

ON YOUR TURN

- 1** Roll the die to see which activity you will do (see back page for activity descriptions).



- 2** Start the timer.



Hint: Until you get comfortable playing Hoopla, you might want to give yourself a few seconds before starting the timer.

- 3** Choose the card you think you can get the other players to guess using the activity you rolled.



If you're stumped, you can choose a new activity by using one of the wild tokens.

- 4** Place the card face down and tell the other players whether it's a **Who**, **What**, or **Where**.



- 5** Start giving clues. If someone guesses correctly, go to **Somebody Got It!** If no one can guess, go to **Nobody's Getting It**.

SOMEBODY GOT IT!

Nice work. You're on your way to victory.

- **Stop** the timer.
- **Add** your card to the Hoopla Hall of Fame.
- **Draw** a new card from the playpile. (If the playpile is empty, you won't take a card.)

Now your turn is over. The player to your left goes next.

NOBODY'S GETTING IT. YOU CAN...

USE A WILD TOKEN

All players share the three wild tokens. If a card has you stumped, **use one of the tokens to change activities** at the beginning of or during a turn. Spend wisely—you get to use each token only once.

OR TAKE A PENALTY

- **Stop** the timer.
- **Discard** by putting the card at the bottom of the deck.
- **Draw two cards** from the deck. Add one to the playpile and the other to your hand.

Now your turn is over. The player to your left goes next.

WINNING

If all players are out of cards and the playpile is empty before time runs out, **congratulations**—you've won Hoopla!

LOOKING TO RAISE THE STAKES?

Try adding more cards to the playpile, playing without the wild tokens, or setting the timer for less than 15 minutes.

