

# HULLABALOO

## THE CLASSIC GAME OF NOISY CHARADES

The loudest, most frantic, most hilarious game that you'll ever play.  
For 4 or more players in 2 teams.

### CONTENTS

1 Board	6 'Gesture' tokens
1 Spinner board	6 'Echo' tokens
3 Spinner pointers	1 Thirty second timer
3 Spinner pointer bases	50 Action cards
6 'Interference' tokens	50 Object cards
	50 Places/Events cards

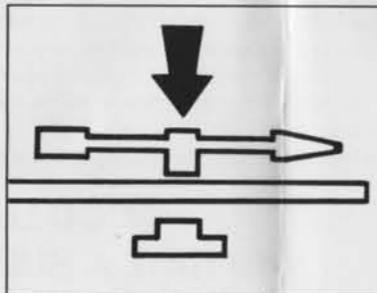
### OBJECT OF THE GAME

To be the first team to reach the 'ON' square (and correctly answering a 'STEREO' question) by identifying actions, objects and places/events from the noises made by your team mate(s).

(SEE 'WINNING THE GAME' BELOW)

### ASSEMBLING THE SPINNER DIAL

- Take one of the spinner bases and place it directly underneath one of the spinner board holes.
- Next, take a spinner pointer and, from the top side of the spinner board, push the spinner pointer into the spinner base. This should spin freely and evenly when flicked gently with a finger. Then repeat the whole process with the other two spinner dials.



### GAME PREPARATION

- Decide on teams, select playing pieces and place them on 'START'.
- Each team should take 3 'Echo', 3 'Interference' and 3 'Gesture' tokens.
- Each team should spin the 'Tuning' spinner. The team that achieves the highest score begins the game.
- Each team should decide the order in which the team members will take their turns.

### HOW TO PLAY

1. A member of the team who starts the game selects either a Yellow (object), Pink (action) or Green (places/events) card, ensuring the card is well concealed from the rest of the players.

2. The team member then spins the SELECT spinner to discover which 'noise' is chosen.

For instance, if the spinner points at 'a' then the play must communicate noise 'a' (found on the reverse of the card) to their team mates.

However, if the spinner points at 'Select', the player can choose any of the four noises on the back of the card.

3. When the player is ready, a member of the opposing team turns the timer over. The player must now communicate to his/her team mates the relevant 'noise' within the allocated 30 seconds. Communication must be by noise only.

No words are allowed. Neither can gestures/actions (below the shoulders) be used UNLESS a 'Gesture' token has been played. (SEE INSTRUCTIONS BELOW).

4. The player has 30 seconds to communicate their 'noise' and team mates can shout out as many answers as they wish during this time. The absence of words such as "a", "the", "at" etc in these answers are acceptable, but otherwise the precise level of accuracy required for an answer to be correct should be decided by common consensus.

5. If the correct answer is given before the timer runs out, then the 'Tuning' spinner should be spun to see how many spaces FORWARD (towards the "ON" space) the team's playing piece may move. However, if the correct answer is not given before the time is up, then the Tuning spinner is spun to see how many spaces BACKWARDS (towards the "OFF" space) the playing piece will be moved.

6. After each team has had its first turn, the 'noise' category (action, object etc) to be played in subsequent turns will be decided by the colour of the space on which their

playing piece has landed.

The only exception to this rule is when a noise has been 'Echoed' to you by the opposing team (SEE INSTRUCTIONS BELOW).

7. Team members must take it in turns to communicate a noise to their team mates. This order of play must be strictly kept throughout the game.

### 'STEREO' PLAY

Against one word on each card is a symbol denoting "STEREO" play. If this is the 'noise' to be played, the next team member to play from each team will play the 'noise' at the same time - hence 'STEREO'.

If the team that drew the card is the first to guess the noise correctly, they spin the 'Tuning' spinner and move forward the number of places specified.

However, if the team that drew the card fails to get the 'noise' correct, or if the opposing team gets it first, then the team whose turn it was must spin the 'Tuning' spinner and move BACK the number of places specified.

### 'ECHO' TOKENS

If a team member does not wish to carry out his designated 'noise' or considers it to be extremely difficult, he may force it on the opposing team by playing an Echo token. The 'noise' in question must be handed to the player going next in the opposing team who must carry out that 'noise' on his team's next turn.

The player who played the 'Echo' token must take a new card and play the same numbered noise as before.

'Echo' tokens may not be played twice in the same turn and also may not be played if the 'noise' is a 'Stereo' one.

PLEASE NOTE: EACH TOKEN CAN ONLY BE PLAYED ONCE IN EVERY TURN

### 'INTERFERENCE' TOKENS

An Interference token will make an opposing team member's task more difficult. Play it before their time begins and you can make as much noise as you want during their turn in order to drown out their noise.

NB: Please note that 'Interference' Tokens are best played in conjunction with the 'Volume' space.

For example, when the opposing team lands on the Volume square they must spin the

Volume Spinner to determine the sound level on their turn. If it points to 'soft', they must make their noise as quietly as possible. This would obviously provide the most effective opportunity to play your 'Interference' token.

Interference tokens may not be played if the noise is a 'Stereo' one.  
PLEASE NOTE: EACH TOKEN CAN ONLY BE PLAYED ONCE IN EVERY TURN

### 'GESTURE' TOKENS

Gesture tokens allow a player to mime as well make appropriate noises.

A Gesture token can be played on 'noises' that have been 'Echoed', therefore making difficult noises easier to communicate.

PLEASE NOTE: EACH TOKEN CAN ONLY BE PLAYED ONCE IN EVERY TURN

### 'VOLUME'

When a playing piece is on a space depicting a 'Volume' symbol, then the Volume spinner must also be spun BEFORE THE TURN BEGINS. The player whose turn it is MUST communicate the noise at the volume at which the spinner is pointing.

### WINNING THE GAME

A team may win in one of two ways:

- By being the first to reach the "ON" space and correctly guessing a 'Stereo' noise. On the turn after a team reaches "ON", the opposing team shall choose the category of noise to be played. The specific noise is then chosen by spinning the 'SELECT' spinner and MUST be played in 'Stereo' (SEE ABOVE).

If the team that has reached the "ON" space correctly identifies the noise first, then they have won the game. If they fail or the other team guesses the answer first, then they must spin the Tuning spinner to see how many spaces BACKWARDS they must move.

- If the opposing team lands on the "OFF" space.

**GOOD LUCK...  
AND HAVE A HULLABALAUGH!**

© PAUL LAMOND GAMES 1993

Paul  
Lamond  
Games