



CREEPY HAND

CREEPY HAND RULES OF THE GAME Age 7+, 2 players or more

Content

- Creepy Hand*
- Truth or Dare Cards = 94 action cards Truth or Dare
- Double Dare Cards = 6 Joker cards

*works on 3 AA batteries, not included

Object of the game

To be the first player to collect 6 cards by successfully completing the 'Truth' or 'Dare' challenge!

Set up

1. All players sit in a circle around the Creepy Hand.
2. The Truth or Dare cards are placed in an accessible position for all.
3. Each player is given 1 "Double Dare" card which they can use only 'once' during the game.
4. The youngest player is elected to switch on the Creepy Hand.

Game Play

1. The Creepy Hand walks around in a small circle, until it randomly stops and its finger will raise and

point at a player in front (NOTE: make sure all players are evenly divided around the hand to avoid empty spaces).

2. A player is elected to read out the upper card to the player who has been pointed at. (Note: players take it in turns to read out cards).

3. The player facing the Creepy Hand is given the choice of 'Truth' or 'Dare' questions.

4. If he does not complete successfully (judged by the other players) or refuses to take the challenge, he must take the 'Forfeit', written at the bottom of the card!

5. After completing the assignment, the hand needs to be activated again so the next player can be pointed at.

Scoring with Cards

- If a player is successful with his 'Truth' or 'Dare' challenge he keeps the card.
- If a player is unsuccessful he cannot keep the card and has to face the "Forfeit" written at the bottom of the card.
- If a player refuses to face the "forfeit" or does not succeed to complete it, he must give back a card which was given before.

Joker Cards

A player may choose to use his "Joker" card rather than take the 'Truth' or 'Dare' challenge.

(Note: he makes this decision once he has heard the challenge). By doing this he will not collect a card, but he will not lose one either.

The player must choose an opponent who he would like to face the 'Truth' or 'Dare' that he has passed on.

If the chosen player completes the assignment he will receive 2 cards as a reward! If he fails he must face the 'Forfeit' of that card. If he does not complete the forfeit, he loses one of his cards.

The winner !

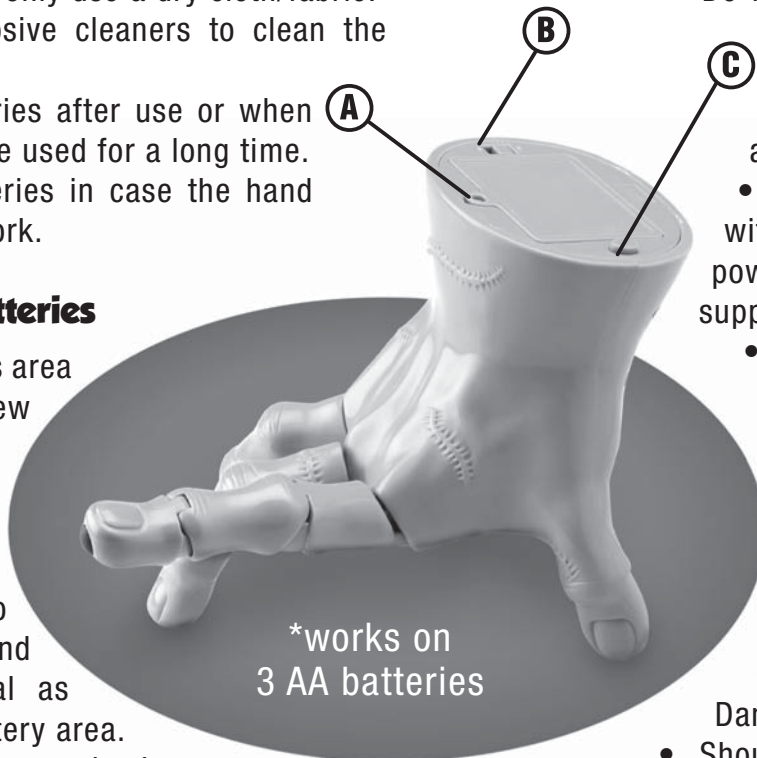
The first player to collect 6 cards is the winner!

Tips for using the hand

- Place the hand on an empty and flat surface of approximately 1m².
- Make sure all the fingers touch the surface.
- Set switch **B** to the "ON" position.
- Press button **C** to put the hand on motion.
- Wait until the hand has stopped completely before putting it back in motion.
- Do not touch the hand whilst the hand is moving.
- Never take the hand by the fingers but always on the top.
- After use, switch **B** to the "OFF" position.
- To clean the hand only use a dry cloth/fabric.
- Do not use corrosive cleaners to clean the hand.
- Remove all batteries after use or when the device will not be used for a long time.
- Replace the batteries in case the hand does not properly work.

Replacing Batteries

1. Open the batteries area **A** by using a screw driver.
2. Remove used batteries.
3. Install new batteries taking into account the "+" and "-" battery terminal as described in the battery area.
4. Screw the battery cover back on.



SAFETY REGULATIONS

- Replacing batteries should always be done by an adult or under the supervision of an adult.
- Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly matching the + and - polarity markings.
- Rechargeable batteries: do not mix these with any other type of batteries. Always remove from the product before recharging.
- Recharging should be done under adult supervision. Do not recharge other battery types.
- Do not short-circuit the supply terminals.
- Do not mix used batteries with new ones, standard (saline) with alkaline and rechargeable batteries with standard or alkaline batteries.
- Do not try to supply the product with power through use of mains power or another independent power supply system.
- Remove batteries if product is not to be played with for a long time.
 - Remove exhausted or dead batteries from the product.
 - Bring your used batteries to an authorised waste disposal centre.
- Keep batteries away from fire. Danger of explosion.
- Should this product cause, or be affected by local electrical interference, move it away from other electrical equipment. Reset if necessary (removing and re-inserting batteries).
- Please retain this information for future use.

