



RULES

SYBARIT®

SYBARIT[®]

A sybarite is a person devoted to pleasure and enjoyment.

In fact, for the sybarite, indulging in epicurean pleasures lends meaning to life itself.

A sybarite is not necessarily a gourmet or gourmand, a connoisseur or bon viveur, but is free to choose his or her own objects of pleasure in areas such as food, drink and social life.

Achieving the status of a true sybarite requires knowledge, patience, and an insight into one's own nature.

To a great degree, it's a question of style and sophistication. And much of this is based on knowledge of food, drink and social conventions. It is also about being able to converse intelligently and appropriately at the dinner table. This game provides a fantastic opportunity for you to broaden your horizons about the life of luxury in a light-hearted, yet almost sybaritic manner.

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300 Cards with 2400 Questions and Answers,
2 Decks of Sybarit Playing Cards,
Score Pad, Pencil

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**FOR 2 TO 8 ADULTS, SEEKING
THE FINE MOMENTS IN LIFE.**

Set Up

- Decide how long you would like to play. A regular game usually lasts just under an hour, a double game lasts twice that long.
- For a regular game, shuffle one deck of the Playing Cards and place them face down in the center of the table. For a double game, shuffle both decks together.
- Select someone to keep score and give that player the Score Pad and Pencil.
- Familiarize yourself with the cards. Playing Cards have four unique suits which represent different categories on the Question Cards:



Food



Drinks



Etiquette,
Customs, and
Table Settings



General topics
related to Food
and Drinks

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- Each category has two questions, a 1-point question, which is relatively easy, and a 3-point question, which is a bit more difficult.
- Leave the Question Cards in the box bottom so the questions can't be seen, and place it nearby.

Play

Players take turns. The Scorekeeper goes first. On your turn, take the top card from the deck of Playing Cards. Its suit determines the category, and you must decide whether you want to go for one or three points. Have another player take a Question Card and read you the corresponding question.

If you answer the question correctly, the Scorekeeper records its value on the score pad, and your turn ends.

If you answer incorrectly, your turn ends. Play then passes to the left.

Keep the Playing Cards you draw throughout the game – they'll determine your final score.



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Jokers

If you draw a Joker, specific rules apply depending on its color:

- **Red** – You choose the category and point value of the question. If you answer correctly, you score double the points.
- **Blue** – You choose the category and point value of the question. If you answer correctly, you score double the points. If you answer incorrectly, you lose double the points. It is possible to have a negative score.
- **Yellow** – Choose a one-point question from any category. If you answer correctly, you score a point. If you answer incorrectly, you lose half your total points for the game. (If you have an uneven number of points, first round down your total by one.)
- **Green** – You choose the category and point value of the question. If you answer correctly, you win the points plus or minus the points either won or lost by the previous player. If you answer incorrectly, you score or lose the same points as the previous player.

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Winning

When all the Playing Cards have been taken, add their values together. Numbered cards score at their face value, Jacks 11, Queens 12, Kings 13, and Aces 14 points. Jokers count for 0. If you have the highest total for your Playing Cards, add 5 on top of that. (If the highest total is a tie, all tied players add 5 points.)

Add your total from the Playing Cards to your score from answering questions. If you have the highest grand total, you are a true Sybarite! *You win!*

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