

Totally Twister™

Instructions

Ages 8 and Up - 2 or More Players

Contents: Totally Twister game unit

Inserting the Batteries

1. Press and turn the red button counterclockwise, then lift it off. Loosen the 3 screws and lift off the battery cover. See Figure 1.

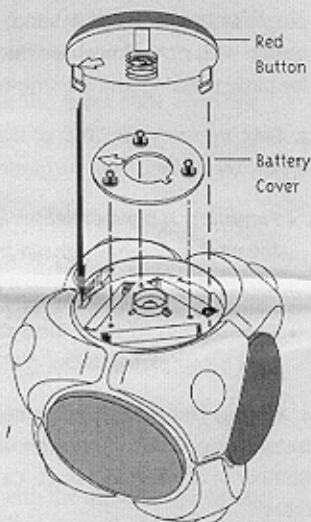


Figure 1

2. Insert three "AAA" size batteries into the battery compartment. See Figure 2.

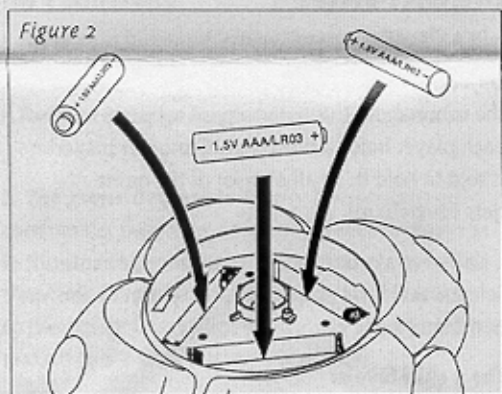


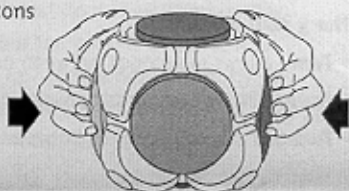
Figure 2

3. Replace the battery cover, then tighten the screws. To replace the red button, line up the arrow inside the button (shown in Figure 1) with the arrow on the battery cover. Then press the button down and turn it clockwise.

Test the batteries: Press and release the yellow and green buttons to turn the game on. See Figure 3. You'll hear a guitar riff and "Are you ready?" If you don't, the batteries may be weak or improperly installed. *Note:* The game shuts off automatically (see the box on this page).

IMPORTANT! Press only the yellow and green buttons! If you press a wrong button or a third button, the game won't respond.

Figure 3: Press the yellow and green buttons together, then release them to turn the game on.



CAUTION:

- As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.
- Make sure the batteries are inserted correctly and follow the toy and battery manufacturers' instructions.
- Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

Automatic Shutoff

If no buttons are pressed for about 60 seconds, *Totally Twister* will say, "See Ya!" and the game will shut off automatically.

Get Ready!

Totally Twister is a stocking foot game, so get those shoes off before you play! Now, isn't that more comfortable?

Turn on the game: Press and release the yellow and green buttons. *Totally Twister* will say, "Are you ready?" and ask which game you want to play.

The 3 games:

- **Pass It:** Press the red and blue buttons.
- **Megatwist:** Press the yellow and green buttons.
- **Turbo Pass:** Press the purple and orange buttons.

Play!

The 3 games are described below. Don't miss the cool Game Play examples on page 4!

PASS IT

2 or More Players

Object: Score as high as possible by quickly passing the game from player to player. Players get only a few seconds to complete each pass!

1. Gather in a group with the game in the center. Decide who will go first, second, and so on. Then select a skill level as directed, to determine the time allowed between passes.

The 3 skill levels:

- **Tame** allows 10 seconds between passes.
- **Tough** allows 6 seconds between passes.
- **Twisted** allows 4 seconds between passes.

Body Parts and I's, And's & Butts!

"Press what on green???" *Totally Twister* knows 8 body parts: head, shoulder, elbow, hand, butt (yes, *butt*), hip, knee and foot. You can press a button with *any portion* of a body part: for example, if the part is *head*, you can press the button with your chin, forehead, cheek, or any other head surface.

Totally Twister also knows the human body's limitations. You'll never be asked, for example, to press one button with your head and another with your butt!

Pressing: Press and hold a button (or buttons) as close to the center as you can, and hard enough to hear the guitar riff.

