

Super Soaker™ Twister®

PLAYING INSTRUCTIONS

For 2 or More Players

This is the great classic game of Twister® - now with outdoor water play.

Everyone's going to get wet, get wild, get tangled, and have a lot of fun playing Super Soaker™ Twister®.

You'll want to wear a bathing suit, and play in your bare feet. You will get wet, right from the start.

Object of Game

Game #1. Outmaneuver your opponents in placing hands and feet on colored circles as directed by the spinner while everyone, including yourself, gets wet.

Game #2. Outmaneuver your opponents in placing hands and feet on colored circles as directed by the spinner while trying to be the last fully-soaked or least soaked player on the mat.

Equipment

- One vinyl play mat with pre-attached hose connection
- One spinner

Preparation

1. Select a flat grassy surface area within connecting distance of your garden hose. Be sure the area is clear of all sharp objects.
2. Set up the vinyl game mat on the ground, printed side up. 12 of the 24 colored circles are water pressure circles that can be pushed down to increase the amount of water exiting all water outlet circles.
3. Be sure not to block the small hole on the bottom side of the mat near the garden hose connection, or you could damage your mat. This is a water pressure release hole.
4. Connect the game mat to your garden hose.
5. Place the spinner beside the game mat, making sure it is on a level surface.
6. Slowly turn on the water hose until the water streams coming out of the holes in the mat are about two feet high. For smaller kids, the water streams can be set approximately three inches above the knees of the smallest player.

Play for Two Players

1. Players remove shoes and stand facing each other on opposite ends of the mat near the words " Super Soaker™ Twister".
2. Each player places one foot on a yellow circle and the other foot on a blue circle that are nearest their end of the mat.
3. A third person called the referee spins and reads aloud

both the limb and the color the arrow points to. The outside section of the spinner points to one of four limbs, right hand, left hand, right foot, left foot. Inside each of these sections are four colored circles, one for each color found on the vinyl mat. The referee must read the information found on both sections. For example, the referee could say " right hand on red" .

4. Players must move to obey the direction of the referee. In the example above, they must both place their right hand on any vacant red circle.

5. Players may choose a water outlet or non-water outlet circle with the limb and color stated by the referee.

Water Outlet Circles - when placing your hands or feet on a water outlet circle you can cover the water stream exiting the circle or you can let the stream continue to shoot up or you can try to redirect the stream to try to get your opponent soaked.

Water Pressure Circles - when placing your hand on a water pressure circle you can push down on this circle to increase the height of the water stream coming out of the water outlet circles. All water outlets will be affected by the force of the pressure.

6. One limb from one player can only occupy one circle at a time. If both players reach for the same circle, the referee decides which player was there first and awards the circle.
7. Once a hand or foot is placed on a circle, including both feet at the start, they cannot be moved or lifted without the direction of the referee by each spin. However, one limb may be lifted to allow another limb to pass by, but must be immediately replaced to the circle from which it came. The referee must be notified before making this move.
8. There are six circles of each color on the game mat. If all six circles of a color are taken, and the referee spins that same color, he must spin again until a different color can be called.
9. Except for rule #8, the player must move the limb called to another circle even though it may be on the same color as called.
10. Whenever one player falls or lets an elbow or knee

The game mat must be connected to a garden hose, and should be played outdoors on a lawn.

Do not run, jump, or slide on the mat at any time you are playing the game.

Do not play on hard surfaces or near sharp objects, broken glass, twigs or other foreign objects.

touch the vinyl mat, the game is ended and the other player is the winner. If a player feels that a new position is impossible or would cause them to fall, or is feeling too soaked to play on, they may concede the game.

Play for Three Players

1. Two players face each other from opposite ends of the mat and the third player faces the center from the two middle circles from the side of his choice.
2. Players move into position directed by the spin of the referee as in the two-player game.
3. The first player to fall or have an elbow or knee touch the vinyl mat drops out, and the remaining two players continue until one player remains the winner.

Play for Four Players

1. Players form teams of two players each.
2. Players on the same team line up side by side, occupying the four circles at the end of one side of the mat. The opposing team faces them in the same manner on the other side.
3. The referee calls the spin as in the two-player game, but in team play all four players must take each position called.
4. Play continues as in the two-player game, except partners can each occupy the same circle with one limb each. For example, a right hand of one player and a left foot of his teammate could occupy the same circle.
5. When one player from either team falls or touches an elbow or knee to the surface, the game is over and the other team wins!

Optional Two-Player Game Without Referee

1. This game is played with the same rules as in the regular game for two players, except the spinner is not used.
2. One player calls the limb to be moved and the other player calls the colored circle it must move to and occupy.
3. A) Players alternate turns, calling the limb first. When it is a player's turn to call a limb, he should call the limb he would like to move most. The opposing player will try to name a color, combined with the called limb, that will give their opponent a difficult position to achieve.
B) Players alternate turns. A player calls out the limb and the color that their opponent must move to.
4. Another variation of the game is to have one player call out a limb to move and the other player call out to cover a water stream or a water pressure circle. In this situation the color would be optional and not called out.
5. The winner is declared as in the regular two-player game.

Strategy for Winning Super Soaker™ Twister®

A good strategy is to advance toward an opponent in an attempt to keep him at his end of the vinyl sheet. This will give him a smaller area of circles to gain a position, without going under or over the advancing player.

Suggested Games for parties and groups

Round Robin Game: Players form two-player teams and play a round robin tournament. Each team in turn, plays every other team and score is kept of team wins and losses. The team with the most wins is the winner!

Get Wet "Not" Game: Players form two-player teams and play to see who can stay dry the longest. Each player starts off completely dry (could be played fully clothed) and tries to stay dry for as long as they can. Once both team members are fully soaked, the other team wins!

Last One Standing Game: Because things get so wet and wild, with everyone twisting and bending all over one another, some people are going to slip and fall down. The last person standing on the mat wins this game.

Do's & Don'ts

1. ALWAYS check the surface area directly under your vinyl mat for sharp twigs, broken glass, stones or foreign objects of any kind. These obstructions can puncture your vinyl game mat if not removed.
2. DO NOT place your mat on or near hard surfaces such as cement or rocks. These could cause the mat to tear, and could cause injury to the players.
3. DO NOT place your mat on an uneven surface area where there are tree roots or rocks. These larger obstructions can cause injury to players as they are playing the game.
4. DO NOT run, slide or jump on the vinyl game mat.
5. DO NOT wear shoes or foot apparel when standing, walking or playing on your vinyl game mat.
6. DO NOT cover the pressure release hole. It is located near the hose connection valve area on the bottom side of the mat. Your mat could be damaged if this hole is covered.
7. DO NOT leave your vinyl game mat outside in direct sunlight for prolonged periods of time when not in use.
8. ALWAYS allow cool water to run through your garden hose and mat if your mat has been in the sun for some time.
9. ALWAYS dry your mat thoroughly when storing for prolonged periods of time and during winter storage.

Storage and Safekeeping

When you are done playing with your Super Soaker™ Twister®

1. Drain as much of the water from your mat as you can. You can achieve this, after disconnecting your garden hose, by rolling up the mat starting from the opposite end.
2. You can and should leave the three piece hose connection on your mat once in place for convenience.
3. Store Super Soaker™ Twister in an area that is not exposed to direct sunlight.
4. When you are ready to store your mat for prolonged periods and for winter storage, you should thoroughly dry your mat.

