

Spontuneous

Spontuneous®

(spŏn-tŏŏn-ĕĕ-əs)

Adj. "Acting on the natural tendency or impulse to burst into song."

PLAYERS

- 3 – 10 Players/Teams (Teams are recommended for younger players or beginners)
- Ages 9 to Adult
- Length of play – Approximately 30 minutes.

OBJECT

- To *stump* the other players from being able to sing a portion of *ANY* song containing your *Trigger-Word*! The 1st player to reach *Finish* **WINS**!

GAME COMPONENTS

- Spontuneous® Game Board
- (10) Player Pawns
- (50) Spontuneous® Cards
- (1) 15 Second Timer
- (1) Hit-List Tablet with Pencils
- (2) Dice
- (1) Spontuneous® Rules Sheet

SPONTUNEOUS® LINGO

- **Trigger-Word** – A word that triggers you to sing a song.
- **Tunesmith** – The player who announces a *Trigger-Word*.
- **Hit-List** – The list of *Trigger-Words* each player creates.

SETUP

1. Designate 1 player to read and be in charge of the rules.
2. Each player chooses a pawn and places it at Start.
3. Give a pencil and one page from the *Hit-List Tablet* to each player.
4. Roll both dice to determine who will start the game off as the 1st *Tunesmith*.
The highest roll starts.

Basic Rules – Quick Start (See detailed rules for each numbered point inside.)

1. Think of a song you know, choose a single word from those lyrics and write it down on your *Hit-List*. This word is called a *Trigger-Word*. Think of another song and repeat.
2. Once all players have at least 3-5 *Trigger-Words*, play is started by the *Tunesmith*.
3. The 1st *Tunesmith* flips the 15 second timer and announces a *Trigger-Word* from their *Hit-List*.
4. The other players race against each other to *SING* a 5-word portion of *ANY* song containing the given *Trigger-Word*.
5. The 1st player to *BEGIN* singing *BEFORE* the time expires rolls both dice and advances on the treble clef.
6. If time expires and everyone is stumped, the *Tunesmith* must flip the timer and prove they know a song by singing a 5-word portion of lyrics containing their own *Trigger-Word*.
7. If the *Tunesmith* *CAN* prove it, they roll both dice and advance. If they *CANNOT* prove it, they must roll both dice and move backwards.
8. The person to the left of the original *Tunesmith* becomes the next *Tunesmith* and attempts to stump the others with a *Trigger-Word* from their own *Hit-List*. The *Tunesmith* position *ALWAYS* rotates clockwise.
9. If a player lands on a Spontuneous® Treble Clef, they must draw a Spontuneous® Card and attempt the challenge.
10. The 1st player to reach finish and complete the Spontuneous® Challenge **WINS**!

Spontaneous® RULES OF PLAY

BEGINNING PLAY

- 1 **TRIGGER-WORDS** - Think of a song you know, choose a single word from those lyrics and write it down on your *Hit-List*. This word is called a *Trigger-Word*.
 - A A *Trigger-Word* is a word that "*Triggers*" you to sing a song.
 - B A *Trigger-Word* does not have to be in the title of a song.
 - C A *Trigger-Word* is a single word, not a phrase.
 - D It may be helpful to write a hint next to your *Trigger-Words* so you can remember what song you had in mind.
 - E Think of another song and repeat.
 - F Continue to build your *Hit-List* throughout the game; stay prepared!
- 2 **READY** - Once all players have at least 3-5 *Trigger-Words*, play is started by the *Tunesmith*.
- 3 "**The Trigger-Word Is...**" - The 1st *Tunesmith* flips the 15 second timer and announces a *Trigger-Word* from their *Hit-List*.

