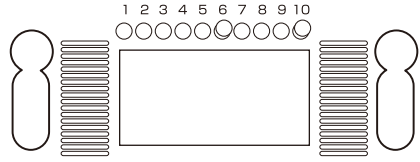




How to Play



Game Prep

Give each player 18 finger tiles.

Place the box between the two players. This box will serve as a box for discarding used finger tiles and unnecessary score chips. Line the score chips up next to the box. For the sixth and tenth score chips, place two chips in a pile.

● Let's start the game.

The game is simple. Play 10 rounds of Rock, Paper, Scissors. Draws also count as one round. The winner of each round gets one score chip. The sixth and tenth rounds are worth two points. When you win a round, take the score chip. When there is a draw, place the score chip for that round into the box.

But.

Each player has 18 finger tiles. This is the number of fingers you can put forth. Paper counts as 5 fingers, scissors as 2. Rock counts as zero because no fingers are used. Each time you play a round, place the number of fingers you used into the box. There's no need to use all of the finger tiles; however, the number of finger tiles left over at the end of ten rounds is the number of points that will be deducted from your score.

● Determining the Winner

(Number of score chips obtained) - (Number of leftover finger tiles) = Your final score.

The player with the higher score wins.

If the players have the same number of points, then it is a tie. Why not play another round?

● Advice

You can hold your finger tiles in the hand you are not using. The number of fingers remaining is the number of weapons up your sleeve. You probably shouldn't let the other player see how many you have!