Passing: In *Pass It* or *Turbo Pass*, players always press opposite buttons. Make sure the next player has pressed *both* buttons before you release yours. Always wait for that guitar riff before you release a button.

"Wanna play again?" You'll hear this after every game. To play again, press red and blue. To switch to a different game, press any other 2 opposite buttons.

Can you conquer the cube? To beat *Totally Twister*, make it to 39 commands in any game. Wow! You are totally awesome!

Speeding up: Periodically the game will "speed up," allowing less and less time for each pass. The *Tame* level becomes *Tough*, then *Twisted*! Even players who began at the *Twisted* level will soon be allowed only 3 seconds to pass!

2. The game begins! *Totally Twister* will call out commands for each player, in turn.

On your turn, quickly press and hold one button with a body part, and the *opposite* button with another body part. For example, if the command is "Hand, purple; knee, orange," press and hold the purple button with *either* hand, and the orange button with *either* knee. See the box on this page for basic pressing and passing rules.

3. Getting buzzed: Either of the following will set off the buzzer and end the game:

- **Fumbling:** A player releases a button before the next player has pressed both buttons. Of course, this includes dropping the game!
- **Running out of time:** Time runs out before a pass is completed.

4. Ending the game: The game ends when the buzzer sounds. *Totally Twister* will announce the number of completed passes. Can you beat that score?

MEGATWIST

3 or 4 Players

Object: Score as high as possible by following the commands. This is *not* a passing game: each player holds a button until another player is told to hold it. So all or most of the game gets covered up!

1. Gather in a group with the game in the center. Select a skill level as directed, to determine the number of body parts to be called out.

The 3 skill levels:

- **Tame** calls out hand, elbow, knee and foot.
- **Tough** includes *Tame* callouts plus head and hip.
- **Twisted** includes *Tough* callouts plus shoulder and butt (all 8 body parts).

As the game continues, players at the *Tame* or *Tough* level will notice that more body parts are added as the levels automatically increase!

2. Now select a 3-player or 4-player game as directed. Decide who will be Player 1, Player 2, and so on.

3. The game begins! *Totally Twister* will call out commands for each player, in turn. (On the first turn, Players 1 and 2 press opposite buttons.) On your turn, press one color button with the called-out body part.

Eventually, players will cover all 6 buttons. (Exception: a 3-player game uses only 5 buttons.) When *Totally Twister* calls out buttons that are being pressed, **the player pressing the button must release it so the next player can press it.**

4. Getting Buzzed: If a wrong button is pressed, or if a wrong button is released, the buzzer will sound and the game will end.

5. Ending the Game: The game ends when the buzzer sounds. *Totally Twister* will announce the number of completed commands. Play again! Can you set a new record?

TURBO PASS

2 or More Players

Object: Complete as many passes as possible within the 2-minute time limit.

1. Gather in a group with the game in the center. Decide who will go first, second, and so on. Now select a skill level as directed, to determine the number of body parts to be called out.

The 3 skill levels:

- **Tame** calls out *hand, elbow, knee and foot.*
- **Tough** includes *Tame* callouts plus *head and hip.*
- **Twisted** includes *Tough* callouts, plus *shoulder and butt* (all 8 body parts).

2. The game begins! As *Totally Twister* calls out commands, pass the game from player to player as in the *Pass It* game. **Note:** Unlike *Pass It*, there's no time limit for each pass, so the play shouldn't be so frantic. Be fast, but pass carefully so you can make it to the final buzzer!

3. Either of the following will set the buzzer off:

- **Fumbling:** See *Pass It*, page 2.
- **Running out of time:** The 2-minute timer runs out. This final buzzer ends the game.

4. Ending the game: The game ends when the buzzer sounds. *Totally Twister* will announce the number of completed passes. Can you beat that score?

Position Yourself for Success!

Totally Twister is all about teamwork. So make yourself and your teammates as comfortable as you can! These pointers may help:

When pressing a button with your hand, elbow, shoulder, hip, knee or foot, remember that you can use *either one*.

On your turn, you can tilt, turn, twist, raise or lower the game to your advantage. Just do it slowly and gently, keeping your teammates in mind. Also, try to "set up" for the next player by making the buttons accessible. Do what you can to avoid extreme pretzel positions!

