



SET UP

Grab a pencil and paper to keep score. Designate one player as scorekeeper and make a column for each player on the paper. Place the deck of cards and scoring tokens within easy reach.

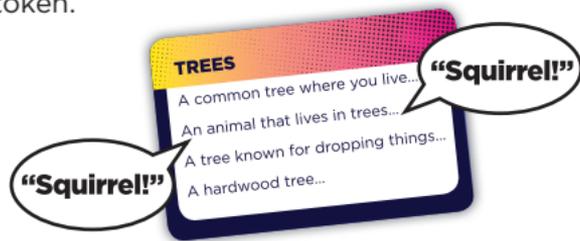
HOW TO PLAY

The player who most recently drank a cola is the first reader. The reader draws a category card and the 8 scoring tokens.



The first and second players to the left of the reader are the “syncers”, and will play one category card four times, once for each sub-category. The reader reads aloud the main category at the top of the card and then the first sub-category, and then slowly says, “3...2...1...” On “1,” both players look at each other and try to say, at the same time, what they hope the other player will also say. If both players say the exact same thing, they each earn one token. (If the players say different things, they earn no tokens. Either way, the reader continues through all four sub-categories,

and then the syncers add up any tokens earned. The scorekeeper writes down their scores, giving one point per token.



Play passes to the left with the player to the left of the reader becoming the new reader. The next reader draws a new card and gathers the eight tokens, and play proceeds as described above.

Note: After each player has been the reader once, players may switch around with one another to make different partners for the next round of play.

ENDING THE GAME

The game ends after each player has been the reader twice. The player with the highest score wins.





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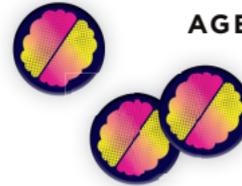
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THINK 'N SYNC

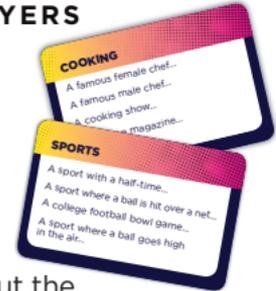
The Great Minds Think Alike Game

RULES OF PLAY

AGES 12+ | 3-8 PLAYERS



CONTENTS
225 cards
8 scoring tokens



OBJECT

Score the most points by syncing up with your teammates and shouting out the same exact answer to a series of categories.

