

Spontuneous™

Spontuneous™
(spŏn-tōōn-ēē-əs)

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

The Board Game Spontuneous™ 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™ 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™ will forever change the way you listen to music!



SPONTUNEOUS™ 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™ 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™ Card* and complete the challenge.
10. The 1st player to reach finish and complete the *Spontuneous™ 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

