Twister Hoopla is a party in a box! There are 5 ways to play so you can party all day!

**CONTENTS:**
- 4 red Twister Hoopla rings (4 red, 4 blue, 4 yellow, 4 green)
- 4 red Twister T’s
- 2 spinner boards
- 2 arrows with bases

**SHOULD I WEAR MY SHOES?**
Depending on the game and the size of your foot, you may want to play some games with your shoes off. Test it out both ways!

**SHOULD I PLAY INDOORS OR OUTDOORS?**
Depending on the game, the weather, and how loud your friends are, you may want to play outdoors instead of indoors.

**TWISTER HOOPLA BONUS**
If you purchase another Twister Hoopla Game (sold separately), you can play these games with twice the players!

**ASSEMBLE THE SPINNERS**
- Carefully remove the spinner and base pieces from the plastic frames. If needed use an emery board or sandpaper to remove the excess plastic from the spinner and base pieces. Discard the frames after removing the pieces.
- Assemble the spinners by pushing the bases through the holes in the spinner boards, then snapping the arrows down onto the bases. See the illustration below.

**HEJ — WHAT’S UP WITH THESE TWO DIFFERENT SPINNERS?**

**Twister® Scatter & Twister® Toss**

**Don’t worry — it’s easier than it looks!**
Twister Hoopla has 2 spinners. One spinner is used for the Partner Race, Single Race, and Glue games. The other spinner is used for the Scatter, Toss and Tangle games.

Each spinner has two sections. Only use the section for the game you’re playing.

**Twister® Partner Race & Twister® Glue**

**Twister® Single Race**

**HOOPLA** is a trademark of Cranium, Inc. ©2009 Cranium, Inc. All Rights Reserved. ©2009 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM & © denote U.S. Trademarks.

1011696400

hasbrogames.com
**Glue!**

**Object**

Ever wish you and your friends were joined at the hip? Here's your chance! Your object? Don't drop the rings! If you do, you're out! If you don't, and the other team does, you win!

**Play!**

1. The team with the oldest player goes first.
2. On your team's turn, spin the spinner and place the called out ring between you and your partner.
   - For example — you spin green head to head, so place a green ring between your head and your partner's head and hold it there...
   - Hey! No hands allowed.
   - In this game you'll add on rings every turn — eek! The first turn is easy, but after that you have to find a way to spin the spinner and pick up new rings while STILL keeping the old rings in play!
3. Teams take turns spinning and placing rings between them until one team either drops a ring or gives up. Some moves may seem impossible — so if you don't think you can do it — you can "give up" and forfeit — but you lose the game.

**Setup!**

To play this game, set up as shown in the picture below.

1. Pair up into 2 teams of 2.
2. Put the Twister T's in the box.
3. Place the 16 colored rings flat on the floor, where everyone on both teams can reach. The rings can be placed in any order.
4. Place the TWISTER GLUE SPINNER between the two teams.

**Winning**

Your team wins if the other team drops one or more rings at any time, or gives up.

---

**Toss!**

**Object**

Here's a crazy twist on an old game of catch... try to catch with your hands AND feet! The object of this game is to collect 4 rings by successfully catching them.

**Play!**

1. Ready Catchers? One of you should spin the spinner and call out what was spun (ex: "Left Foot, Green!).
2. Quick, Throwers! Grab a colored ring, with either hand and toss it to your teammate. Catchers: try to catch the ring with the correct hand or foot. (When catching a ring, let it fall onto your arm or foot as shown to the right.)
3. The team that catches a ring first keeps it to keep track of how many you catch. The other team throws their ring back and doesn't get to keep it.
4. Repeat steps 1-3 until one team has 4 rings.

**Setup!**

To play this game, set up as shown in the picture below.

1. Pair up into 2 teams of 2 — one player on each team is a Thrower, the other is a Catcher. The Throwers stand about 6 feet apart from the Catchers.
2. Put the Twister T's in the box.
3. Spread the 16 colored rings on the floor, in any order, near the throwers.
4. Place the spinner near the Catchers.

**Winning**

The first team to collect 4 rings wins!

---

**JUST IN CASE...OTHER THINGS YOU MIGHT WANT TO KNOW**

- If you spin a color that is not available, spin again.
- If you spin a color with only one ring left, it's a race to see who can grab it first!
- If both Catchers miss, neither team gets to keep a ring. Both Catchers throw back the rings and repeat steps 1-3.
**Single Players**

**Object**
Now, let's see how well you do without a sidekick. The object is to be the first player to win 3 races. Don't forget to do a victory dance if you win!

