Twister® ULTIMATE

AGES 6+ / 2+ Players / B8165
ADULT ASSEMBLY REQUIRED

CONTENTS
Game mat • spinner board with arrow and base

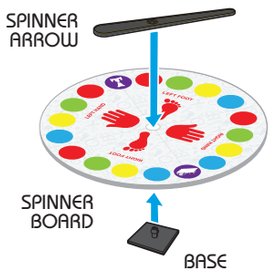
When the Spinner calls the shots, move onto your spots.

You'll have to twist and tangle. Just don't fall over!

THE FIRST TIME YOU PLAY

Carefully separate the spinner parts from the plastic frame. If needed use an emery board or sandpaper to remove the excess plastic from the parts. Discard the frame after removing all the parts. Remove the mat from the plastic bag.

ASSEMBLE THE SPINNER



NOTE: When we say "Spinner" we mean a person. When we say "spinner" we mean the thing with the arrow that turns!


Spinner


spinner

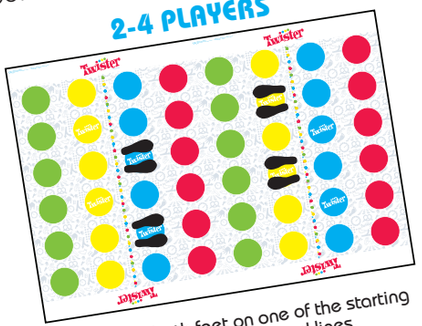
GET READY TO PLAY

1. Spread the mat on a flat surface, with the spots facing up.

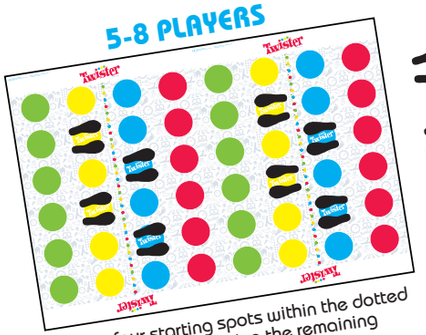
2. Shoes off!

3. Get into the starting position, based on how many people are playing.

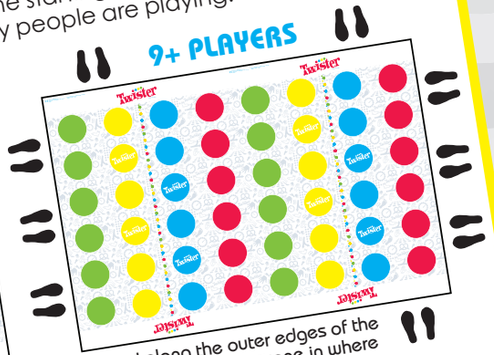
2-4 PLAYERS


Begin with both feet on one of the starting spots within the dotted lines.

5-8 PLAYERS


Fill the four starting spots within the dotted lines before claiming the remaining starting spots.

9+ PLAYERS


Stand along the outer edges of the mat, squeezing everyone in where you can, or you can split into teams.

Continued

B81650000 16 IE Twister Ultimate.indd 1 2/18/16 6:14 PM

LET'S PLAY

THE LAST PLAYER STANDING WINS!

1. First, decide who will be the Spinner.
   - For **2 players**, players alternate calling out moves. You don't have to use the spinner.
   - For **3+ players**, one player spins and calls out moves for the entire game.
2. Spin and call out the moves. Players must move that body part to that color spot as quickly as possible.
3. Keep playing. If your knee or your elbow lands on the mat, or if you fall over, you're out!



"LEFT HAND RED!"

SPECIAL FEATURES

The TWISTER ULTIMATE spinner includes two special gameplay options that make the game even more fun. You play one of these features when the arrow lands on it.

Spinner's Choice

Make up a move that the players must complete. Need inspiration? Check the back of the spinner for some fun ideas.

Spot Elimination

- The Spinner picks a row of spots from the outer edges of the mat. Then, he or she folds the row under the mat to remove those spots from the game.
- A row of spots must be removed whenever a player fails to execute a move successfully and is eliminated. The player can choose the row to fold under.
- Rows cannot be eliminated past the small dotted lines. If a player's hands or feet are on a row that is eliminated, they can be placed on the floor until they are called again and can move back onto the mat.



MORE TO KNOW

- Only one hand or foot per player per spot.
- More than one player may occupy the same spot.
- 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 the Spinner calls a combo that's already happening, move your hand or foot to a different spot of the same color.
- If you are playing outside and it's windy, use some shoes to hold down the corners of the mat.

© 2015 Hasbro, Pawtucket, RI 02861-1059 USA. All Rights Reserved. TM & ® denote U.S. Trademarks.

Consumer contact: USA and Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02861-1059 USA. TEL. 800-255-5516. Hasbro Australia Ltd., Level 4, 67-71 Epping Rd, Macquarie Park, NSW 2113, Australia.TEL. 1300 138 697. Hasbro NZ (a branch of Hasbro Australia Ltd.), 221 Albany Highway, Auckland, New Zealand. TEL. 0508 828 200. 101B816500

HASBROGAMING.COM

Hasbro Gaming