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About This Game

Synonymy is a non-profit, educational word game narrated by Richard Dawkins where players are challenged to find a path between random words through their network of synonyms. By taking the synonym of a word, and then a synonym of that synonym, and so on, you can ultimately arrive at any other word in a language.

The game supports multiplayer, and weekly challenges in which users can compete globally on set start and end words. Every time a path is uncovered by a user, it is tweeted from @synonymygame and posted to our Facebook page. All profits go to educational charities.

A visualization of the game's network can be seen here -- <http://tinyurl.com/med6g8b> -- In order to compute relative distance, all synonyms were mapped using 3d graphing software, as if each word were a planet that had a gravitational pull proportional to its number of relationships to other nodes. Above is a 2D representation of that model, a 40,000 x 40,000 rendering.

Music by Daduk

Title: Synonymy
Genre: Casual, Strategy
Developer:
Christopher Cinq-Mars Jarvis
Publisher:
Christopher Cinq-Mars Jarvis
Release Date: 12 Dec, 2014

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Minimum:

OS: Windows 7+

Memory: 512 MB RAM

Graphics: 2.33GHz or faster x86-compatible processor, or Intel Atom™ 1.6GHz or faster processor for netbook class devices

Storage: 200 MB available space

Additional Notes: Adobe AIR required: <http://get.adobe.com/air/>

English





A new weekly challenge is available!
enter your email to be eligible for prizes!

6XHJ4

enter email here...



You must enter your email to be eligible for prizes, entering your email address will sign you up for the Synonymy newsletter, You may cancel at any time.

com·mu·ni·cate

[v] be in verbal contact, interchange information or ideas

[v] join or connect

[v] administer communion, in church

[v] transmit thoughts or feelings

[v] transfer to another

[v] receive Communion, in the Catholic church

[v] transmit information



I can't recommend this game. It's true that I'm not exactly english for a start, so playing an english-based word game is tricky, but it doesn't matter, really. That game fails to do what it claims to do in the first place.

The rules are simple : you're given a target word (say "Silence"), and given a starting word (say "Crash"), and a cloud of synonyms you can pick from. The goal is to get closer and closer to the target word by picking the right words from the words cloud. The thing is, there's not only synonyms in the cloud, but also antonyms, sometimes just analog terms (otherwise you wouldn't get very far)... but not always.

So for example starting with "Crash", going towards "Silence" you could expect to go through "Crack", then "Noise" or "Sound", and then choose the antonym "Silence"... but only IF the game knows that "Silence" is an antonym of "Noise". but when you get, for example, to the word "Real" you can choose "Lawful"... and also "Unlawful", but can't pick "Silence" out of "Noise".

And there you have it : this game is not about knowing your english, it's about guessing what words are linked with what other words in the game's database. And without knowing what dictionary it was built onto, there's NO WAY you could play this game properly.

This is more a data mesh exploration game than a word game. Therefore it is pretty bad. I know it's cheap, but that doesn't make it any better. This "game" is just too weird for me.... An interesting puzzle game that varies in difficulty during your seemingly randomly generated paths through the pages of the virtual thesaurus.

Recommended for people who want to challenge their brain for a moment. Game can get tedious if you find yourself lost, but there are audio cues that help guide you in the right direction.

If you are bored easily, there isn't much else to get you to invest time in the game. It's basically flipping through words until you find a word that you need. Not much in terms of gameplay, but entertaining nevertheless for those who want a mental exercise.

The price is extremely cheap, \$2 at the time of writing, so you aren't missing much after purchasing. Might as well, you or a family member might enjoy it! There is a multiplayer aspect that is explained in the trailer, and it's entertaining.. Was hoping to convert fly into elephant, but then:

"arch - nose - bow - arch"

Done in 24 seconds on middle difficulty with 4600+ points earned.

Unfortunately, game didn't even let me take a screenshot of my success.. This feels like work. Maybe one of the least fun games I've played. The interface is a very poor port from the smartphone game it started as, which, frankly, isn't very good to begin with (the sound of swiping between pages of synonyms gets grating very quickly, and with no options to turn it off, it really seems almost designed to keep people from playing it). Technical complaints aside, I don't know if this is inherently fun. It feels like a very poorly designed version of Scategories or something.. Synonymy. The game where you start with one word, and choose a string of words through related meanings to get at the final goal word. Six degrees of separation, thesaurus style.

