

Handouts

Instruction sheet

The aim of the game is to win as many points as possible.

How to play the game:

- On the count of three from the score keeper, put your fist forward with either a finger pointing or your thumb up. In each round you must play either a "finger" or a "thumb".
- You may not communicate with the other competitors at any time, except just before rounds 5, 8 and 10.
- You have to play all 10 rounds.

How to score points

This depends on what combination of "fingers" and "thumbs" was played by the competitors.

- If each of the 4 competitors plays "thumbs" then each player gets +1 point
- If three players play "thumbs" and one plays a "finger", then those who played "thumbs" each score -1 point and the person who played the "finger" gets +3.
- If two players play "fingers" and two "thumbs", then the "thumbs" each score -2 and the "fingers" +2.
- If one player plays a "thumb" and the other three players played "fingers", then the "thumb" scores -3 and the "fingers" each score +1.
- If all players play "fingers" then they each score -1.

This is summarised in the table below (combination of fingers and thumbs played and individual player's consequent score):

TTTT	TTTF	TTFF	TFFF	FFFF
+1 +1 +1 +1	-1 -1 -1 +3	-2 -2 +2 +2	-3 +1 +1 +1	-1 -1 -1 -1

Rounds 5, 8 and 10 are bonus rounds. You get extra points as follows:

Round 5 - your score for that round multiplied by 3

Round 8 - your score for that round multiplied by 5

Round 10 - your score for that round multiplied by 10

After each round the score keeper fills in the score sheet.

Score sheet				
Player's name				
Round				
0 (practice round)				
1				
2				
3				
4				
5 (score x 3)				
6				
7				
8 (score x 5)				
9				
10 (score x 10)				
Total scores, rounds 1-10:				