



HOOPLA

WATCH THE VIDEO

to learn how to play, or continue reading these instructions!



funkogames.com/PlayCraniumHoopla

AGES 12+

2-8 PLAYERS

25 MINUTES

SETUP



Goal
Pile



Hoopla Hall of Fame

- 1 Draw 24 cards from the game box. Deal 4 cards to each player (or 3 cards in a 7- or 8-player game). You can look at your cards, but keep them secret from the other players.

- 2 Place any remaining cards face down in a goal pile. Leave room next to it for your Hoopla Hall of Fame.

- 3 Together, choose which side of each activity tile you want to use this game. Place them in the middle of the play area.

- 4 Place the die, wild tokens, whiteboard, and marker nearby.

- 5 Open the HOOPLA Pop Culture Party Game Timer app, or set your own 15-minute timer.



Activity Tiles



Die



Wild
Tokens



Whiteboard
and Marker



The person with the next birthday rolls first!



DOWNLOAD THE FREE APP!


Get the HOOPLA Pop Culture Party Game Timer app on the App Store or Google Play.

OBJECT

Work together to guess all the cards in your hands and the goal pile before time runs out!
Everyone is on the same team.

ON YOUR TURN

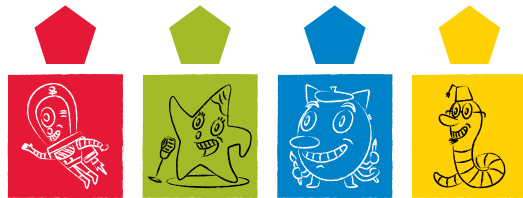
1 ROLL THE DIE


The **symbol**  you roll is which type of prompt you'll try to get the other players to guess.

**WHO
WHAT
WHERE**



The **color** you roll is the activity you'll do, as explained on the matching activity file.

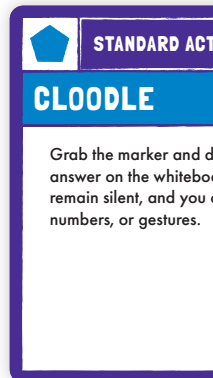


2 START THE TIMER For your first game, give yourself a couple seconds to think before starting the timer. 

3 CHOOSE A CARD Choose one prompt from your hand that matches the symbol you rolled and that you think you can get the other players to guess by doing the activity you rolled. You can use a wild token if you need to, as explained to the right.



EXAMPLE: If you roll a **What** symbol on **Blue** and choose this card, give clues for "sunscreens" by doing the blue activity.



Blue Activity Tile

4 DO THE ACTIVITY

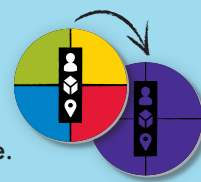
If someone guesses correctly, do the steps under **SOMEBODY GOT IT!**
If it's taking too long, go to **NOBODY'S GETTING IT...**

WILD TOKENS

All players share three wild tokens. After you roll, turn a wild token face down to change:


- the symbol
- the color
- both the symbol and the color

You may use each token only once.



SOMEBODY GOT IT!


You're on your way to victory!

- 1** Pause the timer. 
- 2** Place your card face up in the Hoopla Hall of Fame.
- 3** Draw a new card from the goal pile. If the goal pile is empty, don't draw a card.

Now the player on your left rolls.

NOBODY'S GETTING IT...

You can trade your card for a new one, but you'll need to take a penalty.

- 1** Pause the timer. 
- 2** Tell the other players the answer. Then return the card to the game box.
- 3** Choose another player and both of you draw a card from the game box.

Now the player on your left rolls.

WINNING THE GAME If the goal pile beside your Hall of Fame is empty and **all players are out of cards** before time runs out, congratulations—you've won!

READY TO RAMP UP THE CHALLENGE?

Try starting with more than 24 cards, starting with fewer cards in hand, or seeing how many cards you can get without ever pausing the timer!



The outrageous game of sketching, acting, humming, sculpting, picture-puzzling, and word-unscrambling is back with brand-new, laugh-out-loud fun for everyone!



18 NEW AND CLASSIC ACTIVITIES GIVE ALL KINDS OF PLAYERS THE CHANCE TO SHINE!



**What is this
a picture of?**

**Try to
unscramble this!**
(Hint: Street smart)

GLEAMS GOOP



Which is a cricket ball?

HOOPLA

**CONTENTS: 300 CARDS,
4 ACTIVITY TILES, 3 WILD
TOKENS, WHITEBOARD, MARKER,
DIE, INSTRUCTIONS**



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