

Huggermugger®

Huggermugger Contains:

- Playing board
- 500 question-and-answer cards
- "Mystery Wheel" with spinner
- 4 playing tokens
- 60 second timepiece
- Workpad
- 4 pencils



To Prepare:

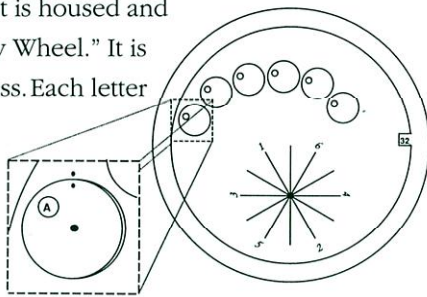
Lay out the gameboard...Place the box of question-and-answer cards and the "Mystery Wheel" in a convenient area for all. Distribute paper, pencils and playing tokens. Don't forget the timer!

To Win:

The **object** of the game is to be the **first** player or team to correctly **solve** the "Mystery-Word."

The "Mystery-Word"?

Yes, the "Mystery-Word." It is housed and hidden within the "Mystery Wheel." It is a word of 6 letters or less. Each letter of this word is hidden, in order, behind 1 of the 6 small wheels (see diagram). As the small wheels are turned, the windows reveal the hidden letters. If the word is less than 6 letters, some windows may reveal a blank space. The player should then realize the word is less than 6 letters without revealing the fact to the other players.



Throughout the game, each player or team will try to earn the

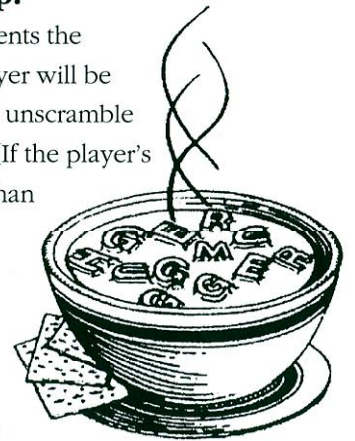
There are no diagonal moves. Furthermore, a token cannot touch the same space more than once per move.

As a player moves his token out of his initial scoring arena, he will undoubtedly encounter the category spaces. It's hard to avoid them or ignore them, so try to learn them on the first go around.

The category spaces are designated by symbols: a Bowl of Alphabet Soup, a Bumblebee, a Skeleton Key, and the Double Horseshoes. They represent the four categories from which questions will be asked. One question from each of the four categories is included on every question-and-answer card. When a token lands on a category space, an opposing player draws the first card from the question-and-answer card file and reads the question next to the corresponding symbol.

The Bowl of Alphabet Soup:

The Bowl of Alphabet Soup represents the Scrambled Word category. The player will be given a series of 6 letters and must unscramble the letters to form an actual word. (If the player's answer is a legitimate word other than the intended answer, he may receive credit for a correct answer.)



The Bumblebee:

The Bumblebee...or....Spelling Bee



represents the Spelling category. The player will be given a word with its definition and he must correctly spell that word.

Throughout the game, each player or team will try to earn the opportunity to view the letters, one at a time, in any order. Each time a player views a letter, he comes one step closer to solving the "Mystery-Word" and winning the game. Remember playing "hang-man"? A player may want to keep track of the letters he has seen, keeping them hidden from the others.

Example:

P L _ Y _ R
1 2 3 4 5 6

More on the "Mystery Wheel":

The "Mystery Wheel" houses 90 "Mystery-Words." At the start of each new game, a new "Mystery-Word" must be lined up by turning the upper disc of the wheel counterclockwise. The notch on the wheel will show the advance as you move from game 1 to game 2, etc. (see diagram). Be sure all the letters are covered as you line up the new word. Once the disc has been rotated and the new "Mystery-Word" aligned, tell all players the game number that is being played...then, **remember which game you are playing (1-90) and be careful not to bump or move the wheel in such a way that you change the game by advancing or reversing the wheel to another number.**

To Play:

Each player spins once. This first spin designates the scoring arenas on which the players will start. The scoring arenas are the 6 numbered spaces bordering the playing area. For example, if player 'A' spins a 5, he will place his token on arena #5. If player 'B' spins a 3, he will begin on arena #3. This spin randomly places the tokens around the board to start the game. The player with the highest spin starts the game. If two or more players spin a tie, they spin again to determine who goes first. The player earning the first turn spins again, and starting from his arena, moves his token the indicated number of spaces. Movement across the board may be horizontal in either direction, or vertical, following only the direction of the "pointer fingers." A token may not move contrary to the direction of a finger.



