

BLACK HANDS of HATHOWAY

A game of prediction and wits!

Black Hands of Hathoway is a quick, family-friendly game of Court intrigue, dastardly underhanded plots and cunning strategy.

Each player is a thief in the Guild of the Black Hands trying to 'save' the King's gold ... by stealing it first!



Fun, fast and easy to learn! Great replayability!
Unique game mechanic! Vibrant, hand-drawn artwork!
Perfect for all ages!

COMPONENTS: 34 Treasure Cards, 16 Officials Cards,
8 Directional Cards, 4 Reference Cards, 10 Royal Coins,
1 Thief Meeple, 1 Rule Book



\$12.50



What's it about?

Black Hands of Hathoway is a **quick, family-friendly game of Court intrigue**, dastardly underhanded plots and cunning strategy. With elements of **take that** and **card taking**, one must out wit other players to claim the most treasure. As a thief of the Black Hands, you can coerce members of Court into being your unwitting accomplices in this classic game of **Battle of the Wits**.

What makes Black Hands unique?

Black Hands is a **fast-paced** card game, with great heart and depth, part bluffing, part strategy, set in a fun, unique setting of a Renaissance-era Court. Black Hands' small core set of rules make it **quick to learn**, easy to master, and able to fill a niche of engaging, replayable short-duration games (**15-30 minutes**).

Theme and Narrative

The backdrop of Black Hands is a **Renaissance-era royal Court**. Two brothers, one the King of the Land, the other the Master of the Black Hands of Hathoway, have a life-long tradition of one-upmanship; a (mostly) friendly game of **wits, strategy and subtle manipulation** played out during grand gatherings. Can the King keep all of his treasure, or will his brother be able to master the King's own Court to steal it for him by the end of the night?

Target Audience

Black Hands is a **family-friendly** game, easily playable and enjoyable by anyone **8 and up**. Anyone that enjoys quick games with great depth and strategy would be a perfect audience.

Anything else?

Each of the cards has wonderful, **brilliantly hand-drawn artwork** that work to establish the mood and theme of the game.

Who are we?

Table Flip Board Games is an indie collective in **Seattle** dedicated to developing fun and innovative games. At our core, we're Jeph Wilkinson, Jeston Furqueron and Neil Schnepf, putting our creative heads together in our game-lined, one room studio since early April of 2014.