FCC STATEMENT

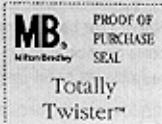
This equipment generates, uses, and can radiate radio frequency energy and, if not used in accordance with the instructions, may cause harmful interference to television or radio reception. It has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antennae.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Milton Bradley Company, P.O. Box 1247,
East Longmeadow, MA 01028

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U.S. Patent Pending. 4815-1

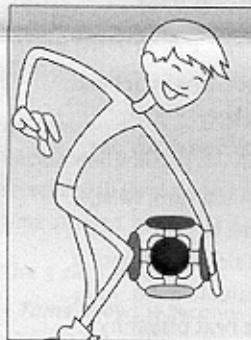


Game Play Examples

Here are some tips for positioning your body and the game, to make *Totally Twister* totally fun!

Pass It or Turbo Pass

Command:
"Hand red, knee blue."



Player 1 decides to press red and blue with his left hand and right knee, while standing. (He could have started in the sitting position.)

Command:
"Hip purple, elbow orange."



As Player 1 passes the game, Player 2 turns it to press purple and orange.

Command:
"Knee green, foot yellow."



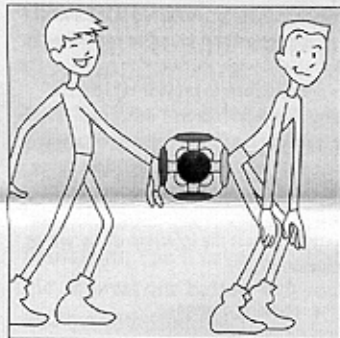
A tough command! Player 3 turns the game to press yellow and green. . .



. . . then kneels to a more comfy position!

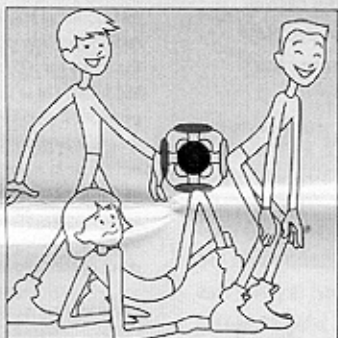
Megatwist (4-player game)

Command:
"Player 1: Hand, green.
Player 2: Butt yellow."



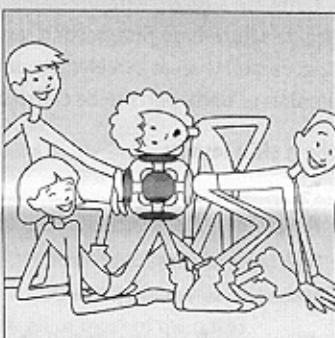
In *Megatwist*, the first 2 players are always commanded to press 2 opposite buttons.

Command:
"Player 3: Knee, blue."



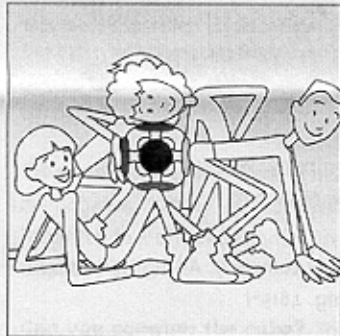
Player 3 sits to press blue with her knee.

Command:
"Player 4: Head, red."



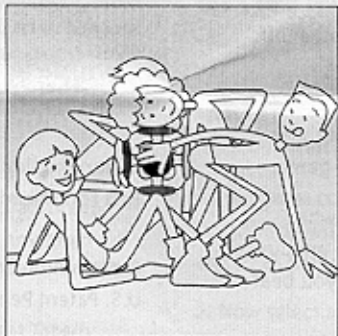
Player 4 presses her head to red. Players ease down so everyone is comfortable.

Command:
"Player 1: Shoulder, orange."



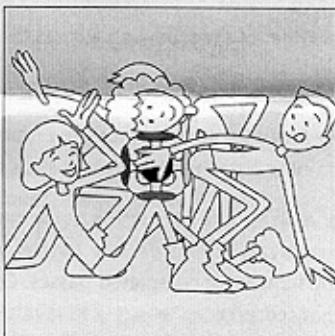
Player 1 (in back) scrunches down to press orange with his shoulder, while keeping his hand on green.

Command:
"Player 2: Hand, purple."



All 6 buttons are covered up! On future turns, *Totally Twister* will call out covered buttons.

Command:
"Player 3: Elbow, green."



Player 1 takes his hand off green so Player 3 can press it with her elbow.