**Play!**
1. One player spins the spinner and calls out what was spun.
2. Each player immediately places the called out color ring between their knees, elbows, etc. and races with the ring in place towards the finish line. If you drop a ring you are out of that race. (Better luck in the next race!)
3. The first player to cross the finish line with his or her ring in place wins the race and keeps that ring to remember that they won.
4. Repeat steps 1-3 until one player collects 3 rings and wins.

**Setup!** To play this game, set up as shown in the picture below.

1. Determine a starting line and a finish line, using the T's as shown above.
2. All players line up side-to-side behind the starting line.
3. Place the 16 colored rings flat on the floor, in any order, near the starting line.
4. Place the TWISTER RACE SPINNER within reach of all players.

**Winning**
The first player to collect 3 rings wins.

---

**Partner Race!**

**Object**
There's no "I" in team, but there is a T... pick your partner and race to the T! The object is to collect 4 rings by winning 4 races.

**Play!**
1. One player spins the spinner and calls out what was spun.
2. Each team immediately places the correct colored ring between them and hurries toward the finish line.
3. The first team to cross the finish line wins the race and keeps that ring to remember that they won. If your team drops the ring your team is out of this race. (Better luck next race!)
4. Repeat steps 1-3 until one team collects 4 rings and wins.

**Setup!** To play this game, set up as shown in the picture below.

1. Pair up into 2 teams of 2.
2. Determine a starting line & a finish line. Each team takes one Twister T and places it on the finish line.
3. Place all 16 colored rings on the floor within reach of all players.
4. Place the TWISTER RACE SPINNER within reach of each team.

**Winning**
The first team to collect 4 rings wins.

---

**JUST IN CASE....OTHER THINGS YOU MIGHT WANT TO KNOW**

- If all players drop their rings on the way to the finish line, return the rings and spin again.
- If you spin a color where there are less rings than number of players, move quickly to get to a ring first. If you don't get a ring - you're out for this round.
- If you spin a color and all of the rings of that color have already been collected, spin again.
Scatter!

**Object**
The object is to be the last one left in the game.

**Play!**
1. The youngest player goes first. Players take turns, from youngest to oldest.
2. The referee spins for all players and calls out what was spun. For example, the referee calls out: "Right hand, red." The player whose turn it is must try to follow the directions as explained below.
3. The referee picks a free ring of the called-out color. The player must try to place the called-out body part on that ring. You can touch any part of the ring.
4. Any player who falls or touches the floor 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 can forfeit.)
5. Play continues until there is only one player left.
   - There can never be more than one hand or foot on any one ring.
   - Never remove your hand or foot from a ring unless you’re directed to by the referee after a spin. Exception: You may lift a hand or foot to allow another hand or foot to pass by, as long as you announce it to the referee beforehand, and replace it on its ring immediately afterward.

If all 4 colors are already covered, the referee spins again until a different color comes up.

**Setup!**
To play this game, set up as shown in the picture below.

1. Place the Twister T’s in the box. You don’t need them in this game.
2. Randomly scatter the rings around the players on the floor. The rings should all stay flat and remain that way throughout the game.
3. Players stand around the rings in a circle.
4. Choose an extra person to be the referee and give them the spinner. During the game, the referee will spin the spinner, call out the moves, and monitor the game play. The referee is not considered a player.

**Winning**
The last player left in the game wins.

Tangle!

**Object**
Get tangled up and twisted up, but keep your head straight! Don’t be the first player to let go of a ring or drop the Twister T off your head.

**Play!**
1. The referee spins the spinner and calls out what was spun. (It will be a color and either the right hand or left hand.)
2. All players do the action at the same time. For example, the referee calls out "Right Hand, Red." All players must use their right hand to grab the red ring that is on the player to their right. If the referee calls out "Left Hand, Blue" — all players must use their left hand to grab the blue ring that is on the player to their left.
3. Hang on to your ring until the referee tells you to move to another ring. If you let go of a ring at any other time, you automatically lose and all other players win.
4. If your Twister T falls off your head, or you let go of a ring, you lose the game. All the other players win.

**Setup!**
To play this game, set up as shown in the picture below.

1. Each player takes one ring of each color. Each player places a ring on each arm and a ring above each foot. It doesn’t matter which color ring you put where.
2. Stand one arm’s length from each player, creating a circle.
3. Each player places a T on their head. (SEE FIGURE A.)
4. Designate an extra person as the referee and give them the spinner. 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.

**Winning**
You win if you are still in the game when one player is eliminated.