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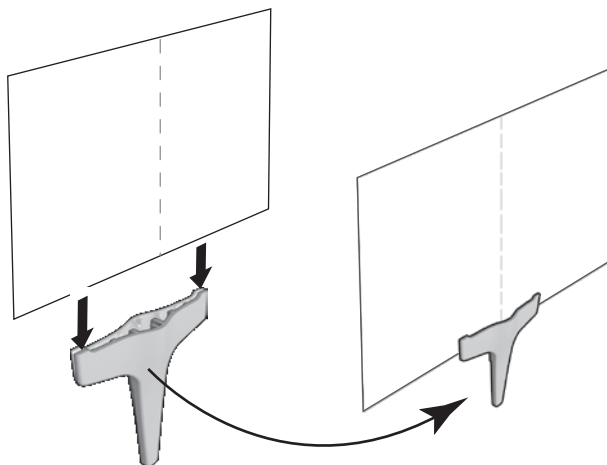
- 224 Cards
- 1 Handle
- 1 Wall Board

If you've ever wondered what the heck your Noisy Neighbor is doing next door, get ready to find out! Listen through the wall as your teammates act out various clue cards using sounds and movement – they just can't speak any words. Whichever team correctly guesses the most clues wins the game!

OBJECT

Correctly guess the most clues as your teammates act them out on the other side of the wall.

GETTIN' READY



- Unfold the wall board and slide it into the slot in the handle.
- Set the cards nearby to form a draw pile.
- Divide the players into teams of two players each. For bigger groups or an odd number of players, check out TEAM PARTY PLAY below.
- The team whose player has the thinnest walls at home goes first.

LISTEN UP!

The first player is the Noisy Neighbor and his or her teammate is the Guesser. **The Guesser holds the wall in front of their face** so they can't see what the Noisy Neighbor is doing, but everyone on the other team can watch (and laugh).

Set a timer (not included) for two (2) minutes. When everyone is ready, shout "Go!" and start the clock.



Make Some Noise

The Noisy Neighbor draws a card from the pile, silently reads the clue printed there and acts it out using **PHYSICAL MOVEMENTS and SOUNDS ONLY**. The only thing the Noisy Neighbor can't do is talk – **no discernable words are allowed** – but here's a list of everything that CAN be done:

- Mumble (imitate speaking or conversations)
- Hum (even recognizable music)
- Use any available prop (keys in your pocket, zipper on your jacket, cup on the table, etc.)
- Move around as much as you want (don't be afraid to do a full-body pantomime – the sound might help)

Do You Wanna Onna? _____

SPLASH! **BOING!** **MOOOO!**

These are all examples of something called "**onomatopoeia**" – words that imitate sounds. Before you start playing, everyone should agree whether to allow the use of these types of words in the game. If you all think it's cool, then feel free to get your onna on!

Peephole

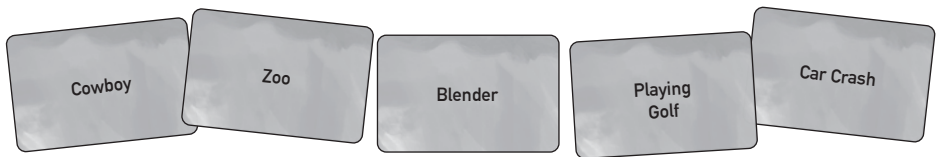
Sometimes listening through the wall just isn't enough, so **once per round** of guessing when the Noisy Neighbor thinks it might help to see, the Noisy Neighbor may call out "Peephole!" The Guesser may then look over the wall to watch the Noisy Neighbor act out **the current clue**.

Passing

If you just can't figure out a clue, the Noisy Neighbor can choose to pass and move on to the next clue. **Just remember, you may only pass one (1) time during a round**, so give each clue your best shot before deciding to move on.

Making Guesses

- Clues can be a person (Cowboy), a place (Zoo), a thing (Blender), an action (Playing Golf), or even just something playing on your Noisy Neighbor's TV (Car Crash).



- You can make as many guesses as you like until you get it right.
- If your guesses are getting close, the Noisy Neighbor can encourage you by saying "Mm-hm!"
- As soon as you guess a clue correctly, the Noisy Neighbor says "Yes!", draws another card, and starts acting out the next clue.
Keep going until time runs out.
- Place any cards you guessed correctly in your team's Score Pile (you earn one point for each card).

Next!

Once your turn is over, play proceeds to the next team. When all teams have had a turn, play another round, this time switching roles (if you were the Guesser last time, you'll be the Noisy Neighbor this time).

The game ends after each player has had a chance to be the Noisy Neighbor.

WINNING THE GAME

At the end of the game, count the points each team scored. The team with the most points wins.

TEAM PARTY PLAY

If you have a big group, divide everyone into two teams. When it's your team's turn, one player on your team is the Noisy Neighbor while everyone else on your team listens through the wall (if the wall isn't big enough for everyone, just turn your backs to the Noisy Neighbor). Teams take turns until everyone on each team has had a chance to be the Noisy Neighbor and both teams have had the same number of turns.

TIPS:

1. Stand up. It's a lot easier to act out something like "Pole Vaulting" when you aren't sitting on your butt.
2. Hum recognizable movie themes or pop songs. They can be a nice shortcut.
3. On harder clues, don't go straight for the sound. Create a *scene*. For "Getting a Speeding Ticket," you might start with a speeding car engine followed by a siren, then pulling over, then footsteps walking up... well, you get the picture. And that's the whole point!

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