



A GAME FOR MUSIC LOVERS

The Sound Cypher® is a party game that provides fun for three to ten players.

Select a card from the deck, read it out loud, then play a song that best fits the topic of the card! Every player gets a chance to impress the other players. If your song is the most popular of the round, you win the round! Everyone has equal opportunity to win but remember it's about great songs and playing to your audience!

Each round is filled with surprising and thought provoking categories from a wide range of topics.

WHAT'S IN THE BOX?

- **The Open Format Edition** - 90 cards, featuring categories that are flexible enough to be used with any type of music that has lyrics.
- **The R&B/Soul Edition** - 54 cards featuring categories that are specifically tailored to R&B and Soul Music.
- **The Hip-Hop Edition** - 90 cards, featuring categories that are specifically tailored to Hip-Hop Music
- **The Ultimate Edition** - 258 Cards

SETTING UP

1. Determine an audio source(s) for the game.
 - Options: Smart TV, Tablet + bluetooth speaker, a laptop, tablet, other smart device, CypherCast or individual smartphones (we recommend a central device to be used by all players)
2. Open Youtube on the device (app or web browser)
3. Open the deck of cards, remove the instruction card and locate CARD 129, the introduction card.
4. Shuffle the rest of the cards thoroughly.

STARTING THE GAME

1. Place cards on the table. Set the box aside.

2. Determine who starts the game. This is determined by the 1st person able to show something music related on their person.
 1. Key chain, Phone Case, Jewelry, Socks, etc.
 2. If, no one has anything, player #1 is the person who most recently went to a concert.

GAME INTRODUCTION

Each game starts with a brief introduction (card 129) this card doesn't count towards a score but it allows players to introduce themselves and to get a feel for the game.

1. Host or Player #1 reads card 129 out loud.



2. The host or first player has up to 90 seconds to find a song on Youtube and play it as their response.
3. Once the song has played for 1 minute, the device should be passed to the next player. (each song must play for at least 1 minute.)
4. Once the next player receives the device, they can immediately play their song. If they don't have a song ready, they have up to the 2 minute mark of the previous song to play their response. (max play time for each song is 2 minutes.)
5. Once a player cuts the previous song, they only have 10 seconds to play their song
6. This process repeats until everyone has played a song.

RULES FOR SONGS & ARTIST

1. No songs can be repeated during the game.
2. Artist can only be used 1 time per round/card.
3. No using search engines or external sources.

SCORING THE GAME

1. Songs played outside of time limit are not eligible to win the round.
2. The player with the most votes wins the round.
3. Self Voting is only allowed 1x per game.
4. In the event of a tie, the song with the most YouTube views wins.
5. The winner of each round keeps the card.

- The score is kept by adding the point value on the front of each card.

STARTING THE NEXT ROUND

After the introduction, the game now moves clockwise.

- The next player picks a card from anywhere in the deck then reads it aloud.
- They have up to 90 seconds to find a song on Youtube and play it as their response.
- Once the song has played for 1 minute, the device should be passed to the next player. (each song must play for at least 1 minute.)
- Once the next player receives the device, they can immediately play their song. If they don't have a song ready, they have up to the 2 minute mark of the previous song to play their response. (max play time for each song is 2 minutes.)
- Once a player cuts the previous song, they only have 10 seconds to play their song!
- This process repeats until everyone has played a song.
- Score the round
- Repeat.

GAME DURATION

A "Cypher" occurs once each player in the game has been the first to lead the round.

The length of the game is determined by the number of players. The game can easily be increased or decreased based on the available time.

	Number of Players	Number of Cyphers
Mp3	3-5	5+
LP	6-8	4-5
EP	9-10	2-3

WINNING THE GAME

Points should be tallied after each Cypher. The winner is the person with the greatest number of points at the end of the game.

PLAYING TIPS

When playing with 8-10 people we recommend using The Sound Cypher® scoring cards. Scoring cards make it easy to keep up with the songs you liked. Simply turn or flip the corresponding scoring card for the song that you liked the most. Choosing between 2-3 songs is

easier than trying to remember all 8-10 songs that were played during the round.

We also recommend using voting cards when playing with elders & superiors. No one wants to tell grandma or their boss that their song sucked! LOL!

GAME VARIATIONS

1v1 Rules

Playing The Sound Cypher is a great way to get to know someone. So whether it's a new roommate, someone you've just met, a potential suitor or just a new friend, getting to know them through music is a great way to start the getting to know you process! This version of the game adheres to the same rules as the normal version however, the game will ALWAYS end in a Tie. In this case, the winner is determined by the number of YouTube views.

Impress Me Rules

The judge selects the card from the deck, reads it out loud then, each player gets a chance to impress the judge with a song. All other rules still apply however, the winner is determined by the judge. If the judge picks your song as their favorite, you win that round. The best thing about this version of the game is that everyone gets to be the judge! The next round starts with the player to the left of the current judge. We recommend this version of the game for close friends and family.

Team Rules

If you have a situation where there are more than 10 players in a room Team Play is the best way to play The Sound Cypher! This version of the game adheres to the same rules as the normal version however, teams must mutually decide on a song. The nice caveat is that each player gets to vote individually. We recommend paper ballots for this game and a dedicated host. It works great at conventions, corporate settings, family reunions or as an alternative to your typical Bar & Pub trivia night.

Table Topics Rules

This version of the game is less about listening to the actual songs and is more about engaging strangers in conversation. This being the case, the game is driven by conversation, singing and occasionally playing songs through individual cell phones. We recommend this iteration of the game for informal settings.