

Rulebook



Discover your Talent

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Sing It! is a new party game that will put your song knowledge to the test! You will be given specific words and you will have to find songs that include them.

Will you be the one to rise to the challenge and find the most songs?

Components

128 cards (122 Word cards, 6 Challenge cards)

20 tokens (in 4 colors)

1 30" Sand Timer

1 Rulebook



General Rules

Sing It! is a game that can be played in 6 different modes! Below you will find some general rules that apply to all modes. The concept of the game is always the same:

The players pick a word from a card and try to find a song that contains it. The rules they must always follow are:

- At least 5 consecutive words from the lyrics must be spoken, one of them being the chosen word.
- The chosen word may be used in any form or tense.
- The song used must not have been used before in the same game, regardless of the word it was intended for.
- All songs are allowed, even children's songs or songs from commercials. However, players are not allowed to improvise or create new songs on the spot using the chosen word.
- If a compound word contains the chosen word, it can normally be used. For example, if the chosen word is sun, then it is allowed to say a song that contains the word sunrise.

Below, you will find specific instructions for each of the game's modes. Don't forget to separate the Word cards from the Challenge cards before your first game.

Game Modes

Solo Career

Players: 1-5

Time per turn: 30"

Shuffle the cards and place them in a face down pile. The first player turns the sand timer. He draws the first card of the pile, chooses one of the 4 words and says a song that contains it. As soon as he does, he takes the card in front of him and draws a new one from the pile. If he can't think of a song for any of the 4 words, he may discard the card and draw a new one. When the time is up, the next player on his left turns the sand timer and follows the same process. The game goes on until every player has played a total of 3 times.

At that point, the players count the number of cards they've gathered. The player who has the most cards is the winner. In case of a tie between two or more players, those players continue to play more rounds until one of them has more cards than all the others, in which case he is the one to win the game.

Variant:

This mode can even be played by a player on his own. The player's goal in this case is to beat his own personal record by finding more songs in the same amount of time.

Just the 2 of us!

Players: 4-10 (teams of 2)

Time per turn: 60" (as soon as the time in the sand timer is up, turn it upside down to count 30" more)

Shuffle the cards and place them in a face down pile. Players form teams of 2 and randomly choose one to go first. The players in that team choose a "reader" and a "singer". The reader turns the sand timer over to start the time and draws the first card from the pile, making sure the singer doesn't see it. He then announces one of the 4

words to the singer who must now say a song with that word. As soon as he does, the players take the card in front of them and the reader draws a new card. If the singer cannot think of any song containing the chosen word, he informs the reader who discards the card and draws a new one. When the time ends, turn passes on the next team which repeats the process. When a team's turn comes up again, the players exchange roles.

The game goes on until every team has played a total of 4 times. The team with the most gathered cards wins the game. In case of a tie between two or more teams, their players continue to play more rounds until one of the teams has more cards than all the others, in which case it is the one that wins the game.

Buzzer

Players: 2-5

Shuffle the cards, keep 10 cards per player and place them face down in the middle of the table (for example in a 3 player game, use a pile of 30 cards). The rest of the cards are returned in the box. One of the players takes the pile in front of him and reveals the first card so that everyone can see it. The first player to say a song using any one of the 4 words, takes the card in front of him. A new card is then revealed and the same process is followed.

When the pile runs out of cards, the player who has gathered the most cards is the winner. In case of a tie between two or more players, those players take 3 more cards from the box and continue to play until one of them has more cards than the others, in which case he is the one to win the game.

Beat It

Players: 2-10 (2 teams)

Time per turn: 30"

Shuffle the cards, form 2 teams and randomly choose one to go first. The players in that team draw 7 cards and choose 5 words out of them, each one from a separate card. The 2 remaining cards are returned to

the box. The players then, place those 5 cards face-down on the table and right next to each one of them they place a token of the color that corresponds to the chosen word. The players of the other team, turn the sand timer and choose one of the cards. They turn it face up and look at the word that corresponds to the token next to it. One of them must then say a song with this word. As soon as he does he puts that card in front of his team and he turns another card face up, with all the team's members trying to find a song for its word. This keeps going on, until either all 5 cards have been used or the time is up. The process is then repeated with the second team choosing words and the first team having to find the songs. The game continues until every team has played 5 times.

The team with the most cards wins the game. In case of a tie, each team plays another round.

Variants:

- To make the game easier, a team may turn face-up all 5 cards before starting to think of songs.
- To make the game harder, each card that a team doesn't find a song for, goes to the other team.

Battle of the Bands

Players: 2-10 (2 teams)

Shuffle the cards and place a pile face down in the middle. Form 2 teams and randomly choose one to go first. One of the players in the first team randomly draws a colored token and then reveals a card from the pile, reading out loud the word corresponding to the color of the token. The whole team then has to find a song that contains that word. As soon as they do, the other team must find a different song using the same word. When they do, it's the first team's turn again to find a new song that has the same word in it. The game continues this way until one of the teams cannot find another song. That team loses the round, the other team gets the card in front of them and a new round begins following the same process.

The first team to get 5 cards wins the game.

Variants:

Instead of choosing a word at random, have both teams sing songs using any of the 4 words on the cards. In that case however, each round is going to last more and it may be wise to note down the songs used in order to remember them.

Hide and Sing

Players: 2-5

Shuffle the cards, keep as many cards as the number of players and place them face-up on the table. Players have 30 seconds to look at the cards and try to think of songs for as many of the words as possible. When time runs out, the first player chooses one of the words and says a song that contains it. He then takes a token and places it on top of the card, hiding the used word. The player on his left must then say a song using any one of the remaining words. After that, he also covers that word with a token. If a player can't think of any songs he is out of the game and the turn goes to the player on his left. The game continues until only one player remains who is the winner.

In case all the words get used and there are still remaining players, draw a new card and use the words on that card. If necessary repeat this process until one player remains.

Variant:

To make the game harder, the last player that remains must sing one more song using one of the remaining words. If he can't do so, then he doesn't win and the game ends without a winner.

Random choice of modes

You aren't sure which mode to choose? No problem!

If you are 2 to 4 players, take the 6 Challenge cards and draw one at random. If you are 6 to 10 players then just take the 3 of them that correspond to the modes that play up to 10 players.

Using this method you can play many times in a row, changing the

mode between games either at random, or by choice. This way you will have a new challenge every time!

Medley

If you are 4 or 6 players and you want to try all the modes in the game, you can do so in this way: Shuffle the 6 Challenge cards and draw them one at a time playing with each of them a “special” round. Each of those special rounds follows these rules:

Solo Career: Play as described on the card but for a single round only. Each player gets 1 point for each card he gets.

Just the two of us!: Form teams of 2 players and play a single round following the rules in the card with one exception: When the sand timer is turned over at 30 seconds, the players alternate roles (the singer becomes the reader and the reader becomes the singer). Each player gets 1 point for each card his team gets.

Buzzer: Play as described on the card but having only 20 cards in the pile. Each player gets 1 point for each card he wins.

Beat It: Form 2 teams and have each one play a single round as described on the card. Each player gets 2 points for each card his team wins.

Battle of the Bands: Form 2 teams and play a single round (with one word) as described on the card. The players in the winning team get 4 points.

Hide and Sing: Play as described on the card. The first player out gets 1 point, the second player 2 points and so on, up to the last player who gets an additional point for his win.

After playing all 6 rounds, the player with the most points wins the game!



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Dedication

Vangelis Bagiartakis would like to dedicate the game to his lovely wife, who helped him a lot with it right from the start!

Playtesters

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