

# Game for 3 Players

## SYN

### Object

To gain points by thinking of words that everyone knows but are difficult to guess. Syn makes a good travel game because it requires neither equipment nor visual concentration (so one can safely steer while playing), but it can be played anywhere. Nevertheless, some means of noting the score will prove useful.

### Play

To begin, one player (hereinafter referred to as “the thinker”) thinks of a word and whispers it (or communicates it in some other covert way) to the player on her left (known as “the giver”). The giver then gives clues to the third player (“the guesser”).

Guessers are allowed one guess per clue given, up to the maximum of five clues and guesses. The thinker receives one point for each clue given that does not result in a correct guess. If the guesser fails to name the word within five guesses, the thinker receives the maximum of five points.

Note that all points are earned by the thinker. This system motivates the giver and the guesser to play as well as possible to prevent the thinker from receiving points.

After the word has been guessed, or the guesser’s chances have expired, the previous giver becomes the thinker, the previous guesser becomes the giver, and the previous thinker must guess. Once each person had played each role, reverse the direction of play so that thinkers alternate to whom they communicate their word.

Players may wish to set time limits for thinking of words, clues, and guesses.

### Words and Clues

Acceptable words must be familiar to the giver and cannot be proper names. If the giver does not know the word, the thinker must come up with an acceptable alternative.

Clues can be any single, non-hyphenated word (including proper names). For example, if

the word was “joker,” the clues might be “jester,” “trickster,” “comedian,” “Dangerfield,” and (trying a different tack) “Batman.” Despite the game’s name, the best clues often are not synonyms. If the word were “elm,” for instance, good clues would be “nightmare” and “street,” followed, if required, by “movie,” “Freddie,” and “title.”

No sounds or body movements that could assist the guesser may be employed by the giver. Varying one’s tone of voice or inflection is okay.

Typically, the toughest (highest scoring) words are those having either no synonyms or a great number of synonyms.

### The Winner

Whoever has earned the most points at the end of a predetermined number of rounds or period of time (or upon reaching a destination) is the winner. ■

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