



Right

Ditch



Left

Ditch



Right

Pond



Left

Pond



Right

Cliffs



Left

Cliffs



Right

path



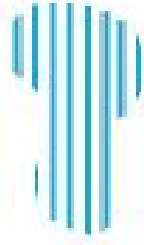
Left

path



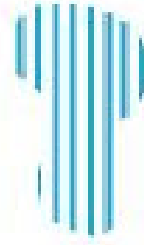
Right 


Marsh



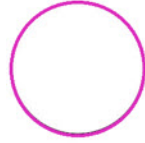
Left 

Marsh



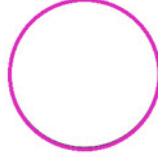
Right 

Control circle



Left 

Control circle



Right 


Small hill
or knoll



Left 

Small hill
or knoll



Right 

Pit



Left 

Pit





Right

Stream



Left

path



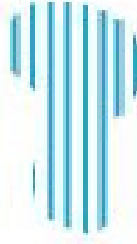
Right

Pond



Left

Marsh



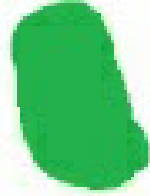
Right

Finish



Left

Thicket



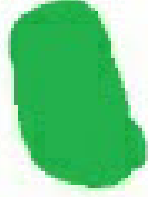
Right

Start



Left

Thicket



Right 

Bridge over

stream




Left 

Bridge over

stream



Right 

Man made

feature



Left 

Man made

feature



Right 

Stream



Left 

Stream



Right 

Single tree



Left 

Single tree



O Twister Rules

Setting up the Game

1. Spread the mat face up on a flat surface.
2. Players take off their shoes and set them aside. If you're playing outdoors, you may want to anchor the mat corners with your shoes.
3. Designate an extra person as the referee. The referee is not considered a player; during the game, the referee will pick out the cards, call out the moves and monitor the game play.

How to Play

Decide which player is first. The referee picks out a card, then calls out the body part and the map symbol. For example, the referee may call out: "Right hand, track." The first player must then try to follow the referee's directions as explained below.

- Each player must try to place the called-out body part on the correct part of the map. Players must look for a free section of map.
- If your called-out hand or foot is *already* on that map symbol and the same map symbol is called out again you must try to move it to another section of map which has that symbol.
- There can never be more than one hand or foot on any one map symbol. If two or more players reach for the same circle, the referee must decide which player got there first. The other player(s) must find another section of map with that map symbol.
- Never remove your hand or foot from the map 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 in its original place immediately afterward.
- If a map symbol is called and there isn't one left free on the map then the referee must pick another card.

Being Eliminated

Any player who falls, or touches the mat 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 may eliminate yourself.)

In a 2-player game, the game ends and the remaining player wins. In a 3-player game, the remaining two players keep playing until one player is eliminated and the remaining player wins.

How to Win

The last player left in the game is the winner!

Team Play

For a 4-player game, form 2 teams of 2 players each. Teams face each other on opposite ends of the mat, standing side-by-side with each foot on a circle so that all 4 circles closest to the *Twister* name are covered.

Just as in a 2- or 3-player game, the referee spins the spinner and calls out a hand or foot and a colour circle. Play as in the 2- or 3-player game, with this exception: *members of the same team can cover the same circle with one hand or foot each.*

As soon as a player falls or touches the mat with an elbow or knee, the player's team is eliminated and the other team is the winner.

2-Player Game with No Referee

If there are only 2 players and no referee, you can play without using the spinner. One player calls out the body part; the other player calls out the circle colour. Players alternate turns calling out the body part first. Otherwise, game play is the same, with the last remaining player the winner.

Party Games

Round Robin: Form several 2-player teams. Each team, in turn, plays every other team. Players keep track of wins and losses. The team with the most wins wins!

Elimination Game: Form several 2-player teams. Play against each other, with losing teams dropping

Right 


Fence

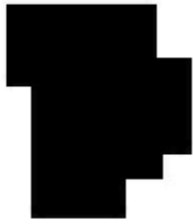


Left 

Fence



Right 
Building



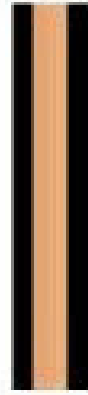
Left

Building



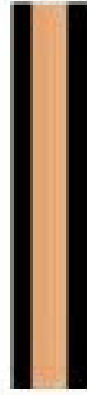
Right 


Road



Left 

Road



Right 

Boulder



Left

Boulder



Right 


Wall




Left 

Wall



Right 
Contours



Left 
Contours




Right 
Finish



Left 
Earth wall



Right 
Start



Left 
Earth wall



Right 

Out of bounds



Left 

Out of bounds



Right 

Ruined building



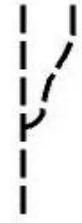
Left 

Ruined building



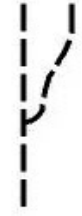
Right 

Path junction



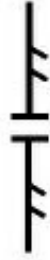
Left 

Path junction



Right 

Gate



Left 

Gate



Right



Left



Right



Left



Right



Left



Right



Left

