

Here are the instructions for playing the drinking game "**Go Sing It... For Harmony's Sake!**"

Game Concept

In "Go Sing It!", players embark on a musical journey toward "The Grand Finale" to achieve vocal harmony glory. The goal is to successfully sing lyrics chosen by other players to advance along the game board.

Equipment Needed

- **Game Board:** A path leading to "The Grand Finale," with various spaces and designated "Recording Studio" spaces.
 - **Song Lyric Cards:** A stack of cards, each containing lyrics from a well-known song.
 - **Smartphone/Recording Device:** For scanning barcodes/QR codes and recording vocals.
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How to Play

Setup

1. Place the game board in the center of the playing area.
2. Each player chooses a token and places it on the "Start" space.
3. Shuffle the Song Lyric cards and place them face-down near the board.

Game Play (Standard Rounds)

The game is played in rounds, with players taking turns as the "Selector" (the active player choosing the song).

At the start of each round:

1. The Selector draws **three** Song Lyric cards from the stack.
2. The Selector privately reviews their three cards and chooses the *one song* they believe will be the most challenging for the player to their *left* to sing.
3. The Selector hands the chosen lyric card to the "Singer" (the player on their left).

The Challenge:

1. The Singer must attempt to sing the provided lyrics to the best of their ability. A genuine effort to perform the lyrics as part of a song is required.
2. The other players (excluding the Selector) act as judges to determine if the effort is sufficient. A simple majority decides.

Scoring and Movement:

- **If the Singer successfully performs the lyrics:** The Singer moves forward 3 spaces on the game board.
- **If the Singer fails to perform the lyrics (or refuses):** The Singer loses the opportunity to advance this round. The Selector moves forward 3 spaces on the game board for successfully stumping the Singer.

"Recording Studio" Spaces and Barcodes

Specific spaces on the board are marked as "Recording Studio" spaces.

- When a player lands on a "Recording Studio" space, they must scan the linked barcode/QR code with their phone.

- This code leads to a specific song prompt, instrumental track, or a simple recording interface.
- The player must record a 15-30 second vocal performance as directed by the prompt.
- Failure to record the vocals results in moving back 2 spaces.

Winning the Game

The first player to reach **The Grand Finale** space and complete their final performance wins the game and achieves vocal harmony!