present a guardian angel card instead of following the directions of a red footprint step. In that case, the player/team will remain on the red footprint step.



Using the 10-Second Timer: Players/teams may choose to use the 10-second timer only when necessary, as opposed to resetting the timer each time a new SINONYM is called out. For example, players/teams may decide to use the 10-second timer late in each round, when players/teams will likely require more time to think of, and call out, new SINONYMS.

Special Cards:

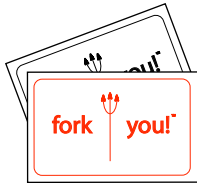


Guardian Angel Cards: If a player/team draws a card from the deck that has a golden halo and the words “guardian angel” on the opposite side (instead of a subject word), that player/team will keep this guardian angel card, display it face down, and may use it later in the game, as follows:

Prior to arriving at the Gates of Hell, a guardian angel card may be used by a player/team in two circumstances:

- (1) A player/team may present the guardian angel card instead of calling out an acceptable SINONYM for a subject word on a single occasion during a single round of play (whether a standard round or Devil’s Duel). In other words, a guardian angel card allows a player/team with the card to be “skipped” once during a round without penalty.
- (2) A player/team may present the guardian angel card instead of following the directions of a red footprint step.

The player/team that drew the guardian angel card should immediately draw another card from the top of the deck (without rolling the die), and play continues. Guardian angel cards should be placed at the bottom of the deck immediately after use.



Fork You!™ Cards: If a player/team draws a card from the deck that has a pitchfork and the words “fork you!” on the opposite side (instead of a subject word), that player/team will keep this fork you! card, display it face down, and may use it later in the game, as follows:

Prior to arriving at the Gates of Hell, a player/team may present the fork you! card instead of calling out an acceptable SINONYM for a subject word on a single occasion during a single round of play (whether a standard round or Devil’s Duel). In addition to allowing the player/team that presents the card to be “skipped” once during a round without penalty, the fork you! card immediately reverses the direction of play. As a result, the last player/team to call out an acceptable SINONYM will be required to call out yet another SINONYM within 10 seconds. Ouch! That’s a big fork you! Play continues in the “reversed” direction for the rest of the round (unless reversed yet again by another fork you! card).

The player/team that drew the fork you! card should immediately draw another card from the top of the deck (without rolling the die), and play continues. Fork you! cards should be placed at the bottom of the deck immediately after use.

Winning the Game:

An exact roll of the die is not required to reach the Gates of Hell (e.g., if there are two steps between a player/team and the Gates of Hell, the player/team need only roll a three or greater).



When a player/team arrives at the Gates of Hell, the player/team stands before Cerberus, Satan’s three-headed guard dog. The 10-second timer should be started when the player/team at the Gates of Hell draws the top card from the deck and reads the subject word aloud. To appease the hungry hound, and win the game, the player/team must call out three acceptable SINONYMS (one for each snarling head) within 10 seconds. The first player/team to call out three acceptable SINONYMS within 10 seconds shall pass safely through the Gates of Hell and win the game!

If a player/team at the Gates of Hell fails to call out three acceptable SINONYMS within 10 seconds, play continues as before. The player/team seated to the immediate left of the unsuccessful player/team at the Gates of Hell rolls the die. The player/team at the Gates of Hell remains there until that player/team wins a round of play. Should that occur, the player/team at the Gates of Hell again draws the top card from the deck and attempts to call out three acceptable SINONYMS for the subject word within 10 seconds. If a player/team draws a guardian angel or fork you! card while at the Gates of Hell, the player/team may draw another card.

Additional Game Notes and Helpful Hints:

- * Players/teams may share steps on the game board.
- * Players/teams may possess more than one guardian angel and/or fork you! card.
- * When their turn to call out, players/teams should call out a SINONYM as soon as possible.
- * Players/teams can choose to “pass” on their turn during their allotted 10 seconds to call out a SINONYM. However, players/teams that pass are immediately eliminated from the round.
- * An acceptable SINONYM may come in the form of a single word or short phrase.
- * A team/player that repeats a SINONYM (a SINONYM previously called out by that player/team or any other player/team) within the same round is immediately eliminated from that round.
- * A SINONYM may not be a brand name (e.g., “booze” is an acceptable SINONYM for “liquor”, but not “Jack Daniels®”).
- * A SINONYM may not be a foreign word or phrase (e.g., “cerveza” is not an acceptable SINONYM for “beer”).

- * A SINONYM may not be the name of a real or fictitious person (e.g., “Donald Trump” or Superman®).
- * While some subject words may have dozens of SINONYMS, others may have only one or two.
- * Players/teams may need to call out more than one acceptable SINONYM to win a single round.
- * Players/teams may not use smartphones, a thesaurus, or other outside sources to find acceptable SINONYMS during the game. We highly recommend that you do so after the game – you’re in for a real education!
- * A player/team may challenge a SINONYM called out by another player/team as being unacceptable (not a true SINONYM of the subject word). In such circumstances, play is halted until each player/team casts a single vote to either accept or reject the SINONYM. The majority vote rules. A SINONYM shall be deemed acceptable in the event of a tie vote. A player/team that calls out a SINONYM that is rejected following a vote is immediately eliminated from the round. Play continues in the same direction after the challenge is resolved.
- * Players may wish to play SINONYMS™ while enjoying an adult beverage. Our unscientific research suggests such a practice will sharpen recall, drown inhibitions, and loosen lips.

