

**AGE 3-7**  
**PLAYERS 2+**  
**MINUTES 10+**



# HOW TO PLAY SOUNDICULOUS KIDS

## PLAYING SOUNDICULOUS KIDS

Sit in a circle. Place the cards face down in two piles - Easy and Hard. Take turns, starting with the oldest player and going clockwise.

When it's your turn, choose a card and make the **SOUND** of whatever is on your card. Try not to say any words or do any actions (you can sit on your hands if you like). Everyone else has to guess what you are!

If you're not sure what sound it makes, pick another card. Once someone guesses right, move on to the next player. If everyone gives up, either give a clue or try another card.

If you would like to keep score... each turn, the player who guesses right wins the card. The first person to win five cards wins the game.

**Note to grown ups:** You may like to encourage older children (and adults!) to make 'realistic' sounds rather than using words like woof or choo choo - it is more challenging and can be even more fun!



## MORE WAYS TO PLAY

**Speed Challenge** - Work together to see how many sounds you can make and guess in one minute. Try the easy ones, then the hard ones. Then try and beat your scores.

**Silent Soundiculous** - Act out what's on the cards, without making any sounds. This turns the game into charades.

**Arty Soundiculous** - Draw what's on the cards. See who can guess what you are drawing first.

**Team Challenge (4+ players)** - Split into two teams. Shuffle the easy and hard cards together. Taking turns, one player from each team has one minute to make as many sounds as they can. They keep the cards their team guessed and return any others to the bottom of the pack. When the cards run out, the team that has collected the most cards wins.



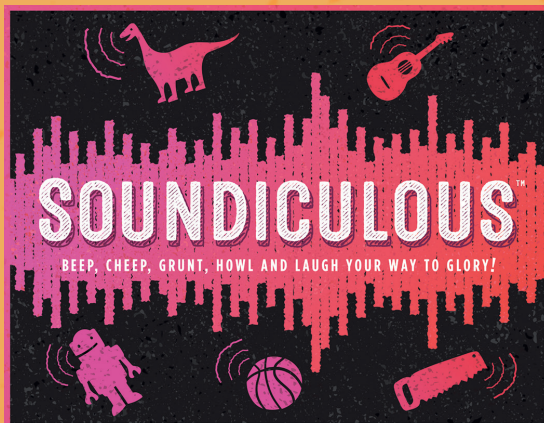
*Turn me over, there's more on the back*

Continued

## DID YOU KNOW?

Soundiculous Kids was inspired by Soundiculous - the hilarious sound-making game with more than 150 trickier sounds, such as roller coaster, didgeridoo and whale!

Combined with Soundiculous Kids, or by itself, it offers a real challenge and lots of laughs for older kids and adults alike.



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### CREDITS

**Game design:** Hazel Reynolds

**Game development:** Tina Harrington, Chris Reynolds, Dave Perrins

**Visual Design:** Chris Reynolds, Junction Studio, Suzanne Taylor

**Illustrations:** Jenya Hitz [www.jenyahitz.com](http://www.jenyahitz.com)

Huge thanks to our amazing playtesters and supporters.