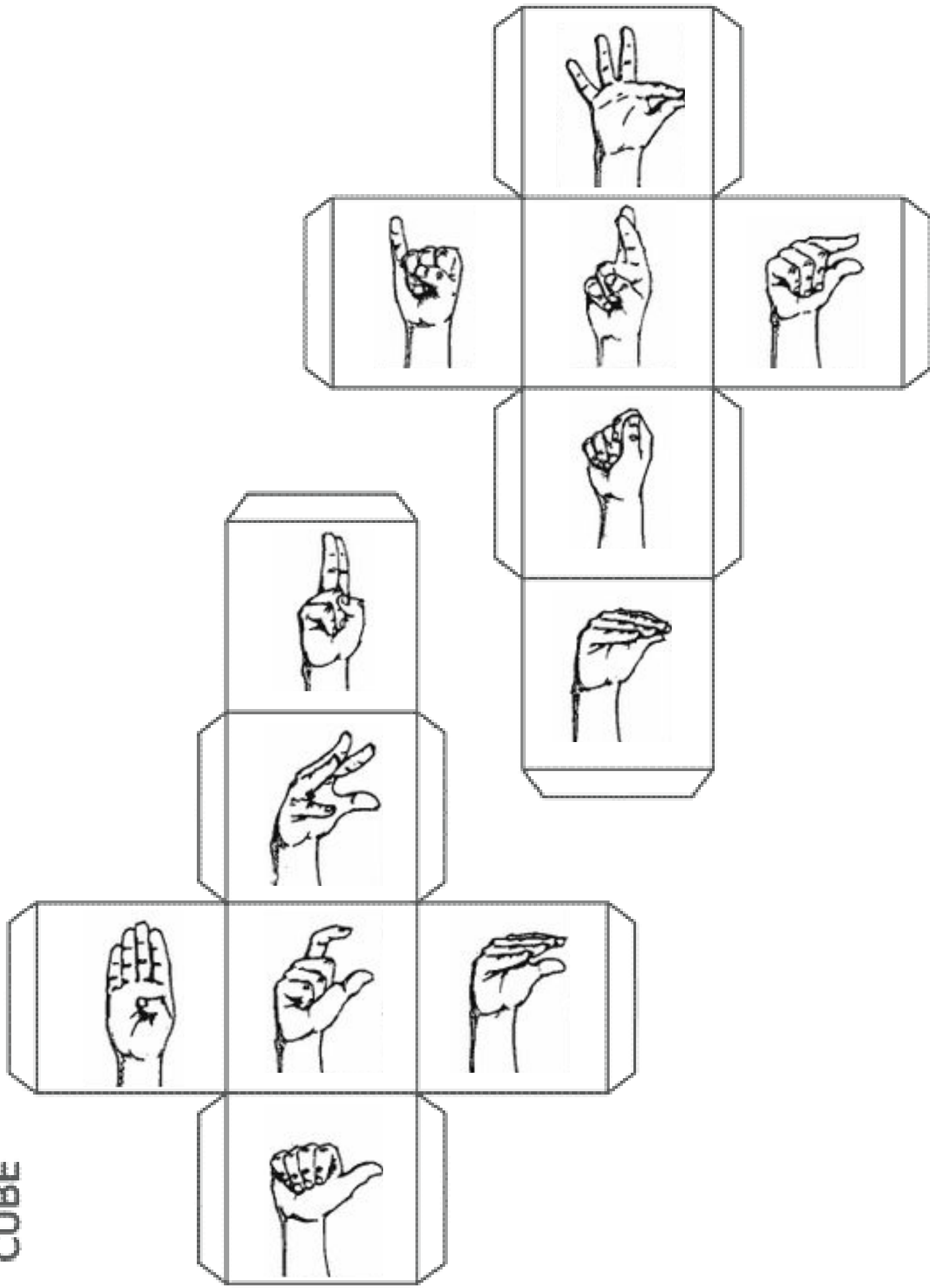
