

THROW HANDS™

CARD GAME INSTRUCTIONS

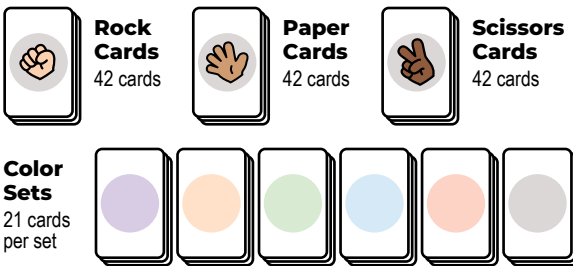
Watch How to Play



Hate reading instructions? [Scan the QR code](#) to watch our video on how to play!

Game Contents (126 cards)

The deck is divided into six color sets. Each color set contains an equal number of **Rock**, **Paper**, and **Scissors** cards.



Game Setup

1 Prepare the deck.

For 2 to 5 players: Remove entire color sets of cards until the number of remaining colors matches the number of players. (Example: 4 players = 4 color sets).



For 6 or 7 players: Use the entire deck. Go to Step 2.

For 8 players: Remove just 2 *Rock*, 2 *Paper*, and 2 *Scissors* cards (from any color) so the deck has 120 cards (15 per player).

Players should ignore the set colors when playing the game.

2 Deal the first round.

Choose a dealer to shuffle all the cards and deal them evenly. Players gather their cards into face-down Draw piles. The dealer draws 3 cards from their pile. All other players draw 4 cards.



How to Play

The object of the game is to be the first player to score 3 points. This game is fast-paced and played over multiple rounds, with points awarded at the end of each round.

1. START!



Without looking, the dealer flips the top card from their Draw pile face up in the center of play.

The round has now begun. **There are no turns**—every player may now play a card at any time. This game is a **chaotic, fast-paced mess**, and cards will pile up fast. So what beats Scissors?

2. SLAM!



Every player may slam one card in their hand onto the first card if its symbol "beats" the first card's symbol.

Paper beats *Rock*. *Scissors* beats *Paper*. *Rock* beats *Scissors*. Players **must shout** the symbol of the card being played. Multiple players can slam in rhythm (same beat). **If you're late, you missed it!**

3. REPEAT!



Play continues as players repeatedly slam cards with the symbol that beats the last symbol played.

As soon as player(s) slam their cards in rhythm, play **moves to the next symbol**. Players keep drawing from their Draw pile as long as they never have more than **4 cards in hand at a time**.

4. SCORE!

When all players run out of cards, award points based on the order of finish.

First place scores 1 point, last place scores -1 point, and all other players score 0 points for the round. In two-player games, the loser always scores 0 points.

Add (or subtract) these points to each player's total. The first player to reach 3 points wins the game!

If no player has 3 points, switch the dealer, shuffle the deck, and keep playing rounds until a player wins the game. **Good luck!**

RULES & TIPS

Slam one card at a time. You cannot slam two cards with different symbols and yell, "Rock-Paper!"

Don't wait for others. You may slam cards one after another without waiting for other players to slam.

Don't look – listen. Focus on your *hand* and react to what you *hear*.

Everyone stuck? Players should keep drawing one extra card (in unison) until someone can slam.