SCORING

- 4 **RACE** - The other players race to be the 1st to *SING* at least a 5-word portion of *ANY* song containing the given *Trigger-Word*.
 - A **SINGING** - Players *MUST ATTEMPT* to *SING*; talent is not required. Loosen up and have fun with it!
 - B **5-WORD MINIMUM** - An entire song or verse does not have to be sung. If the *Trigger-Word* is 1 of the 5 words in the portion of lyrics sung; then it counts.
 - More than the 5-word minimum can be sung!
 - C **SONGS** - You don't have to sing the same song that the *Tunesmith* had in mind.
 - It must be a *REAL SONG*; not made up lyrics. Players are the judge; majority rules. Remember, it's just a game; "Google" it if you must.
 - Once a song has been sung, it *CANNOT* be sung again for the rest of the game.
 - A *Trigger-Word*, on the other hand, can be used more than once in a game.
- 5 **SCORE** - The 1st player to *BEGIN* singing *BEFORE* the time expires *ROLLS BOTH DICE* and advances on the treble clef.
 - A **PATH INTERSECTIONS** - Count spaces at the path intersections in both directions.
 - B **TIMING** - The entire 5 words *DO NOT* have to be sung before time expires. However, singing must start *before* the time expires.
 - C **WORD FORMS** - Qualified lyrics with *ANY VARIATION* of the *ROOT WORD*, as well as homonyms, would result in a player scoring.
 - For example if the *Trigger-Word* is "*made*," lyrics with "*make*," "*making*," "*makes*" or even the homonym "*maid*" would score.
 - Qualified lyrics containing singular/plural forms of words like "*goose*" and "*geese*" would also score.
 - If the *Trigger-Word* is "*cow*," a player could sing a song containing the word "*cowboy*" since "*cow*" is a part of the word "*cowboy*" - but not vice versa.
 - D **TIE** - If two or more players *tie* and start singing at the same time, they must *Battle-Off* to break the tie. The *Tunesmith* is the judge.
 - **BATTLE-OFF** - The *Tunesmith* provides a new *Trigger-Word* to *ONLY* those involved in the tie. The 1st player to score rolls both dice.
 - If they are *stumped* after 15 seconds, the *Tunesmith* then has the opportunity to score according to the *STUMPING* rules.
 - E **STEAL** - If a player starts singing, stalls and can't complete a 5-word portion of a song, anyone can jump in and score if time hasn't expired.
 - The song that stalled can be stolen and used by other players to score.

STUMPING

- 6 TIMES UP** - If time expires and everyone is stumped, the *Tunesmith* has 15 seconds to prove they know a song by singing a 5-word portion of lyrics containing their own *Trigger-Word*.
- A NEW TIME** - When time expires, flip the sand timer over to begin a new 15 seconds for the *Tunesmith*.
- 7 PROVE IT** - If the *Tunesmith* *CAN* prove it, they roll both dice and advance. If they *CANNOT* prove it, they must roll both dice and move backwards.
- A FOUL** - If the *Tunesmith* is at "START" and could not prove it, they must sit out of the game until it becomes their turn again in the *Tunesmith Rotation*.

TUNESMITH ROTATION

- 8 NEXT ROUND** - The person to the left of the original *Tunesmith* becomes the next *Tunesmith* and tries to stump the others with a *Trigger-Word* from their *Hit-List*.
- A CLOCKWISE** - The *Tunesmith* position *ALWAYS* rotates clockwise from the previous *Tunesmith*, unless a *Spontaneous® Card* dictates otherwise.
- B PASS THE TIMER** - The timer is passed along to the next *Tunesmith*, who will start the time upon announcing their *Trigger-Word*.
- C DELAY OF GAME** - The *Tunesmith* has 10 seconds to announce a *Trigger-Word*, or they forfeit their turn and must move back 2 spaces for delaying the game. Any player can initiate a 10-second whisper countdown.

SPONTANEOUS® CARDS

- 9 SPONTANEOUS® CLEF** - If a player lands on a space occupied by the *Spontaneous® Clef*, they must draw a *Spontaneous® Card* and attempt the challenge.
- A RULES APPLY** - All general rules apply when attempting a *Spontaneous® Card* Challenge.
- B STRATEGIZE** - Many of the *Spontaneous® Cards* can be used strategically!

WINNING THE GAME

- 10 REACHING FINISH** - The 1st player to reach *Finish* and successfully complete the *Spontaneous® Challenge* wins the game!
- A THE ROLL** - Players *DO NOT* have to roll the exact number to reach *Finish*.
- B SPONTANEOUS® CHALLENGE** - Once a player reaches *Finish*, the player in 3rd place (*Challenger*) becomes the *Tunesmith* and attempts to *stump* the *Leader*. (If 2 or more players are tied for 3rd place, break the tie with a game of rock-paper-scissors.)
- C CHALLENGE COMPLETE 1** - If the *Leader* is stumped and the *Challenger* *CANNOT* prove it - *LEADER WINS!*
- D CHALLENGE COMPLETE 2** - If the *Challenger* fails to *stump* the *Leader* - *LEADER WINS!*
- E CHALLENGE FAILED** - If the *Leader* is *stumped* and the *Challenger* *CAN* prove it, the *Challenger* rolls one die to advance. The game continues as normal with the player to the left of the *Leader* becoming the next *Tunesmith*. The *Leader* can attempt the *Spontaneous® Challenge* if they score again.
- F SUDDEN DEATH** - If a 2nd player reaches *Finish*, the game goes into *Sudden Death*.
- All the *Non-Leaders* take turns announcing *Trigger-Words* until one of the two *Leaders* at *Finish* can score by singing a song.
 - The 1st *Leader* to score wins the game.
 - Stumping *CANNOT* occur during sudden death.



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