SECRET SHAKE

THE GAME OF SECRET HANDSHAKES

6+	2-8	10-20	54
AGES	PLAYERS	MINUTES	CARDS

PROTOTYPE RULES · V3.2 · NOVEMBER 202

Pick a partner. Stack your moves. Try to remember. Longest handshake of the night wins.

1 ADD A MOVE
Draw a card. Flash it to the room. Add it to your row.

2 NAIL IT
The whole Handshake, from move one. Together. From memory.

3 DON'T CRACK
Keep going until you do. Then count your cards.

IN THE BOX

Four kinds of card



40 Move cards, from Easy to Sync-Killer. Two are Your Move.

12 Twist cards. Each one messes with your whole Handshake, once.

The Trophy for the night's best, **the Ref** for the odd one out.



SETUP

Clear a stage

1. Shuffle two face-down piles: the Moves, and the Twists for Round 2.
2. Put the Trophy card in sight. It's the prize.
3. The last person to high-five someone picks a partner. That Pair goes first.
4. The Pair face to face, the Watchers in a half circle.



THE TURN

Your Spotlight

1. **Draw and show.** Read it together, then flash it to the room.
2. **Lay it down.** Face down, at the end of your row. That row is your Handshake.
3. **Ready... shake!** The whole thing, in sync. No practice runs.
4. **Nailed it?** Draw again. Keep growing it until you Crack.

Count, cheer and groan all you like. Never name the next move for your partner: that's a prompt.

Drew Your Move? The room counts down from five. Whatever you're each doing at one is the move. First name to get a laugh sticks.

What counts as a Crack

- ✕ **A blank.** Either of you freezes or forgets what's next.
- ✕ **A collision.** One high, one low. One fist, one palm.
- ✕ **Out of sync.** One of you finishes a move before the other starts it.
- ✕ **Wrong order.** A move skipped, swapped or invented, even if you both do it.
- ✕ **A broken Twist.** A peek on Eyes Closed. A word on Silent. A grin on Straight Face.
- ✓ **Not a Crack:** wobbles, giggles, a slow start, a near-miss you save.

If the room isn't sure, it didn't happen. Keep going.

WHEN YOU CRACK

1. **Count your cards.** One per Move in your row (yes, the one you cracked on), plus one per Twist you survived.
2. **Name your Handshake.** Something the room will remember.
3. **Beat the night's best?** Take the Trophy card, hold it up and call it: "Record: 7, the Wobbly Banker!"

Shuffle your cards back into their piles. The next Pair starts fresh.

THE NIGHT

Three Rounds, then the Encore

1
LEARN
Moves only.

2
TWIST
One Crowd Twist per Spotlight.

3
SHOWDOWN
Two Crowd Twists per Spotlight.

★
ENCORE
One last time, for the cheer.

Each Round, new partners. One Spotlight per Pair while the rest watch. **Odd one out?** You're the Ref this Round: hold the Ref card, call Cracks, flip Twists.

THE ROOM PLAYS TOO

Crowd Twists



After any nailed Handshake of three moves or more, a Watcher may shout **"TWIST!"** and flip the top Twist. The Pair performs their whole Handshake under it instead of drawing.

- ✓ **Survive it:** it goes face up beside your row, worth a card. Then draw again.
- ✕ **Break it:** that's a Crack.

No pressure, Watchers: cheering is plenty.

GLORY

Winning



Perfect Shake. Nail twelve moves in one Spotlight and take a bow. Your Spotlight ends in glory.

The Encore. After Round 3, that Round's Pairs do their Handshakes one last time: no cards, for the cheer. Trophy holders go last.

The two players holding the Trophy card win. Matched the record? You perform in the Encore too, and the loudest cheer takes the card.

Reverse Backwards.	**Echo** Every move twice.	**Eyes Closed** Eyes shut.	**Freeze!** Room yells freeze, then GO.
Slow-Mo Super slow.	**Straight Face** No smiling.	**Double Time** Top speed.	**One Foot** On one foot.
Wrong Hand Other hand.	**Go Big** Enormous.	**Silent** No talking.	**Cut in Line** Newest first.

Eight players: Double Feature

Two Pairs share each Spotlight, side by side: one row, both perform at once. Twists hit every Pair still in. Crack and count; the other Pair plays on.

Two players

Play three Spotlights; your best is your record. From the second, shuffle three Twists into the Move pile. Draw a Twist? It hits your whole Handshake, like a Crowd Twist. Before move three? Bury it and draw again.

Variants

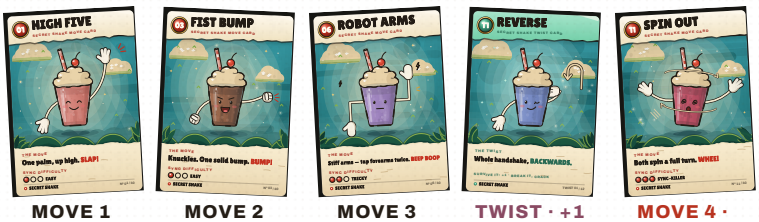
Easy Mode. Partners may prompt. Great for kids.

No Touch. Stop each contact move an inch apart.

Seated. Spin your hands; bump shoulders, not hips.

Stadium Mode. The room counts the beat out loud.

EXAMPLE OF A SPOTLIGHT



MOVE 1 · MOVE 2 · MOVE 3 · TWIST · +1 · MOVE 4 · CRACK

Round 2. Jo and Sam draw High Five, flash it, do it. Nailed. Fist Bump: high five, fist bump. Robot Arms: all three. Now the room can twist. Ana shouts **"TWIST!"** and flips **Reverse**: robot arms, fist bump, high five. Survived. Then Spin Out. Sam spins left, Jo spins right. **Crack.** Four moves plus a Twist: **5.** "The Office Party" beats the record of 4. The Trophy is theirs.

Keep your handshake. Use it to say hello. Use it to say goodbye.