

Twister®

TAKE OUT



Instructions

For 2 TO 4 PLAYERS/AGES 6+

Contents: Vinyl Mat, Spinner/Flying Disc, Tote Bag

Object: Out “twist” your opponent(s) by placing your hands and feet on the mat’s colored circles.

The First Time You Play

Remove the mat from the plastic wrapping, and discard the wrapping.

Setting Up the Game

1. Spread the mat faceup on a flat surface, indoors or outdoors.
2. Players take off their shoes and set them aside. If you’re playing outdoors, you may want to anchor the mat corners with your shoes.
3. Decide who will be the referee. The referee is not considered a player; during the game, the referee will spin the spinner, call out the moves, and monitor the game play.
4. Position yourselves on the mat according to the number of players, as explained below.

For a 2-player game, players face each other from opposite ends of the mat, near the Twister logo. Place one foot on the yellow circle and the other foot on the blue circle closest to your end of the mat. Your opponent does the same on his or her end of the mat.

For a 3-player game, two players stand on the mat facing each other as described above for a 2-player game. The third player faces the center from the red-circle side of the mat, placing one foot each on the two middle red circles.

For a 4-player game, see Team Play.

How to Play

The referee spins the spinner, then calls out the body part (hand or foot) and the color that the arrow points to. Each player must then try to place the called-out body part on a vacant circle of the called-out color. For example, if the referee calls out “Right hand, red,” each player must try to place his or her right hand on any vacant red circle.



Here are the rules for placing your hands and feet on the colored circles:

- If your called-out hand or foot is already on a circle of the called-out color, you must try to move it to another vacant circle of the same color.
- If two or more players reach for the same circle, the referee must decide who got there first. The other player(s) must find another vacant circle of the same color.
- If all six circles of a color are already covered, the referee must spin again.
- Never remove your hand or foot from a circle unless you're following the referee's directions.
Exception: You may temporarily lift a hand or foot to let another hand or foot pass by, as long as you tell the referee beforehand.

Strategy: Try moving toward an opponent's side of the mat, forcing the player to go over or under you to place a hand or foot!

Getting Eliminated

Any player who falls, or touches the mat with an elbow or knee, is immediately out of the game. (If you feel that a new position is impossible, or will cause you to fall, you may eliminate yourself.)

In a 2-player game, the game ends and the remaining player wins. In a 3-player game, the remaining two players keep playing until one more player is eliminated. The remaining player wins.

How to Win

The last player left in the game is the winner!

Team Play

For a 4-player game, form two teams of two players each. Teams face each other on opposite ends of the mat, standing side-by-side with each foot on a circle so that all 4 circles near the Twister logo are covered.

Play as in the 2-or 3-player game, with this exception: team members can cover the same circle with one hand or foot each. As soon as a player is eliminated, the game ends and the other team wins!

2-Player Game with No Referee

If there are only two players, you can play without using the spinner. One player calls out the body part, and the other player calls out a color. Players take turns calling out the body part first. Otherwise game play is the same, and the last player in the game wins.

Party Games

Round Robin: Form several 2-player teams. Each team, in turn, plays every other team. Players keep track of wins and losses. The team with the most wins, wins!

Team Elimination Game: Form several 2-player teams. Teams play against each other, with losing teams dropping out. Winning teams play each other until only one winning team is left.

Using the Spinner as a Flying Disc

When you're not playing Twister, you can use the spinner as a flying disc! To remove the spinner arrow, just pinch the bottom and lift the arrow out of the spinner hole.

Storing Your Game

Done playing for now? Storing your game is easy: just fold the mat, then place the mat and the spinner in the tote bag. If necessary, dry off the mat and spinner first, or clean them with a damp cloth.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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