



Rules of gameplay.



Prefer to watch?

Age
14+

Players
2+

Time
30m

That Sound Game

A noisy game for weird people.

That Sound Game is a fast-paced, interactive and very noisy party game.

The goal is to get your team to guess as many answers on the category cards as they can in a minute. Use any combination of sounds and movements, but your hands must be behind your back.

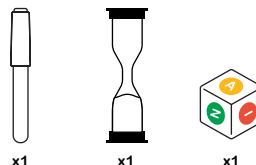
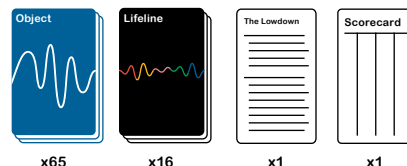
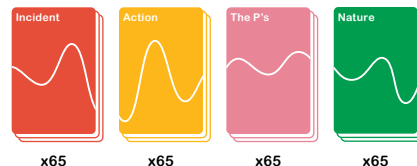
You also get Lifelines. Use them strategically to help you win.



Learn to play!

In the box:


325 Category Cards
16 Lifeline Cards
1 Lowdown Card
1 Dice
1 One Minute Timer
1 Dry Erase Marker
1 Scorecard (reusable)



Set it up:

1. Shuffle the cards, separate them into the 5 categories and place them face down.
2. Divide into a maximum of 4 teams, with at least 2 players on each team. The more people on a team, the more enjoyable That Sound Game is.
3. Give each team 4 Lifeline cards:
 - 2 x Uncuff me
 - 2 x Steal
4. To decide which team goes first, the last person to have received a noise complaint becomes the first **Sound Master**. If no one in the group has had a complaint, pick who is the most likely to get one.
5. The game is now ready to start.

Let's play:

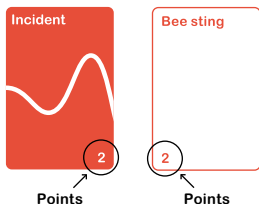
1. The **Sound Master** rolls the dice to determine the category for the round:
 - A** Action - the process of doing something
 - I** Incident - an instance of something happening; an event or occurrence
 - O** Object - a material thing of any size that can be both seen and touched
 - N** Nature - naturally forming occurrences including plants, animals, and landscape
 - P** The P's - people, places and personas (characters)
-  **All in** - all teams play at the same time
2. Take a card from the corresponding category pile, look at the answer and place it face down.
3. Start the 1-minute timer and get your team to guess the answer on the card by using sound and movement only.
4. The **Sound Master** **MUST** stand up and clasp their hands behind their back as soon as the timer starts.

5. Only onomatopoeia (words that imitate a sound) such as oink, bang, squeak, etc. are allowed. No other words are acceptable. This is a sound-based game, so make sound.
6. The Sound Master may not use onomatopoeia that forms part of the word/scene they're trying to describe. For example, if the answer is "Squeaky wheel" you can't say squeak.
7. As long as the Sound Master's hands are behind their back, all kinds of movement are allowed such as lying down, jumping, running around, shaking etc. Think outside the box.
8. The Sound Master can interact with things/people but can't indicate towards something that is the word/scene on the card. For example, if the answer is "toaster" you can't gesture towards a toaster.
9. You can only unclasp your hands from behind your back when flipping the next category card, or when the Uncuff me card is in play. (Uncuff me is covered later in the Lifelines section).
10. If your team successfully guesses the answer, a new card is taken from the category pile.
11. The Sound Master may pass on a category card at any time BUT will give a point to the other teams for each card passed, when it comes time to score.
12. Play continues until the timer runs out, and then passes to the next team in a clockwise direction.
13. All players in a team must rotate playing the Sound Master.
14. During play, cards can be thrown down on the table and then the score can be added up at the END of each round. Do not waste time trying to score during the round. This is a fast paced game.

The score: At the end of the round, add up the points on the cards your team guessed correctly.

Each card has a score of 1, 2 or 3 points based on its difficulty. The score is shown on both the front and back of the card:

- 1 point - usually one or two simple sounds are required.
- 2 points - usually between one to three sounds and movements required.
- 3 points - multiple sounds and movement needed to convey a complex word/scene.




If you've made a mistake, 1 point only is given to the other team/s:

- for each card that was passed (not applicable during an All in round).
- if you unclasped your hands from behind your back.
- If you indicated directly towards something that makes up the word/scene on the card.
- if you used a word other than onomatopoeia.
- if you used onomatopoeia that forms part of the word/scene on the card.
- if you didn't make a sound at all and only used movement (you are playing charades, just saying).

If the timer runs out while the Sound Master is still giving clues, that card is dead and does not count towards any scoring.

All in:

If the Sound Master rolls the  all teams can guess in that round.

1. The Sound Master gets to pick the category of their choice.
2. Flip the timer.
3. All teams can guess the answers.
4. No Lifelines can be played during an All in round.
5. First team to guess correctly gets the points.
6. All teams continue guessing until the timer runs out.
7. If multiple teams guess the answer at the same time, the points get allocated to each team that answered correctly.
8. There is no 1 point penalty for passing in an All in round.
9. Once the round is complete, play passes to the next team in line.

Lifelines:

Each team is given 4 Lifelines at the start of the game:

- 2 x Uncuff me
- 2 x Steal

Lifelines can only be played once the timer starts.

Uncuff me

Uncuff me - The Sound Master can use their hands for the ENTIRE round.

- Ask your team for consent to use this card by yelling “Uncuff me”.
- If your team agrees, you can release your hands.
- Once the Uncuff me card is played it can't be used again.

Steal

Steal - Guess the answer during another team's round, if you think you know what their Sound Master is doing.

- You must YELL “Steal” and make your guess immediately.
- You only get one guess attempt.
If you are correct:
 - you get the points on the card.
 - you also get to keep the Steal card so that you can use it again (in the same round or another).
- If you are wrong:
 - the card is dead and can't be used again.
- The round continues until the timer is up.

The end:

At the start of the game choose a target score.

We recommend a minimum of 30 points. Once the target score is reached by a team, make sure all teams have had the same number of turns playing Sound Master.

After the same amount of turns, if only one team has reached or passed the target score they are the winner.

If, however, multiple teams reach or pass the target score, those teams enter a tiebreaker round. The next Sound Master in line must play an All in round and the first team to guess the correct answer wins.

Go rogue:

2 Player Co-operative

As a team you have 15 minutes to reach 30 points. Each person takes turns being the Sound Master. Roll the dice to select the category and flip the 1-minute timer. No lifelines are available. 1 point is taken off the score for each card passed or mistake made in a round.

Party Play

For some party action, choose a card at random and play Sound Master to the whole group.

Questions:

What if I don't understand the rules?

You might be a visual learner, did you try the QR code on the front of this rule book?

What's onomatopoeia again?

Onomatopoeia are words that imitate a sound such as oink, bang, squeak, etc.

Is close enough, good enough?

This is entirely up to the group and how anal you are. For example, if a clue is 'allergic reaction' you can decide in advance if you will accept 'allergies' as an answer.

How do I clean the Scorecard?

Use a dry rag to wipe it down.

Why did you use the word dice when there is only one die?

Because language has evolved and dice can be used as singular and plural. This is a hill we are willing to dice on!

Stalk our socials:



TikTok: [**@thatsoundgame**](#)

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**That
Sound
Game**

Version 3