



**Ages 6+ | 2+ Players**

**Contents: 96 Sound It! Game Cards,  
2 Instruction Card**

## 2 Great Games to Play:

### See It! Sound It!

A fast-paced game where everyone gets to see the word clue on the card. The first person to make the correct sound based on the clue wins the point!

### Sound It! Guess It!

One player looks at the card's picture and makes the sound best representing the picture. The first player to guess the picture on the card wins the point!

### Game #1: See It! Sound It! (2+ Players)

#### Object of Game:

A fast-paced game where everyone gets to see the clue on the card. The first person to make the correct sound based on the clue wins the point!

#### Getting Ready:

Shuffle the deck and place the cards face-down in the middle.

#### Playing the Game:

1. One player flips a card over, places it in the middle, and reads the clue. For the next card, the player on the right of the first player flips the card to read the clue, and so on. No one may make any sounds until the clue is fully read.
2. Players must figure out a sound and make that noise related to the word clue. As an example, for the clue "The Sound of Something at a Circus", players may make any circus sounds such as the roar of a lion, the munching of popcorn, or other sounds relating to a circus. Players do not get the point for merely saying the word "lion" or the words "someone munching popcorn". They must make the sounds of those words – saying "Roar" or "Munch Munch". After making the correct sound they can explain themselves to other players.
3. The first player to make a sound associated with the clue wins the point and gets the card. In the case of a disagreement, the decision is based on the majority opinion of the group.
4. The first player to get 10 cards first, wins the game.

### Game #2: Sound It! Guess It! (3+ Players)

#### Object of Game:

Players must guess the picture on the card based on the sounds the player acting as the **Sounder** is making.

#### Getting Ready:

Decide which person will start as the **Sounder** – the one who will make the sounds of the picture on the card. Shuffle the deck and place cards face-down in the middle.

#### Playing the Game:

1. The **Sounder** chooses a card – which no one else may see – from the deck.
2. The **Sounder** makes the noise of the picture on the card (e.g. "tick tock" for a picture of a clock).
3. Other players must guess which picture is on the card based on the sound.
4. The first player to figure out what is on the card wins the point and keeps the card.  
*The Sounder decides on any possible disagreements.*
5. The person who just won the point now acts as the **Sounder** for the next card.
6. The first player to get 10 cards first, wins the game.

#### What the Sounder May and May Not Do:

- The **Sounder** draws the card and communicates the picture on the card through sounds.
- The **Sounder** MAY make different sounds for the picture on the card to convey the picture on the card in different ways.
- As an example, for a card with a picture of a clock, the **Sounder** may say the words "Tick Tock", use clicking sounds to convey a clock ticking, or even make the sound of a "cuckoo bird" which is also associated with clocks.
- The **Sounder** MAY NOT use any words other than those associated with sounds to describe the item. Thus, the words "Splish Splash" "Flush" or "Tick Tock" may be used because those are words that express a sound. However, the **Sounder** MAY NOT say the words "Fish" "Toilet" or "Clock" as those are words which represent the actual picture on the card and not the sounds of the picture.
- Hands may not be used to describe the picture on the card.  
*Note: If the Sounder does not know how to make the sound of a particular card, another card should be chosen.*