

Twister

CONTENTS

24 Repositionable stickers, 1 Spinner, Game guide

THE GAME



Spin and call out the moves. Players must move that body part to that colour spot as quickly as possible. If your knee or your elbow lands on the stickers, or if you fall over, you're OUT!
The last player standing wins!

SPINNER ASSEMBLY



Base

- Assemble the spinner as shown.

PLAY

Spread out the repositionable stickers

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

2 players:
Alternate spinning.



Spinner's Choice: Make up a move for the players to do.



Spin: Put the called-out body part in the air not on the stickers. 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 past you.
- If all six spots of one colour 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 colour. (If all six are taken, spin again.)

