STEP 2

Apply the stickers from the Sticker Sheet (E) onto the Hammerin' Hands Base Unit (A) as shown.

A x1
E x1

STEP 3

DURING GAME PLAY: Before each round begins, the hammer must be reset. Pull the hammer back up to the center so it’s standing upright (Fig. A). Then, adjust the Game Lever Flag on the side of the hammer so it perfectly aligns with the “RESET” arrow (Fig. B). This will ensure that the hammer is in the center of each team for a fair game each time!

A x1
D x1

YOU ARE NOW READY TO PLAY!

Head over to the HAMMERIN’ HANDS Game Sheet to see full rules on how to play!

For replacement parts:
Visit: franklinsports.com/instructions
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