

# SYNCRON

A card game for 4 to 10 players by  
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## INTRODUCTION

**Syncron** is a quick card game for 4 to 10 players<sup>1</sup>. In Syncron, all players play their cards simultaneously, aiming to move their meeples forward in order to win the race. But in Syncron, a wide variety of skills can be used to win the game, apart from just intelligence. You'll need empathy, intuition, prescience, negotiation skills and even mind-reading powers<sup>2</sup>.

## EQUIPMENT

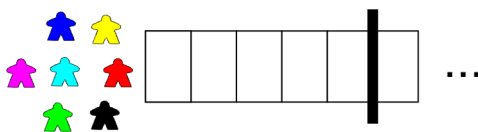
- 1 poker deck for every 4 players (with cards from 1 to 10 plus J, Q, K). Discards the Jokers.
- One different token for each player.
- A race track of 20 spaces (just draw or print it).
- A 'finish line' token.

## SETUP

Each player takes a deck of 12 cards of the same suit (numbered 1 to 10 plus J, Q, K).

Each player discards all her *numbered* cards where the number is higher than the number of players. This is, for a 8 player game, players keep the cards numbered 1 to 8 and discard the rest. They are not used during the game.

Place the race track in the middle of the playing surface and all the playing tokens on the '0' spot. Determine the length of the race. I recommend 6 spaces for the first play. Place the 'finish line' token on the race track accordingly.



Setup example

## HOW TO PLAY

The game is played in rounds until **at least one** meeple crosses the finish line, thus **winning the game** (in case of several players reaching it at the same time, all of them win).

<sup>1</sup> It can be expanded for more, by writing the numbers on a piece of paper.  
<sup>2</sup> As proven by some of the testers!

## Round sequence<sup>3</sup>

1. Each player chooses one of her cards and places it **facing down** before her (the cards in hand are never shown to the other players). Then, all players at once reveal their played card.

2. If at least one player has played a **King**, all players that have played a **King** repeat step 1 (the played cards remain on the table!).

3. If at least one player has played a **Jack** card, all the players that have played a **Jack**, starting with the last one in race order and so on, move their token to the space occupied by the token just ahead of it in the race track.

4. Movement phase:

0. If at least 2 players have played a **Queen**, their tokens are moved **one place** forward along the path.

1. If **exactly one** player has played a **1**, her token is moved **one place** forward along the path.

2. If **exactly two** players have played a **2**, their tokens are moved **one place** forward along the path.

3. If **exactly three** players have played a **3**, their tokens are moved **one place** forward along the path<sup>4</sup>.

...and so on for each number<sup>5</sup>.

5. Discard all **King**, **Queen** and **Jack** cards that have been played. They won't be used again during the game<sup>6</sup>.

6. Players take the *numbered* cards they've played back in their hands.

If none of the tokens have crossed the finish line, proceed to the next round.

It is allowed to talk between rounds (in order to negotiate and *betray*).

## SUMMARY

**Kings** are used to delay playing a card, so you can decide later depending on what the other players have played.

**Jacks** are used to 'catch up'.

**Queens** get one point if at least 2 are played.

These special cards are used only once.

<sup>3</sup> It looks complicated, but it's very straightforward. Around 10 seconds per round.

<sup>4</sup> Tokens only move 1 space forward, no matter what number the card has.

<sup>5</sup> In order to avoid confusion with a large number of players, one of them can act as a referee, by saying out loud 'How many 1s?', 'How many 2s'? And so on, moving the meeples accordingly.

<sup>6</sup> So each player can only use each power once!