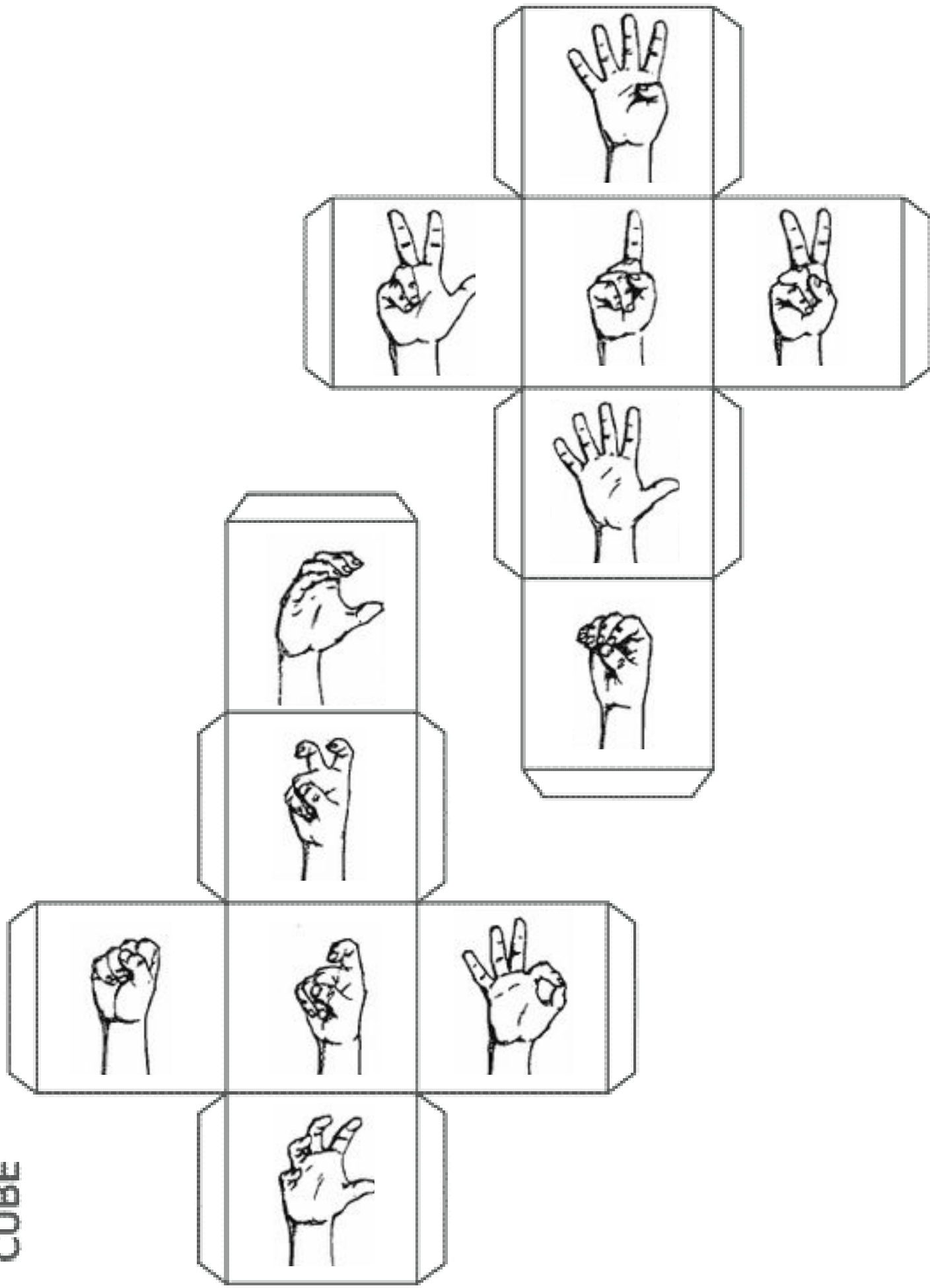