Was it a bad decision to drop out of highschool? Play this game and find out.. Here's the main problem: There's absolutely no reason to get this game on Steam rather than its mobile port. No upgrades versus resolution or added features.

While the word games you can find online are reasonable, this one does stand out, I just can't honestly recommend it for Steam. But the gameplay makes you think, and is a change up of some concepts.

For more gameplay and information: <https://www.youtube.com/watch?v=CrZ0HqSUEW8&feature=youtu.be&a>. The app is so broken and frustrating that it's not worth trying. No full screen mode, no settings, incredibly annoying audio, and the display doesn't even render at the correct aspect ratio unless you manually tweak the window to exactly the right size.

The window popped up mostly off the screen, and it was too large for my 1080p display. I went to try to find the settings for this but there don't seem to be any. Clicking around left me very frustrated as there's a long & terribly annoying noise that plays every time you click something. The UI metaphors are completely nonstandard and both confusing and clunky.

I finally figured out that the only option is to play in a window that you have manually resized so that the content area of the window has exactly the right aspect ratio. I don't think these issues are because of bugs: it's just because they weren't trying and/or have no clue about modern UI conventions.

So I'm taking the rather extreme position that this isn't worth trying just because the interface and rendering engine is so terrible. It really should have just been a browser application: there's nothing here that requires a native application: running this in a browser would have made it work *much* better.. The enjoyable type of mind exercise present in Synonymy is something I appreciate more than what other types of games have to offer. The point of the game is to find a path to make connection between words. But beware - those paths are almost never clear and effectiveness depends on how many meanings you're able to imagine going backwards from a word. That, combined with a fair dose of intuition. Every time I keep discovering new words and it stimulates a great deal of thinking. At the time being, I haven't seen a more worthwhile word puzzle on this platform.

This is a great concept, but the game as it is leaves me with a nagging impression that the people who developed don't actually speak English. There are a great number of highly questionable "synonyms".

Furthermore, the display seems to have a frustrating tendency to glitch out

Lastly the claim that the game is narrated by Richard Dawkins is patently false as there is no narration.. Really buries itself in your skull. Though it should be said that it is nothing more than a time-waster. I'll keep playing it just to hear Dawkins, though.. This game brings up the concept of say, 7 steps to kevin bacon and the wiki walk. The goal is simple, get from one word to another. But you'll find it quite a mental challenge. Really fun to play as well.. I can't recommend this game, not because it's entirely bad but because of the games terribly obvious mobile phone-esque controls. Don't get me wrong some mobile phone ports are great but this one just isn't.

In the end of the day I'd say buy it if it's on sale if you enjoy strategy word games.. Synonymy is a game where you are given a starting word and you have to travel through synonyms of synonyms trying to reach the goal word that you are also given at the start.

The game has a difficulty selection, making it enjoyable to people of all ages. The easiest difficulty usually gives you very common words, where the paths are more obvious. But on the hardest difficulty, the words start to be a little more complex, not so common, making it challenging for older people. Since you can see the definition of every single word it's a very educational game - even for adults - you may learn a word or two that you didn't know before, specially on the harder difficulty settings.

You probably won't play this game for hours and hours in a row but rather on short bursts of time several times.

The game also features "seeds" (or pass-codes), a 5 character code that you and your friends can enter on the beginning of the game to ensure you have the same starting word and goal. That way you can compare your scores at the end. There's also a global leaderboard, where you can see the the score, starting and goal words of the most recently played games around the world, along with its pass-code in case you want to try the same challenge by yourself.

I absolutely recommend it. It is very cheap too. Get it.. I really like this...
but what's with the drunken piano player in this game? Do they know English?

DISSONANT CHORD!

Which should indicate you've gone off track, but the word that links to the intended synonymen will be right in front of you.

Perhaps the piano player isn't drunk, they're just trying to mess with you and 2nd guess your logic.
Play it again, Sam!

Edit I just started with the word "Weed" and the list of synonyms included: skunk, pee, puddle, piddle, wee, smoke??
I just fact checked using a thesaurus... None of those words check out.

I'm not sure why they used for the database, but it's a real dog's breakfast.. I like the game. Some say it feels like work, but I like the sense of accomplishment I get from finishing games with short times and high difficulty. Its definitely not for everyone, but I love reading and get the gist of the levels pretty quickly. I can understand the frustration and boredom some may experience, but its a nice time filler when I don't have time to get into another, action packed game.

As you can see, I've almost 70 hours accrued, and very little of that has been afk.

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