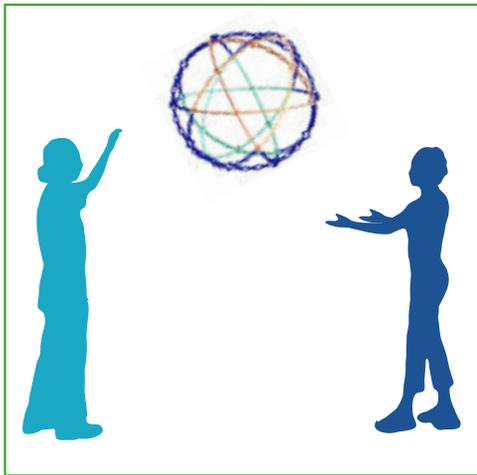


# 21 Cool Things To Do with the Hoberman Sphere™

## FUN GAMES & EFFECTS

1. **Flip down.** Hold the closed Sphere by one hub on top of your open palm. Flip the Sphere over and watch it open. Then flip it back to the top of your palm and let it close. When you've gotten good at this, try it with your other hand!

2. **Open bounce.** A rug works best for this. Hold a Sphere fully open with two hands and toss it down to the floor. If you spin it toward you, it will bounce back into your hands. Do not try to bounce the Sphere when it is closed!

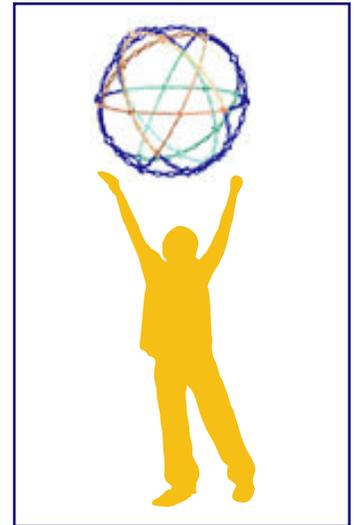


Two-person catch

3. **Toss-up.** Throw the Sphere up above your head as you pull out on opposite hubs. It will open as it goes up and close as it comes down. Catch it!

4. **Two-person catch.** Throw the Sphere to another person. If you spin the Sphere slightly as you throw, it will open in mid-air. (Let your partner know it's coming before you throw it!)

5. **Floor spin.** A hard floor works best for this. Open the Sphere and place it on the floor. Holding an upper hub, spin the Sphere and watch it move. Try spinning it on a hub, then a triangle, then a pentagon -- notice the different way it moves on each of these shapes.



Toss-up

6. **Mid-air bounce.** Hold a slightly open Sphere balanced with the bottom hub on top of your open hand. Steady it with your other hand either at the top or side. Now quickly push the bottom hub up to close the Sphere as you let go with the steadying hand. It will appear to bounce closed and then open again in the air. Catch it before it drops! Repeat.

7. **Hot Potato.** Roll the opened Sphere back and forth between yourself and one or more players, trying not to let it close.

8. **Two-handed open-to-close spin.** Hold the opposite hubs of an open Sphere between your thumbs and first two fingers. Using your thumbs, twirl the Sphere backwards as you close it and push in so the hubs are spinning on the palms of your hands. This takes practice, but looks really cool!



Just act silly with  
your friends!

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9. **Continuous roll.** Open the Sphere and roll it in front of you across the floor. Watch it close. If you have a large open space, you can run behind it and continue to roll it, keeping it open by hitting the underside of the upper hub. Races, anyone?

10. **Mesmerizing.** Holding the Sphere by opposite hubs with your hands on either side, open and close the Sphere as fast as you can, staring at the center.



Gimme shelter!

## FASHION STATEMENTS

11. **Spikey hat.** Wear the Hoberman Sphere on top of your head, opening it just enough to fit and stay on. Turn this into a cool activity by balancing it on your head as you walk, run, dance or move creatively. Try this in public! Also good for relay races.

12. **Space helmet.** Open the Sphere enough to fit your whole head inside it, then close it to fit comfortably and let it rest on your shoulders. (We don't recommend running while wearing the Hoberman Sphere helmet!)

13. **Thinking cap.** An artist we know puts the Sphere over his head when he is trying to think of a new idea, and expands it when the idea comes to him.

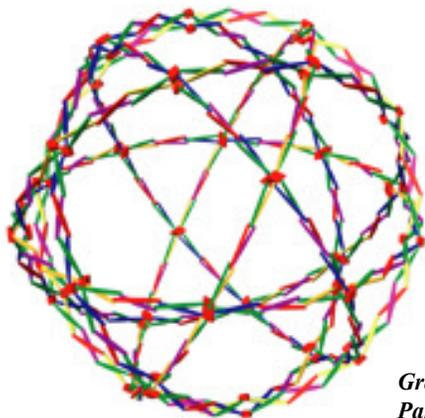
14. **Sphereman.** If you are small enough, you can wear the Sphere around your middle.

15. **Gimme shelter.** If you are very small, place the Sphere pentagon side down on a rug, put a pillow on the inside of the pentagon to keep the Sphere open and climb inside. Have a seat!

## MORE IDEAS...

16. **Double fun.** If you have two Spheres, put one Sphere closed on the ground. Now place a pentagon of the second Sphere over it in opened position. Reach in and open the inner Sphere. Lift them up and drop them. Watch them close together. What would happen with three Spheres?

17. **Mobile.** Hang your Sphere from the ceiling to make a room decoration that you can open and close. Follow directions on the sheet enclosed in the box with your Sphere.



## COUNTING GAMES

18. How many triangles can you find?

19. How many pentagons?

20. How many stars? (Hint: A star is created by 5 triangles with a pentagon in the middle.)

21. Here's a tricky one...how many **total** parts make up the Hoberman Sphere? (Visit our website for the answer!)

*Grown-ups:* Try incorporating some of these activities into your exercise routine!

*Parents:* These fun activities also provide practice in hand-eye coordination and encourage creativity. Most activities are recommended for ages 6 and up; some may be unsuitable for younger children.



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**What other things can you think of to do with the Hoberman Sphere?**

E-mail us your ideas at [designs@hoberman.com](mailto:designs@hoberman.com) or write to us at Hoberman Designs, 40 Worth Street, Suite 1680, New York, NY 10013. Learn more about the amazing inventions of Chuck Hoberman at our website: [www.hoberman.com](http://www.hoberman.com).

*Thanks to Ian Cameron, Daniel Erns, Robert Sica, Linda Jordan, Orlan Cannon, Zoe Cannon, Ron Bomba and Perry Hoberman for their creative ideas.*

*Counting Games Answers:  
18. 20.  
19. 12.  
20. 12.  
21. There are 360 strut pieces joined into 180 "scissor-pairs" and 60 hubs put together from two halves = 120 parts making a total of 480 parts that make up the Hoberman Sphere.*