To Play Again:

Shuffle the selected black and/or red cards together well. Place the deck and timer near the game board. All cards should remain black and/or red side up. Return the game pieces to the Special Place in Hell position on the game board. You’re ready to play!

SINONYMS™: The Card Game (3+ players/teams required)

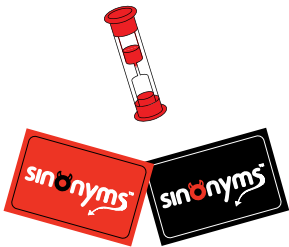
Not enough time or space to play SINONYMS™ as a board game? No problem! You can also play SINONYMS™ as a card game (without the game board, die, and game pieces).

Object of the Game:

Players/teams try to collect the most subject word cards by winning rounds of play. Prior to commencing play, players/teams should determine how many subject word cards must be collected by any single player/team to win the game (e.g., five). The first player/team to collect the predetermined number of subject word cards wins the game. Can you/your team collect five cards, 10 cards, or more?

Contents/What You Need to Play:

- 200 playing cards
- 1 10-second timer



How to Set Up the Game:

After the cards to be used in the game are selected, shuffle them together well. The shuffled deck and timer should be placed within reach of all players/teams. All cards should face black and/or red side up.

How to Play (The Devil is *Not* in the Details – It’s Even Easier than the Board Game!):

The oldest soul (player/team) draws the top card from the deck to begin play. All rounds of play will follow the rules of the black footprint step in the SINONYMS™ board game, with two variations. In the SINONYMS™ card game, the player/team that wins a round of play will:

- * keep the subject word card won during the round; and
- * draw another card from the deck to start the next round.

The guardian angel and fork you! cards should be used as in the SINONYMS™ board game. If a player/team draws a guardian angel or fork you! card, the player/team may draw another card.

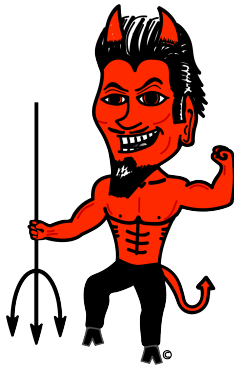
The 10-second timer should be used as in the SINONYMS™ board game.

To Play Again:

Shuffle the selected black and/or red cards together well. The shuffled deck and timer should be placed within reach of all players/teams. All cards should remain black and/or red side up. You’re ready to play!

Additional Game Notes and Helpful Hints:

- * Guardian angel and fork you! cards do not count towards a player’s/team’s total number of subject word cards.
- * All rules of the SINONYMS™ board game apply to the SINONYMS™ card game, where applicable.





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denote U.S. Trademarks. Made in U.S.A.
Game pieces made in Germany.
Die and timer made in China.

We welcome your questions and/or comments about SINONYMS™.
Please contact us at bearmountaingames.com or email us at customersupport@bearmountaingames.com.



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The (Under)World’s Favorite Adult Party Game

SINONYMS™: The Board Game (3+ players/teams required)

Welcome to Hell! Please allow me to introduce myself ... I’m Satan, your devilishly handsome host and keeper of your souls. Is it hot in here – or is it just me? That one never gets old. Why the long faces? Are you really that surprised you ended up here? Think about it. You routinely disobeyed commandments, broke the golden rule, and dropped your moral compass. Frankly, I couldn’t be any more proud of you.

Anyway, as an eternity in Hell can really start to feel like an eternity, I’ve created a deliciously decadent game to keep us all amused. So enough already with the weeping, wailing, and gnashing of teeth. It’s time to play SINONYMS™, the (under)world’s favorite adult party game. It’s as fun as ... Hell!



Object of the Game:

Mortal life is over for you and your fellow players. To nobody’s surprise, all of you ended up in Hell. But it didn’t take long for you to realize the Prince of Darkness is not much of a host and that Hell really is a miserable place. It’s time to make your escape. With each raunchy and rowdy round of SINONYMS™, one player/team will climb closer to freedom. But no soul can leave the underworld without first confronting Cerberus, Satan’s temperamental three-headed pooch. Will you be the first to win the game by safely passing through the Gates of Hell?

Contents/What You Need to Play:

- 1 game board
- 8 colored game pieces (1 per player/team)
- 200 playing cards
- 1 10-second timer
- 1 die



How to Set Up the Game:

Should the game involve more than eight individual players, players can choose to divide into teams or use other objects for additional game pieces. Fewer players and/or teams will result in faster play. Place the game board on a flat surface. Standard play will use all 200 cards (100 black cards and 100 red cards).

Note: The 100 red cards will likely generate more “sinful” and offensive SINONYMS than the 100 black cards. Consequently, you may not want to use some, or any, of the red cards when playing SINONYMS™ with your mom, your pastor, your weird Uncle Earl, or while celebrating Nana’s 80th birthday. Or maybe you do. Either way, consider yourself warned!

A complete game of SINONYMS™ can be played using any combination of 50 or more black and/or red cards. After the cards to be used in the game are selected, shuffle them together well. The shuffled deck and timer should be placed near the game board. All cards should face black and/or red side up.