

**This game is all about completing simple tasks –
in a deadly and difficult way!**

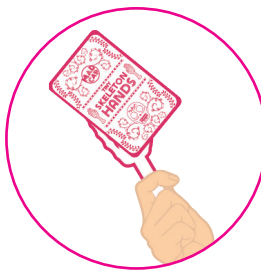
**Every task must be completed by
using your pair of tiny skeleton hands!
Trust us! You'll find this game Humerus indeed!**

HOW TO PLAY



STEP 1

In this game it's all about completing simple tasks in a complicated way! Get hold of your skeleton hands (by the stump) and get ready for fun!



STEP 2

Take a card from the pile and look at the tasks on the card. Then roll the die using your tiny skeleton hands to determine which task you must complete. The task must only be completed using your newly acquired tiny skeleton hands.



STEP 3

The player with the most completed tasks at the end of the game is the Winner! As for the losers – put some backbone into it next time!

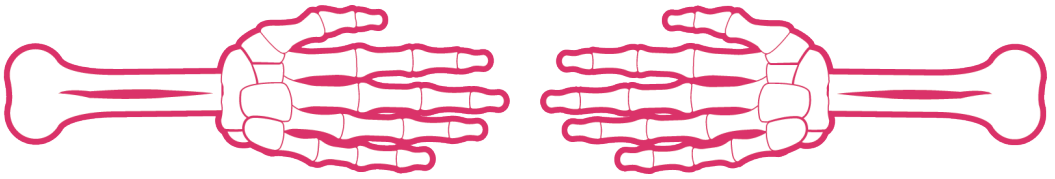
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WARNING! Not suitable for children under 3 years.
Contains small balls which may cause a choking hazard.



GAMEPLAY

Players must take it in turns to draw a card from the deck and roll the die. The number on the die indicates which of the tasks on the card you must complete.

The player whose turn it is then picks up their tiny skeleton hands (by the stump) and reads the tasks on the card (do not read them out loud for others to hear if it is an 'ACT' or 'DANCE' task)



TINY PALM TASKS (2 Minute)

If a player rolls the die and the number matches the number on the card that is in the palm of the tiny skeleton hand, the player then has 2 minutes to complete all the tasks on the card. The player gets one point per completed task



1. Cup: Stack 4 eggs on your right tiny skeleton hand
2. Cup: Stack 4 eggs on your left tiny skeleton hand
3. Yo: Lay a rap on its side, and roll a ball into the cup from 30 cm. First player to do it 4 times wins
4. Yo: Lay a rap on its side, and roll a ball into the cup from 30 cm. First player to do it 3 times wins
5. Yo: Players must only use 1 tiny skeleton hand. They must place a ball in the palm and throw it up and catch it. First to do so wins!
6. Yo: Form 2 goals using cups as goal posts, and first player to score 1 goal using their tiny hands wins!



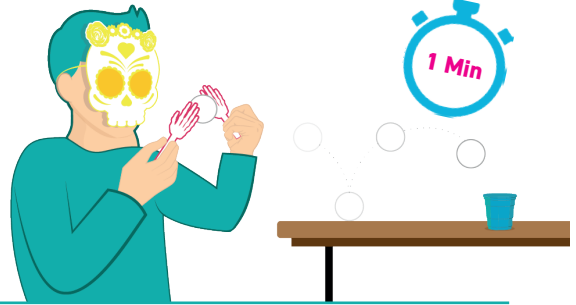
ACTING TASKS (15 Seconds)

If a player has an acting task on their card, they must act out what the card tells them to – the acting is split into; scenes from films, expressions and (tiny) hand gestures, everyday tasks & dance moves. The player that correctly guesses the 'act' also wins a point (Remember to keep score).



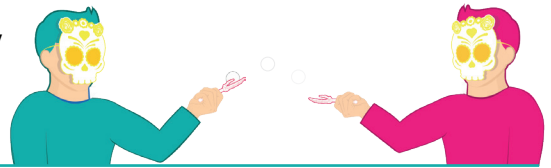
CUP TASKS (1 Minute)

If a player has a cup task on their card, they must use the tiny cups to complete the task. These could be things such as cup stacking or bouncing a ball into the tiny cups. For this game mode you will need great (tiny skeleton) hand-eye coordination!



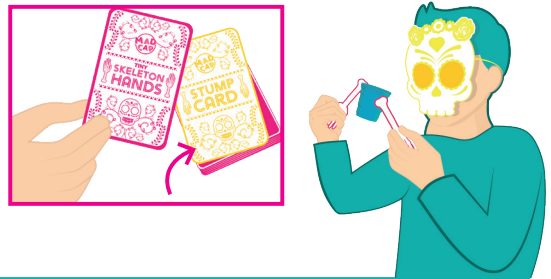
HEAD TO HEAD TASKS (VS)

If a player has a head to head task on their card, they must choose which player to come up against – this is the perfect opportunity for anyone with whom you have a bone to pick! The head to head tasks need both players to have a pair of tiny skeleton hands each. In the Head to Head tasks, the winning player earns the point!



STUMP CARDS

Some players will become rather good friends with their tiny skeleton hands – they may even think of themselves as hand twins! If, when a player picks up their task card, the card revealed underneath is a 'Stump' card, the tasks on that player's card will have to be completed using the stump ends of your tiny skeleton hands.



PLAYERS MUST BE HOLDING ONTO THEIR TINY SKELETON HANDS AT ALL TIMES WHEN COMPLETING THEIR TASKS.

MAD
CAP

▲▲▲▲ TINY ▲▲▲▲
SKELETON
HANDS
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