

Gesture Duel

A fast, expressive battle of timing, skill, and intuition.

Your Hand becomes your weapon.

- Strike with a fist
- Block with a palm
- Dodge with a swipe
- Parry with perfect timing
- Unleash combos with gesture chains

Blind Mode Features

- Opponent position via spatial audio
- Gesture sound signatures
- Timing cues
- Health tones
- Round narration

Blind and sighted players compete equally — same rules, same speed, same intensity.

Bingo, reimaged for The Hand.

Play with your voice, gestures, or spatial audio.**

The Hand brings Bingo to life with expressive animations, clear audio cues, and full accessibility for blind and sighted players.

How it works

- The Hand calls numbers with personality and flair
- You mark your card with a tap, a gesture, or your voice
- The Hand tracks your progress
- The moment you win, The Hand celebrates with a full-screen animation

Play your way

- **Gesture:** Tap to mark, swipe to clear

- **Voice:** “Mark B-12”, “Clear that”, “Next number”
- **Blind Mode:** Spatial audio for card layout, number positions, and matches
- **Sighted Mode:** Cinematic Hand animations and glowing highlights

Blind Mode Features

- The Hand reads your card layout on request
- Spatial audio indicates the row or column of each number
- “Hot” tones when you’re close to a Bingo
- “Cold” tones when you’re far
- Clear narration:
 - “You have one left on the diagonal.”
 - “Two left on the top row.”
 - “Bingo!”

Hide and Seek Go

****A classic game, reinvented for The Hand.**

Play with gestures, voice, or spatial audio.**

Hide and Seek Go turns your screen into a playful, expressive world where The Hand becomes the seeker — or the hider — depending on how you play.

How it works

- The Hand hides an object in one of its hands
- You guess left or right using voice or gesture
- The Hand reacts with expressive animations
- Win streaks unlock new reactions, moods, and difficulty levels

Play your way

- **Gesture:** Point left or right
- **Voice:** “Left”, “Right”, “Show me”
- **Blind Mode:** Spatial cues, tactile audio hints, expressive sound reactions
- **Sighted Mode:** Cinematic Hand animations and playful reveals

Blind Mode Features

- The Hand uses spatial audio to “hide” the object
- Subtle sound cues hint at the correct hand

- The Hand reacts with:
 - Victory chimes
 - Teasing tones
 - Dramatic reveals
- Optional “no hints” mode for competitive play

Blind and sighted players can play together — equally, fairly, and joyfully.

Multiplayer

Perfect for:

- Kids
- Families
- Parties
- Classrooms
- Community Spaces
- Online play

Hide and Seek Go is simple, universal, and instantly fun.

Why it matters

This game shows exactly what The Hand is:

- Expressive
- Playful
- Accessible
- Human
- Safe
- Universal

It's the kind of game that makes people *fall in love* with The Hand.

Section 3 — Mood Match

****Match the emotion.**

Feel the vibe.

Win the round.**

The Hand shows a mood — or plays an emotional soundscape — and you match it with your own gesture and expression.

- Calm
- Excited
- Angry
- Confused
- Playful
- Focused

Blind Mode Features

- Emotional sound palettes
- Rising/falling pitch for intensity
- Voice cues: “Match the mood: calm.”

Everyone plays the same game, just through different senses.

Section 4 — Hand Run

An endless runner powered by your gestures and reactions.

Move left, right, jump, duck, and collect items — all with simple gestures or voice commands.

- Swipe left/right to dodge
- Swipe up to jump
- Swipe down to slide
- Grab to collect
- Voice commands for accessibility

Blind Mode Features

- Lane-specific ambient cues
- Obstacle warning tones
- Collectible chimes
- Speed-up/down audio

Blind players can run with the same precision as sighted players.

Section 5 — Signal Hunt

****Track the hidden signal.**

Follow the sound.

Find the source.**

A game of exploration, intuition, and spatial awareness.

- Move your Hand to scan the environment
- Follow directional pulses
- Listen for proximity vibrations
- Capture the signal before time runs out

Blind Mode Features

- Hot/cold audio cues
- Stereo direction hints
- Unique tones for each signal type

This game was practically *made* for blind players.

Section 6 — Multiplayer for Everyone

****Blind vs sighted.**

Sighted vs sighted.

Blind vs blind.

It all works.**

The Hand Game Engine ensures:

- Equal reaction time
- Equal information
- Equal challenge
- No “easy mode”
- No handicaps
- No unfair advantages

Skill wins — not eyesight.

Section 7 — Voice-First Gaming

Play entire games with your voice.

Perfect for blind users, mobility-impaired users, or anyone who wants a hands-free experience.

- “Attack.”
- “Block.”
- “Dodge left.”
- “Start game.”
- “Next round.”
- “What’s happening?”

The Hand narrates the action clearly and concisely.

Section 8 — Spatial Audio Engine

****Hear the game world.**

Feel the action. **

Every game uses 3D spatial audio:

- Left/right panning
- Up/down pitch cues
- Distance volume
- Object identity tones
- Timing cues
- Impact sounds
- Environmental ambience

Blind players get a full mental map of the game world.

Section 9 — Fairness Engine

Designed so everyone can win — fairly.

The Hand ensures:

- No extra reaction time for blind players
- No predictive cheating
- No slowed gameplay
- No hidden information
- No visual-only mechanics

This is true accessibility.

Section 10 — Build Your Own Games

Developers can create their own Hand-powered games.

The Hand Game Engine includes:

- Gesture recognition
- Voice command mapping
- Spatial audio tools
- Timing systems
- Fairness balancing
- Blind Mode support
- Multiplayer hooks

One engine.

Infinite games.