

THE ORIGINAL  
**TINY HANDS**  
CHALLENGE GAME  
**INSTRUCTIONS**  
4-10 PLAYERS • AGES 8+

## OBJECT

With your teammates, use Tiny Hands to complete activities and earn points.

**THE FIRST TEAM TO EARN 31 POINTS WINS!**



## CONTENTS

- 2 TINY HANDS
- 2 TINIER HANDS
- 151 ACTIVITY CARDS
- 20 SCORING TOKENS
- 1 SPINNER
- 1 STRING
- 1 BALL
- 1 SAND TIMER
- 1 WAGER MAT
- INSTRUCTIONS



For some activities you will need items from your home like pens, paper, cups, and coins. If you do not have an item, skip the card.



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## SET UP

- 1 Divide into two teams – yellow and blue.
- 2 Set up the Wager Mat with the yellow team's Scoring Tokens (yellow side up) in the yellow area and blue team's Scoring Tokens (blue side up) in the blue area.
- 3 Separate the Activity Cards by deck (Solo, Pair, Charades).
- 4 Set out the Hands, Spinner, String, Ball, and Sand Timer.
- 5 Pick one player from each team to play Rock-Paper-Scissors. The winning team goes first.

## PLAYING A TEAM TURN

Spin the Spinner to determine which activity (Solo, Pair, or Charades) you will do, using which Hands (Tiny or Tinier).

Before doing the activity, decide which of your available Tokens you want to wager. Place the Tokens in your Wager area with your team color face up.

### IF YOUR TEAM IS:

**SUCCESSFUL:** The other team may challenge you (see the Challenge section on the next page). If you are not challenged, take the Token from the Wager area and place it near your team to create a "score pile".

**UNSUCCESSFUL:** Flip over the wagered Token to the black side, and give it to the other team to place in their score pile.

The other team takes their turn following the steps above.



**SOLO:** Draw a Solo Card and pick one player on your team to do the activity.



**PAIR:** Draw a Pair Card and pick TWO players on your team to do the activity.



**CHARADES:** Pick one player on your team to draw a Charades Card and act out as many prompts as possible using the Hands, while the rest of the team guesses. The actor has until the end of the Timer.

# CHALLENGE RULES

If a team is successful, the other team **MAY** shout "Challenge!" if they think they can also do the activity successfully. They wager one of their available Tokens of an **EQUAL OR HIGHER VALUE** by placing it in their Wager area. If the other team does not have an available Token of an equal or higher value, they may not challenge. The challenging team then attempts the activity using the same Hands.

## IF THE CHALLENGING TEAM IS:

**SUCCESSFUL:** The Challenging team wins their own wagered Token, team color face up. The original team still wins their Token but they flip it over to the black side.

**UNSUCCESSFUL:** The original team wins both Tokens, with the challenging team's Token flipped over to the black side.

## CHARADES CHALLENGE

- The challenging team draws a new Charades Card.
- The challenging team must successfully act and guess the same number of completed charades as the original team for the challenge to be successful.



## FACE OFF!



The Face-Off symbol means both teams do the activity **AT THE SAME TIME**, as follows:

- Both teams wager **THE HIGHEST VALUE** available to both teams.
- For Pair Face-Offs, two players from each team will compete. The spinning team chooses which set of Hands to use.
- For Solo and Charades Face-Offs, one player from each team will compete. The spinning team uses the Hands (Tiny or Tinier) based on what the Spinner landed on.

The **FIRST** team to do the activity successfully wins the Face-Off and collects both Tokens following the scoring as in the Challenge Rules section.

## ENDING THE GAME

When one team reaches or exceeds 31 points in their score pile, they win the game!

If both teams reach or exceed 31 points at the same time, the highest score wins!



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**WARNING:**  
CHOKING HAZARD—  
Toy contains small parts and small balls.  
Not for children under 3 years.

WARNING: NOT SUITABLE FOR CHILDREN UNDER 36 MONTHS. CONTAINS LONG CORD, STRANGULATION HAZARD. KEEP LONG CORDS AWAY FROM CHILDREN.  
CAUTION: ADULT SUPERVISION SHOULD BE ENCOURAGED FOR YOUNG CHILDREN. DO NOT EAT.  
IMPORTANT: PLEASE RETAIN PACKAGING DETAILS FOR FUTURE REFERENCE.  
COLORS AND CONTENTS MAY VARY.