

# THE SOUND MAKER™

Version Démo  
Print & Play  
For 3 players



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Do not print on both sides



## OBJECT OF THE GAME

Identify as many of your opponents' sounds as possible to win the maximum number of points!

## SETUP

- Shuffle the Sound Effect cards together and give 1 to each player. Place these in front of you: this is your starting score pile.
- Make a pile with the rest of the Sound Effect cards and place these in the middle of all the players.
- Shuffle the Sequence cards together and place these in a pile, face down next to the Sound Effect cards.

## HOW TO PLAY

The player with the most piercing voice will be the Imitator (the player who imitates the sound) for the first round.

The Imitator takes 6 Sound Effect cards from the pile and places these in a 3x2 grid. Next, the Imitator takes a Sequence card and looks at it in secret. They find the position of card number 1 indicated on this Sequence card. This position tells them which Sound Effect card on the table they will have to get the other players to guess during this step.

### 1- SOUND EFFECT

The Imitator makes a sound effect corresponding to the image in step 1. **They cannot mime or speak.**

All the other players must simultaneously guess which image this sound effect matches and place their hand on this card as quickly as possible. Be careful, once you have put your hand on a card, you cannot change to another.

### 2- ANSWER

The first player to put their hand on the right card wins it places this in their stock in front of them. Other players win nothing.

If no one puts their hand on the right Sound Effect card then the Imitator loses one card from their stock. They also discard the card that was not found by the other players.

### NEXT STEPS

The Imitator replaces the missing card with a new one and repeats the Sound Effect and Answer phases for each card to be guessed.

### NEXT TURN

At the end of the Imitator's turn, the Sequence card and the Sound Effect cards are discarded. The person to the left of the Imitator becomes the new Imitator and starts their turn.

The players take successive turns.

## END OF THE GAME

The game ends once everyone has been the Imitator once.

The player who has the most Sound Effect cards in front of them wins the game. In the event of a tie, the players who are tied share the victory.

 Cut along the outlines !



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