

Twister

For 2+ Players / AGES 6+
ADULT ASSEMBLY REQUIRED

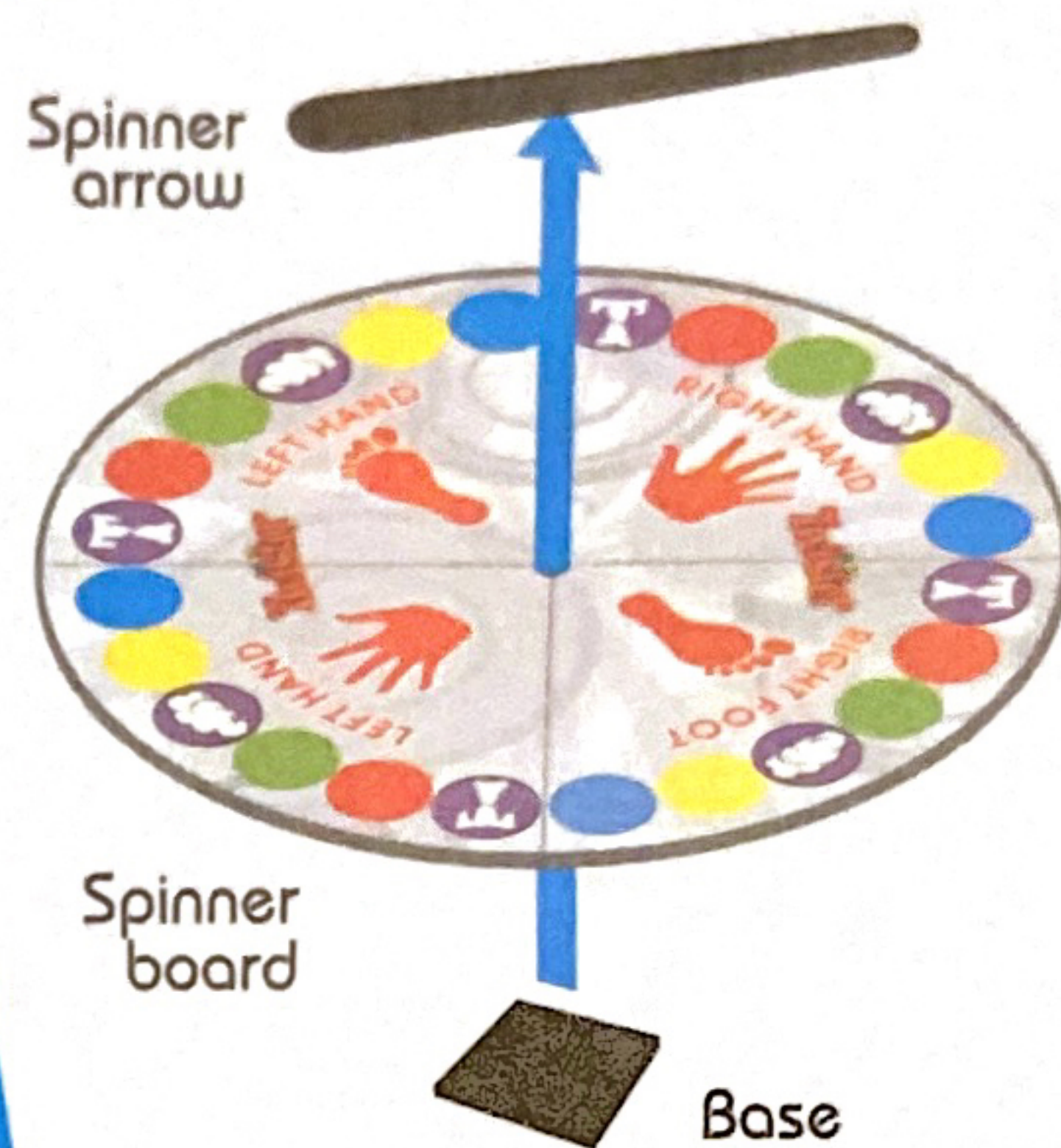
THE GAME



Spin and call out the moves. Players must move that body part to that color spot as quickly as possible. If your knee or your elbow lands on the mat, or if you fall over, you're OUT!

The last player standing wins!

ASSEMBLY



• Assemble the spinner.

• Carefully remove the game pieces from the plastic frame. If needed use an emery board or sandpaper to remove the excess plastic from the game pieces. Discard the frame after removing all the game pieces.

PLAY

Spread out on your mat.

3+ players:
One player spins & calls the moves.

2 players:
Alternate spinning.



Spinner's Choice: Make up a move for the players to do. Need inspiration? Check the back of the spinner for some fun ideas.



Air: Put the called out body part in the air not on the mat. If you already have a body part in the air and air is spun again, put that body part down on any empty spot and do the new move.

QUICK TIPS

- Only one hand or foot per spot.
- The first player to get to a spot claims it.
- The spinner is the ref in case of any disagreements.
- Once you've made your move, you can't move again unless the Spinner says it's okay, even if another player is trying to get by you.
- If all six spots of one color are taken, spin again.
- If the Spinner calls a combo that's already happening, move your hand or foot to a different spot of the same color. (If all six are taken, spin again.)

CONTENTS:

TWISTER Mat and Spinner
(with plastic arrow
and arrow base)