

# Twister

## Setting Up

1. Lay the play mat out flat.
2. If using the Twister game outside, use the pegs through the eyelets in to the grass to pin the mat to the ground.
3. Blow up the inflatable playing dice. (NOT AVAILABLE FOR PARK PLAY)
4. Get your friends together and you are ready to play.

## How to Play

1. Nominate a referee. The referee will throw the dice or call out a body part and colour and judge on player disqualification.
2. Choose whether you take turns to move, one player at a time or if all players move on every roll of the dice or referee call.
3. Position the players around the board. Players can start anywhere on the board. All players start with one foot on one colour and the other foot on another colour. If you do not have many players, then you may agree a reduced playing area.
4. The referee throws both dice and calls out the results to the players. “Sting” means the referee chooses the colour and the limb, “any” means the player chooses and the smiling flower means the player moves any limb to a smiling flower.
5. Players then move the nominated body part to the correct colour.
6. Any player who falls over or who lets any part of their body except their hands or feet touch the mat is disqualified and therefore eliminated from the game. The final decision on whether or not they breached the rules is with the referee.
7. The rule on whether two players can occupy the same colour spot is optional. The referee must decide if this is allowed or not.

## To win the Game

The winner is the last player left after all others have been disqualified. **Congratulations!**

## Tactics

Players staying close to each other make it harder for the players and more fun for the spectators. Try moving closer to your opponents making them reach over or under your body.

## Alternative Rules

An alternative is to not play with a referee, but each player takes it in turns to call out a body part and colour for another player. This option brings a strategic aspect to the game. Do you gang up on an opponent? Are you Nice or Nasty?

Another alternative is to play for forfeits, each time a player touches the ground illegally, they must suffer a forfeit. You decide what the forfeits are – use your imagination.