

(spŏn-tōōn-ēē-əs) Adj. "Acting on the natural tendency or impulse to burst into song."

The Board Game Spontuneous<sup>™</sup> is a unique concept in that it was designed around something that millions of people around the world subconsciously do in their everyday lives; they hear a word that triggers them to sing a song! Because music is a part of everyone's life and continues to be engrained in our minds, Spontuneous<sup>™</sup> is able to leverage this phenomenon and offer a competitive and exciting game appealing to millions of music and game enthusiasts around the world. Once you've played, you'll see why Spontuneous<sup>™</sup> will forever change the way you listen to music!



## SPONTUNEOUS<sup>™</sup> HIGHLIGHTS:

- Unique game concept Only game of its kind.
- Interactive party game for all ages.
- G rated Family/kid friendly
- Self-generated words promote thinking/strategy.
- Timeless entertainment Every game is unique, never grows old.
- Crosses all genres of music; all ages can play together.
- Global market Playable in any language (with interpretation of rules and Spontuneous™ Cards).
- Extreme element of captivation Causes people to subconsciously play in everyday life.
  - Ongoing product development Several Spontuneous™ versions under development.

### SPONTUNEOUS<sup>™</sup> BASIC RULES:

Object: The Tunesmith tries to stump other players from being able to sing ANY song containing the Trigger-Word.

- 1. Think of a song, pick a word from those lyrics and write it down on your *Hitlist*.
- 2. Once all players have written a few Trigger-Words down, play begins.
- 3. The 1st Tunesmith flips the 15 second timer and announces a Trigger-Word from their Hitlist.
- 4. The other players race to be the 1st 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 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 can't prove it, they must roll and move backwards.
- 8. 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 *Hitlist*. The *Tunesmith* position **ALWAYS** rotates clockwise.
- 9. If a player lands on a music note, they must draw a Spontuneous<sup>™</sup> Card and complete the challenge.
- 10. The 1st player to reach finish and complete the Spontuneous<sup>™</sup> Challenge **WINS**!

# TARGET MARKET/MARKETING STRATEGY:

Targets anyone who likes music.

### PRICING:

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### PLAYERS/GAME COMPONENTS:

- 4–10 Players
- Ages 13 to Adult
- Length of play 30 to 45 minutes.
- (1) Spontuneous Game Board
- (10) Player Pawns
- (50) Spontuneous Cards
- (1) 15 Second Timer
- (1) Hitlist Tablet
- (2) Dice
- (1) Spontuneous Rules Sheet

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