

Hand Management

Stinger / Player count

A game of managing hands for 2 - 5 players.

Win condition

Have the most hands managed at the end of the game

Contents

1 Finger die
1 Number die
1 scoring pad
25 Finger point tokens

Setup

Place the scoring pad in the center of the playing area and five finger point tokens per player within easy reach of all players. Each player designates one of their hands to be their Scoring hand and the other their Playing hand. Determine the first player randomly.

How to play

The game is played in a series of rounds. Each round, starting with the first player and continuing clockwise, roll the Finger die and the Number die together. Perform the rolled action with your Playing hand and then place your Scoring hand over the scoring pad as fast as possible, stacking your hand above other players' hands if necessary.

Once all players have their Scoring hand above the scoring pad, starting with the bottom Playing hand and continuing upwards, determine if the players performed the correct rolled action. The first correct player collects two Finger point tokens and holds them in their Scoring hand. The second correct player collects one Finger point token. In a 5-player game, the third correct player also collects one Finger point token. All other correct players receive nothing. Incorrect players must drop one Finger point token (if they have any). Play continues until all Finger point tokens remaining in the game have been collected. The winner is the player with the most Finger point tokens still held in their Scoring hand.

Finger die

The Finger die contains two different finger indicators: a letter T on three faces and a letter P on three faces. Each letter has a filling state: filled, empty, or outlined

If the finger indicator is the letter P, perform the action starting from the pinky finger on your Playing hand.

If the finger indicator is the letter T, perform the action starting from the thumb on your Playing hand.

Number die

The Number die contains an empty 1, a filled 2, an empty 3, a filled 4, an empty “+” symbol, and a filled “+” symbol.

A numerical result indicates the number of fingers required to perform the action.

A “+” symbol result indicates a numerical value that starts at one, and increases each time another “+” symbol is rolled. After it reaches five, the next time “+” is rolled it starts over at one.

Action combinations

If the filling on the Finger die and the Number die match, then starting from the Finger die finger indicator, extend the number of fingers indicated on the Number die outward (the rest should be retracted).

If the filling on the Finger die and the Number die don't match, then starting from the Finger die finger indicator, retract the number of fingers indicated on the Number die (the rest should be extended).

If the Finger die finger indicator filling is an outline, then perform both the matching and non-matching action combinations, one with your Playing hand and the other with your Scoring hand (it doesn't matter which). You must still place your Scoring hand above the scoring pad.

If a player tries to score with their Playing hand, they must drop one Finger point token (if they have any).

If a player drops a Finger point token from their Scoring hand at any time for any reason, those points are lost and the tokens are removed from the game.