

synn cards™
SYNNCards.com

Official Games

For recreational play and education

First Downloadable Edition November 2021

Game play!

Here are some games we came up with to play with the synn cards. Some are very introspective and serious, others highly entertaining with a large group. Try these out and let us know your thoughts? Or make up some new rules and new games and let us know!

IN HAND

1. Go through the deck and take out the sins you have never done. How many are still in your hand?
2. Continue and remove the sins you have done, but are no longer doing. How is it feeling?
3. Continue and remove the sins you plan to eventually stop doing... maybe put them down in a separate place. What's left in your hand? Can you do better over time?

TALKABOUT TRUST

1. Find a good friend or trusted people you can discuss synn cards with.
2. Pick a card and tell them about your thoughts. It doesn't have to be a synn you did, but it could be.
3. Ask if they'd like to talk about a card.
4. Take turns on many cards.

WORLD HISTORY

1. Pick a card by randomly taking it off the top of a shuffled deck, or from a random place in the deck.
2. Talk about a person or event the card reminds you of.
3. The challenge in a group of people is to see who is best at recalling.
 - Are they good at storytelling?
 - Historical and/or news details?
 - Is the subject better than what others can come up with?
4. Each person can select their own card, or take turns with the same card.

STEREOTYPE

1. Play this by yourself or get many others involved.
2. There are 48 card in the deck. Deal out each person 1-3 cards.
3. Each person in the game figures out what stereotype person their cards could be describing.
4. If you can't think of a person such as "a burglar" because it isn't a good match, maybe think of a specific fictional character such as "Goldfinger from James Bond".

SECRET SAINT

1. As you get used to your cards and thinking about other people who synn, is there someone you'd like to confront?
2. If there is, find one synn card you'd like to address with them.
3. Take a photo of the synn card you'd like them to know, maybe even next to another synn card that shows the word "synn". Send it to them or leave it or them in a place they'll easily see it—only if you trust they will return them to you or leave them untouched.
4. Not everyone is going to want to discuss a synn, but if they are the vocal, open kind of person maybe you can try it.
5. Another option is to be a "secret santa" and secretly give them a deck of SYNN cards. If you bought one deck for yourself already, we'll give you 20% off your second just so you can gift it. Use the code "SECRETSANTA" when you order online and we'll discount your purchase.

VILLAIN

1. A game for actors!
2. Choose a card, or have someone choose it for you.
3. Create or mimic a villain character from play, television show, or movie.
4. Continue the game by adding more players acting out new cards separately or as a group scene with the characters interacting.
5. Add a known or your own made-up hero by choosing a SYNN card and being the OPPOSITE in character.

LIFE GAME

Object of the game is to identify synns or non-synns you have done and how they have affected your life. The SYNNS Cards have synns written on them. Did you do something on the card you picked out, or the opposite? How has this synn or non-synn changed your life for the better or worse. Would you do it again? Here is the suggested game play. Start with Part I, then either do II or III, or II then III.

- I. Choose a card (different ways are suggested below)
 1. Pick out a card within the deck
 2. Shuffle and take the one off the top
 3. Or lay many down and pick one up
 4. Or look through, taking as long as you wish and choose one you'd like to work with
 5. Or have someone pick out a card for you

- II. Hold the card in your hand
 1. Look at the card you have been given or chosen
 2. What are your feelings about it?
 3. Describe what you believe it means
 4. Describe the event it brings to mind – was this your synn or one committed against you?
 5. What went wrong or right with the event(or happening), if anything?
 6. What could you have done to change the event?
 7. How do you feel about the event now?
 8. Is there something you can change now to feel better about the event?
 9. Would you freely tell others about this event?
 1. If Yes, who would you tell?
 2. If No, why wouldn't you share it?
 10. What take-away do you want in this day you are holding the card?
 - Are you going to be a different person now?
 - Are you unhappy that you thought about all this?
 - What can you do to improve your day now?
 - Did you solve anything new today?
 - If you are too unhappy, don't change anything. You may make the wrong choices. Put the cards away for another day. Sometimes a single card can really strike a chord with people and really cause them deep thinking and rumination. If this happened, take a break from the cards. Come back to them at a later time.
 - If you are happier from the card in your hand, then accept the praise of patting yourself on the back even if others do not know how to give you happiness. Maybe this is not a synn you've committed, or you did something already to make up for it. Or you've been the opposite to people. That's worth a smile!

- III. Put the card down and make a discussion about it
 1. Talk about your personal or professional experience with the synn on the card
 2. Open the conversation for others around you discuss the card
 3. If it isn't something you nor anyone present around you has done, talk about how to avoid the synn in the future

For more information please visit <http://synncards.com>

SYNN Cards and SYNN Cards Gaming are registered with the United States Copyright Office.

All content is Copyright to SOL III LLC ©2021