

LEVEL 2 | ANIMAL PARTY

GET READY

1. Spread the mat on the ground, with the **LEVEL 2** side facing up.
2. Snap the arrow to the **LEVEL 2** side.
3. Just like classic Twister, one player will spin and call out moves.
4. Shoes off! You can use them to hold down the mat.
5. Get into position by standing at the edge of the mat.

HOW TO PLAY

1. **Spin the spinner.** Where did it land? Call out that color or animal, paired with either a hand or foot. (No need to differentiate between lefts and rights.)
2. **All at once, each player must find a matching spot on the mat** and touch it with the body part that was called out. Players must also do their best to make the sound of the animal on the spot!
3. **Keep your hands and/or feet on the spots you're touching until you need to move them** to another color. Be careful not to touch any part of the mat besides the spots. And remember: no sitting down!
4. Continue spinning the spinner, calling out the moves, and moving around the mat accordingly. **If a player falls over, they're out!**

WHO WINS?

The last player left on the mat is the winner!

EXTRA WAYS TO PLAY

- **JUMP AROUND:** Instead of placing hands and feet on the spots, have players jump from spot to spot and act like whichever animal is called out! This could make play easier for younger players who are still working on their balance.
- **LEFTS & RIGHTS:** Add in "right" or "left" for each hand or foot that's called.

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ADULT ASSEMBLY AND SUPERVISION REQUIRED.

Twister JUNIOR



CONTENTS

Double-sided Twister® mat,
double-sided spinner board
with arrow



HEY, PARENTS!

These rules describe how to play two levels of this game. **You decide which level is right for your family!**

LEVEL 1 | ANIMAL SAFARI

Take turns and be the first to reach the end of the safari trail!

LEVEL 2 | ANIMAL PARTY

Match your hands and feet to colors and animals to be the last player on the mat!

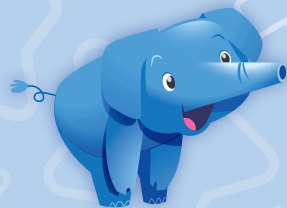
SPINNER ASSEMBLY

Each level uses a different side of the spinner. Just flip the board and snap the arrow in as shown!



LEVEL 1 | ANIMAL SAFARI

SAFARI ANIMALS



Elephant

Lean forward and swing your arms low to the ground like a trunk!



Lion

Crouch down with your paws in front and pretend to roar!



Monkey

Point your elbows out and hop around like a silly monkey!



Giraffe

Reach and stretch your arms to the sky and stand as tall as a giraffe!

GET READY

1. Spread the mat on the ground, with the **LEVEL 1** side facing up.
2. Snap the arrow to the **LEVEL 1** side.
3. Just like classic Twister, one player will spin and call out moves.
4. Shoes off! You can use them to hold down the mat.
5. The youngest player goes first and starts by standing on the spot by the safari truck.



HOW TO PLAY

1. **Spin the spinner.** Where did it land?
 - **If it landed on one of the red, blue, yellow, or green spots,** move to the next available spot of that color, and act like the animal you see! (See SAFARI ANIMALS.)
 - **If it landed on a purple spot,** do what it says on the spot. (If it lands on purple on your first turn, spin again until it lands a different color.)
 - **ANIMAL MOVE:** All players must act like whichever animal is on their spot at the same time!
 - **ANIMAL SOUND:** All players make ANY animal noise they want!
 - **-1 SPACE:** Oops! Go back one space.
 - **SWITCH SPOTS:** Switch places with the player of your choice!
2. **Once you've made your move, it's the next player's turn.** Play continues this way until someone reaches the end of the path.

WHO WINS?

The first player to reach the end of the path is the winner! You can win no matter what you spun to reach the end of the path. Congrats, Safari Explorer!

EXTRA WAYS TO PLAY

- **HOLD IT:** While waiting for their turns, players must hold an animal pose as long as they can! If a player moves or falls over, they must go back one space.
- **COUNT ALONG:** Have players count out loud as they move from spot to spot!

RULES CONTINUED