The Skeleton Key:

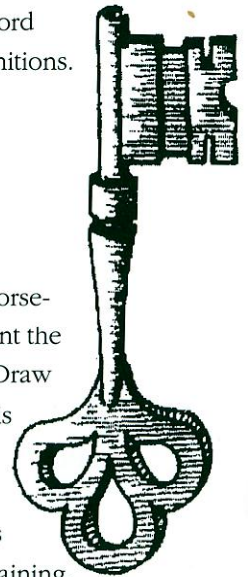
The Skeleton Key...or... Key of Knowledge represents the Definition category. The

player will be given a word with its correct spelling and a choice of 3 definitions. He must then choose which of the choices, (a, b, or c) is correct.



The Double Horseshoes:

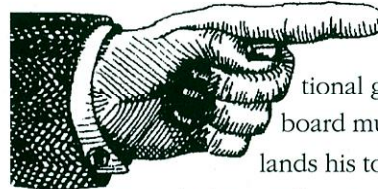
The Double Horseshoes represent the Luck-of-the-Draw category. This category is a selection of miscellaneous questions pertaining,



in one way or another, to the English language. The player has no way of knowing the type of question he'll be asked.

- Examples:
- In what sport would you use the term 'nocking'?
 - List ten words that begin with 'th'.
 - What do the initials U.S.S.R. stand for?

There are two additional symbols on the board that do not designate category spaces:



The Pointer Finger:

The Pointer Finger is a directional guide. Movement across the board must follow the finger. If a player lands his token on this space, he may either remain there or jump to any other Pointer Finger on the board. In either event his turn will end without a question asked. This space is helpful when a player wants to move quickly to the opposite end of the board.



The Bicycle Pedaling Frog:

The Bicycle Pedaling Frog entitles the player to spin again without answering a question.

Time Limit:

Each player has a 60-second time limit in which to answer a question.

To Continue:

If, while on a category space, the player correctly answers the question, his turn continues. If his answer is incorrect, the turn passes to the next player. The question-and-answer cards are returned to the rear of the file. The goal of each player is to move through the category spaces as quickly as possible toward the scoring arenas. A scoring arena may only be entered by exact count from the overlapping category space (refer to gameboard). When a player lands by exact count on one of six scoring arenas he may answer a **question from any one category of his choice:** Luck of The Draw, Spelling, Definitions, or Scrambled Words. If he correctly answers that question, he earns an opportunity to view the letter of the "Mystery-Word" hidden behind the corresponding numbered window of the "Mystery Wheel." For example, if while on arena #2 a player correctly answers a question, he may view the second letter only of the "Mystery-Word," keeping it hidden, of course, from the other players. His turn then continues with either a guess at the "Mystery-Word" or another spin. If the player decides not to make a guess at the "Mystery-Word," but rather continue play, hoping to earn the opportunity to view additional letters of the "Mystery-Word," his turn continues. A player may go to any arena at any time. There is not a required order. If the player wishes to make a guess at the "Mystery-Word," he shouts **Huggermugger!** and states his guess out loud before looking at the entire word. After stating his guess, he may then look at the word while keeping it hidden from the other players. If he is correct, he shows the word to everyone and wins the game. If he is incorrect, he is out of the game and play continues without him. A guess at the "Mystery-Word" can only be made by a player after correctly answering a question while his token is on a scoring arena.

Huggermugger means "in secret":

the "Mystery-Word" is **Huggermugger!**

Notes on the Gameboard:

The gameboard has been designed to offer many choices of movement each time a player spins. Consequently, strategy is a major factor of a player's success. The goal is to land on the scoring arenas as quickly as possible. Landing on spin again spaces is very desirable. Landing on category spaces and answering the questions is merely a means to an end. Therefore, in moving to the scoring arenas, a player may, as previously stated, move horizontally or vertically, but not diagonally. Pointer fingers are counted as one space and movement across them may only be in the direction they indicate. If you have a weak category, avoid it! If you have a favorite, go for it...but consider all your options so you don't miss your best move in haste!

For Faster Gameplay:

Divide all Players into two teams, regardless of the number of players per team.

For Tougher Competition:

Do not allow a player to land on the same type of category space twice in a row.

The "Steal Option" (for team play only):

This option keeps everyone on their toes awaiting a chance to steal the turn away from the opposing team. The bicycle pedaling frog becomes the "steal" space. When a team lands on this space they may choose any category from which to answer their question. They also select any other single player from an opposing team to ask the question in that turn. The player reading the question is disqualified from play on that turn. Play is open to *all* remaining players. The first team to correctly shout out the answer wins the turn. If the win goes to the team which landed on the frog, they can immediately enter any scoring arena of their choice. In order to uncover the mystery letter the team must answer an additional question from a category chosen by the disqualified player in the previous turn. If the win goes to a challenging team, they steal the turn away and play continues as usual.

With concern for safety, we advise that all game pieces be kept securely out of the reach of small children.

The compilation of the question and answers are ©1989 The Huggermugger Company
Design, Roy Geer ©1989 The Huggermugger Company · Printed in U.S.A.