



For two, three, four or more players

A new stocking-foot game that everybody will flip over. Twister can be played indoors or outdoors by boys or girls or mixed groups of all ages. The perfect fun starter for every party.

OBJECT OF THE GAME: To be able to outmaneuver your opponent in placing hands and feet on colored circles as directed by the spinner.

TO SET UP THE GAME:

1. Indoors: Open and spread the vinyl game sheet on floor or rug with colored side up.
2. Place spinner on table, floor or level surface.
3. Outdoors: Place shoes or objects on corners to hold the sheet down.

PLAY FOR TWO PLAYERS

1. Players remove shoes and stand facing each other on opposite ends of the sheet near the word "Twister".
2. Each player places one foot on a Yellow circle and the other foot on a Blue circle that are nearest their "Twister" end.
3. A third person called the "Referee" spins and reads aloud both the limb and color the arrow points to. The outside section of the Spinner points to one of four limbs — Right Hand, Left Hand, Right Foot, or Left Foot. Inside each of these sections are four spaces, one of each color found on the vinyl sheet. The Referee must read the information found on both sections. Referee could say for example: "Right Hand — Red." -
4. Players **MUST** move to obey the direction of the Referee. In the example above, they must both place their Right Hand on any **VACANT** Red circle.
5. **ONE** limb from **ONE** player only can occupy any one circle at **ONE** time. If both players reach for the same circles, the Referee decides which player was there first and therefore awarded the circle.
6. Once limbs are placed on circles, including both feet at the start, they cannot be moved or lifted without the direction of the Referee by each spin. However **ONE** limb may be lifted to allow another limb to pass by, but must be immediately replaced to the circle from which it came. The Referee **MUST** be notified before making this move.
7. If three limbs from each player are on the same colored circle, they occupy all available circles of that color and the Referee must spin until a different color can be called.
8. Except for Rule 7, the player must move the limb called to another circle even though it may be on the same color as called.
9. Whenever one player **FALLS**, or lets an **ELBOW** or **KNEE** touch the vinyl sheet, the game is ended, and the other player **IS THE WINNER**.
NOTE: If a player feels that a new position is impossible or it would cause him to fall, he may concede the game.

PLAY FOR THREE PLAYERS

1. Two players face each other from opposite ends of the sheet and the third player faces the center from two middle red circles along the side.
2. Players move into positions directed by the spin of the referee as in the two-player game.
3. The first player to **FALL** or have an **ELBOW** or **KNEE** touch the vinyl sheet, drops out and the remaining two players continue until one player

remains as the WINNER.

PLAY FOR FOUR PLAYERS

1. Players form teams of two players each.
2. Players on the same team line up side by side occupying the four circles at the "Twister" end of the sheet. The opposing team faces them in the same manner at the other end.
3. The Referee calls the spin as in the two player game, but in team play all FOUR players must take EACH position called.
4. Play continues as in the two player game EXCEPT partners can EACH occupy the SAME circle with one limb not necessarily the same limb.
5. When ONE player from either team falls or touches an elbow or knee to the surface, the game is over and the other team becomes the winner.

SUGGESTED GAMES FOR PARTIES OR GROUPS

ROUND ROBIN GAME:

Players form two-player teams and play a Round Robin Tournament. Each team in turn, plays every other team and score is kept of team wins and losses. The team with the most wins is the winner.

ELIMINATION GAME:

Players form two-player teams and play an Elimination game. After two teams have played one game, the winning team comes back to play other winning teams. The losing teams drop out. Winning teams continue to play winning teams until there is only one team left, which is declared the winner.

OPTIONAL TWO PLAYER GAME WITHOUT A REFEREE

1. This game is played with the same rules as in the regular game for two players, EXCEPT the spinner is NOT used.
2. One player calls the name of the limb to be moved and the other player calls the color of the circle it must be moved onto.
3. Players alternate turns calling the limb first.

NOTE: (When it is the player's turn to call a limb, he should call the limb he would like to move most. The opposing player will try to name a color that combined with the called limb will give his opponent a difficult position to achieve.)

4. Winner is declared as in the regular two-player game.

STRATEGY FOR WINNING AT TWISTER

Good strategy is to advance toward an opponent in an attempt to keep him in his end of the vinyl sheet. This will give him a smaller area of circles on which to gain each position, without going under or over the advancing player.

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