

# handimonium™

the tiny hands game

## CONTENTS:

2+ players

1 Set of Tiny Hands with white sleeves

Aged 13+

1 Set of Tiny Hands with black sleeves

56 Challenge Cards

## OBJECT

Use the tiny hand to complete tasks and score the most points in 3 different modes of game play.

## SET UP:

Divide into 2 teams.  
Give each team one set of Tiny Hands.  
Shuffle the Challenge Cards.

## A NOTE ON GAME PLAY

For “Relay” and “Battle” game play, some cards require specific items you can find around the house. Before the round begins, get all those items ready and place them on the table. You must have enough for both teams to perform the same challenge at the same time.

## CARDS

Each Challenge Card has 2 items on it: a Challenge (used in Relay and Battle game play) and a Charade.



## LET'S PLAY!

There are 3 ways to play HANDIMONIUM™: Relay, Battle and Charades.

## RELAY

### 4+ Players

Teams work together to complete 5 challenges before the other team can complete the same 5 challenges.

Take 5 cards from the Challenge Card deck.

Look at the cards and collect any items needed to complete them. NOTE: you will need two of each item.

Each team chooses a “Partner” who will help their teammate(s) complete their challenges.

Depending on the number of players on each team, decide who will go 1st, 2nd, 3rd etc. in their relay.

The players to go first for each team put on their tiny hands.

Lay out the 5 cards in order so both teams can see them. When ready, Player #1 on each team simultaneously attempts to complete the first challenge. NOTE: some challenges require the partners participation, while others are individual.

Once the challenge is successfully completed, Player #1 gives the tiny hands to Player #2 so they may begin the second challenge and so on as you compete to finish the tasks.

Some teammates may have to go 2 or more times to finish the relay, but each teammate **MUST** attempt at least one challenge before any other teammate takes a second turn.

## WINNING

The first team to finish the 5 challenges wins!

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## BATTLE

### 2 Players

Take 5 cards from the Challenge Card deck.

Look at the cards and collect any items needed to complete them. NOTE: you will need two of each item.

Turn over the first Challenge Card. Each player puts on the tiny hands and get's ready.

Say, "Go!" and each player attempts to complete the challenge. The player to successfully complete the challenge first keeps the Challenge Card and gets one point.

Turn over the next challenge cards and compete to accomplish the task and so on.

## WINNING

The first player to earn 5 points wins!

## CHARADES

### 3+ Players

Youngest player goes first, then decide who will go 2nd, 3rd and so on depending on how many players are participating.

The first player takes a Challenge Card from the deck and looks at the Charade clue on the card **WITHOUT LETTING THE OTHER PLAYERS SEE IT.**

The player then puts on a pair of Tiny Hands and acts out the clue as all other players try and guess the answer. **YOU MUST USE THE TINY HANDS IN ACTING OUT THE CLUE**, and you may not use words or sounds while performing.

The player who guesses right gets one point, **AND** the player giving the clues gets one point as well.

Player 2 then goes next, following the same rules as player 1.

**NOTE: YOU MAY ADD A 1 OR 2 MINUTE TIME LIMIT IF YOU WISH TO KEEP THE GAME MOVING.**

Play continues until a player has earned 5 points.

## WINNING

The first player to earn 5 points wins.

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