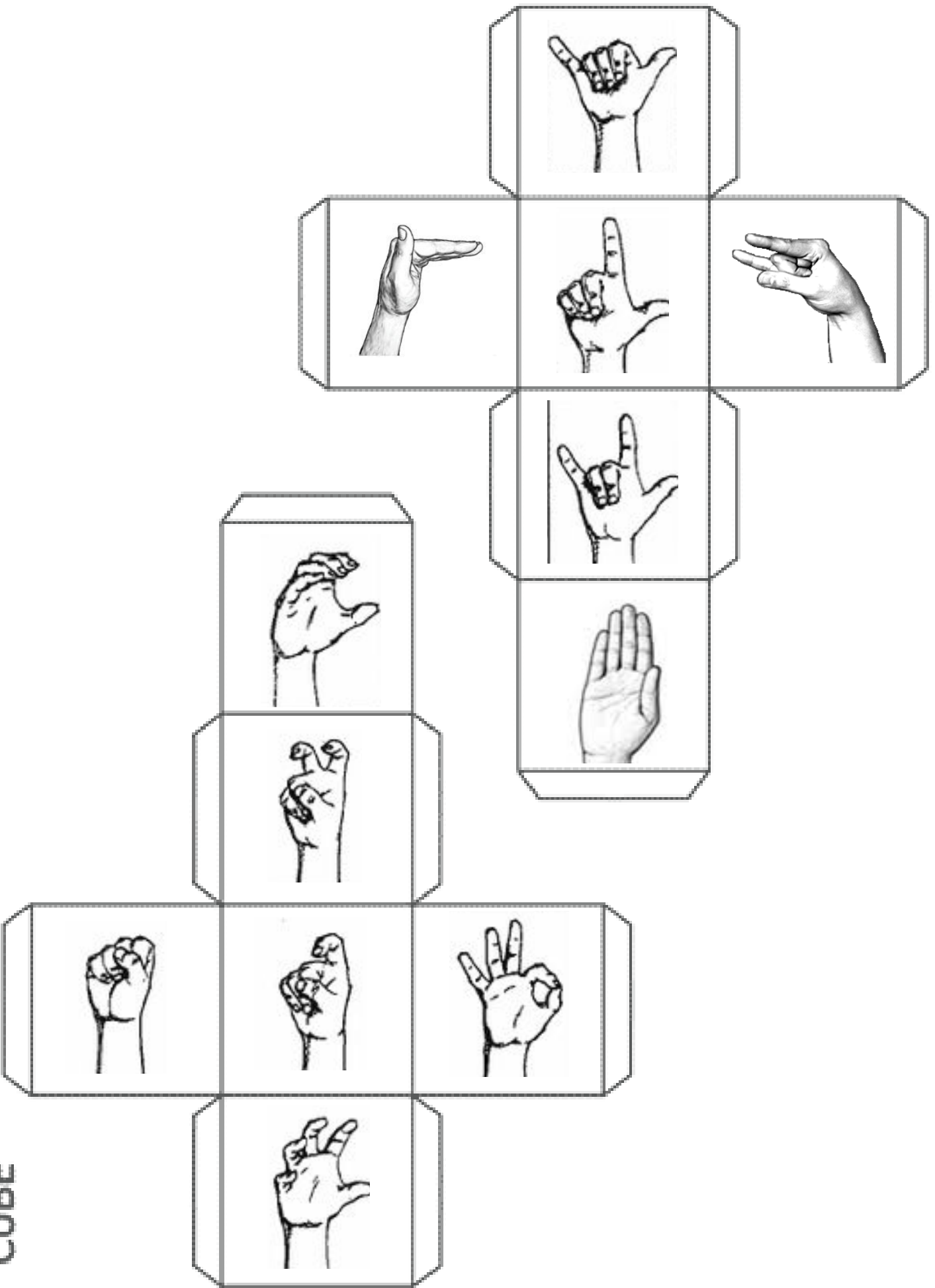
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Short Play Modes

Story

- First roll the number die and get a number
- Roll that many dice to get your hand shapes
- Tell a story using the hand shapes that you roll

Shapes

- Roll one die. The hand shape rolled is the handshape for the challenge.
- Go around in the circle giving a sign that uses that hand shape
- If you can't come up with one or if your sign isn't a word you're out
- Last one standing wins!

Marathon Modes

Story

- Each player takes one die and rolls it on their turn
- Go around the circle telling a story. The players must use only the shape they rolled.
- When you've been all around the circle pass each player passes their die to the player on their right.
- Play until a player can find a way to sign something meaning "The end."

Shapes

- Each player take one die and rolls it on their turn.
- Go around the circle, each player giving a sign that uses their hand shape.
- After each pass around the circle the players should pass their die to the person on the right.
- If you can't come up with a sign or you give a sign that doesn't exist you're out.
- Last player standing wins!
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