ARNIE & BARNEY

HYPNO VISION

7+

2-5

15'

HABA

2014530001 TL A180604

ARNIE & BARNEY
HYPNO VISION

A fast-paced observation game for
2–5 players ages 7+.

Autor: Carlo Emanuele Lanzavecchia
Editor: Patrick Tonn
Graphic: Benjamin Petzold
Copyright: © Studio 100 International 2026,
a German Production.



Arnie, Barney, SzzKeat, Snoop, and Mantis have gotten into a chaotic mix-up! Find them in the jumble and help them avoid being confused by Hypnita's powers. Roll the dice and quickly collect the cards showing all the characters you need. Too many or too few will earn you penalty points, so look closely!

Whoever has the fewest penalty points after five rounds wins!

WHAT'S INCLUDED:

4 dice, 52 cards, 49 Hypno-Markers (25x black -1 , 24x purple -5)

BEFORE YOU BEGIN

Spread all the **character cards** face up within easy reach between the players. The cards may overlap, so the characters will not always be fully visible. Place the **Hypno markers** to the side as a general supply. You will need them later. Keep the **dice** ready.



LET'S GET STARTED:

Everyone rolls one die until one person clearly rolls the highest number. That player starts the first scramble and takes all four dice.

SCRAMBLE

The player who starts the scramble rolls all four dice. The scramble begins immediately afterward, and everyone plays at the same time. The colors of the dice correspond to the four different characters: **Arnie** and **Barney**, **SzzKeat**, **Snoop** and **Mantis**. The numbers rolled on the dice show how many characters of each type should be visible on your cards at the end of the scramble.

What do you need to keep in mind?

- Everyone rummages through the cards on the table **at the same time**. Found a matching card? Take it and place it **face up** in front of you.
- You may use **only one hand** while rummaging.
- Cards that are already in front of you **may not be returned** to the center of the table.

Note: Want to give the youngest players a small advantage? Then allow them to return cards that are already in front of them back to the center of the table.

Example:



In this case, you need to collect exactly 2 Arnies and/or Barneys, 3 Snoops, 1 Mantis, and 6 SzzKeats in total.

When does a scramble end?
Do you think you have collected exactly the right characters on your cards, matching the colors of the dice? Then you may call out *"Stop!"*. This immediately ends the current scramble for everyone. No one may collect any more cards.

If no one calls *"Stop!"* and you all agree that no one wants to take another card, the scramble also ends.

SCORING

Now check how successful your scramble was. To do this, review the cards you collected and compare them with the dice:

- Do all your cards together show exactly the number of characters indicated by the dice? Congratulations, you kept a cool head!
- Did you make a mistake? Oh no, Hypnita must have really scrambled you with her hypnosis powers! For **each character** that appears **too many or too few times** on your cards, you receive one black Hypno marker as a penalty point.

Who called "Stop!"?
Did you call "Stop!" but have at least one character **too many or too few** on your cards? Then you receive **three additional penalty points** on top of your other penalty points.

Note: To make sure you always have enough Hypno markers available, you can exchange five black Hypno markers -1 for one purple -5 one at any time.

Example:



During the scramble, Maja collected three cards and then called "Stop!". Now she checks her cards for scoring. She realizes that she has one Arnie or Barney (brown) too many, as well as one SzzKeat (purple) and one Snoop (orange) too few. She receives three penalty points for these three mistakes. Because she called "Stop!" even though she did not have the exact number of characters, she receives three additional penalty points. Maja therefore receives a total of six penalty points.

Have you checked your cards and received any Hypno markers if needed? Then return all character cards face up to the center of the table. Shuffle them well again. Then the next player clockwise takes the dice and starts the next Scramble.

WHEN DOES THE GAME END?

The game ends after the fifth scoring round. Now count all your penalty points from Hypno markers: Black = -1 , Purple = -5 .
Whoever has the fewest penalty points wins! If there is a tie, those players share the victory.

MEMORY VARIANT:

Looking for a new challenge? Then try playing *Hypno Vision* in the memory variant! The rules are the same as in the basic game, with one important change: Place the cards you take from the center **face down** in front of you. You may not return or look at the cards you have collected until the scoring phase. So try to remember which cards you picked!



Dear Children and Parents,

*at **www.haba-play.com/ersatzteile***
it's easy to ask whether a missing part of a toy or game is available.

©HABA-Spiele Bad Rodach 2026