

## **Official Twister Rules**

### Setting up the Game

1. Spread the mat faceup on a flat surface, indoors or outdoors.
2. 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 spin the spinner, call out the moves, and monitor the game play.

### How to Play

The referee spins the spinner, then calls out the body part and the colour that the arrow points to. For example, the referee may call out: "Right hand, red." All players, at the same time, must then try to follow the referee's directions as explained below.

\* Each player must try to place the called-out body part on a vacant circle of the called-out colour. For example, if the referee calls out "Right hand, red," each player must try to place a right hand on any vacant red circle.

\* If your called-out hand or foot is already on a circle of the called-out colour, you must try to move it to another circle of the same colour.

\* There can never be more than one hand or foot on any one circle. 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 vacant circle of the same colour.

- Never remove your hand or foot from a circle unless you're directed to by the referee after a spin.

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### 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.)

### How to Win

The last player left in the game is the winner!

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 color. Players alternate turns calling out the body part first. Otherwise, game play is the same, with the last remaining player the winner.

## **Connect Four**

Connect Four (also known as Plot Four) is a two-player board game in which the objective is to be the first to get four of one's own discs in a line.

## Rules

The players take turns in dropping discs in one of the non-full columns. The disc then occupies the lowest unoccupied square on that column. A player wins by placing four of their own discs consecutively in a line (row, column or diagonal), which ends the game. The game ends in a draw if the board is filled completely without any player winning.

For a more geeky look at how to win visit [http://en.wikipedia.org/wiki/Connect\\_Four](http://en.wikipedia.org/wiki/Connect_Four)

## **Boules** (from a very funny French man's website!)

The game of boules is played with three boules or two according to the habits of the players. The jack is called the "cochonnet" (little piggy).

The game of boules is more serious than you'd think, and there should be regulations for the self-respect of good players. I would propose, according to my belief, making one step to give the force for shooting, or pushing (la refente) and pointing. That will give more gracefulness to the players. What I call a step or movement in playing is the same thing. It will be less the subject of criticism than making four big steps running at the boule or jack, or not making any movement to play. Everyone will get accustomed to it and in the future our young enthusiasts won't have anything more to say.

But basically...

Throw the jack (usually 8 – 10m away)

Toss a coin to see who goes first

Throw the boule

The person with the boule closest to the jack wins!

## **Pick-up-sticks**

A test of the player's skill at removing sticks from a pile, one at a time and without disturbing any of its neighbours.

Each player takes it in turns to pick up a stick.

The blue stick, or Mikado, is the most important one and may be used to help pick up the other sticks, once the player has at least one stick of all the other colours. If any other stick is moved in this process, the player will lose their turn.

The remaining players continue to pick up sticks until none remain.

The player who manages to pick up a red stick, an orange stick, a green stick and a yellow/black stick in this order, has the right to double their respective points.

Any player who commits one of the following will lose their turn and will not be able to count points:

Picks up the Mikado without having at least one stick of each colour.

Uses a stick that is not the Mikado to move or pick up a stick.

Blue Sticks – 50 Points

Green Sticks - 40 Points

Red Sticks - 25 Points

Yellow Sticks - 10 Points

## **Dominos**

### Shuffling the Tiles

Before every game, a player shuffles the tiles face down on a flat playing surface, thoroughly mixing them by moving them with his hands.

### Drawing the Hand

Each player draws 7 and then places them in front of himself in such a way that the other players can't see the dots on his tiles.

### Beginning the Game by Setting the Heaviest Domino

The first play must be made by the player with the highest double in his hand. Rules for other games state that the first play must be made by the player with the heaviest domino, double or single, as the case may be.

### Play

The first player sets his domino, then the player to his left adds his tile to one of the free ends, and so on, going clockwise around the table with each player adding a tile.

Players add tiles that have the matching number of dots with an open end of an already played tile.

In order to prevent tiles from falling off the table when the line of play extends too far, dominoes may be played in any direction. Regardless of the pattern of the line of play, the open end of the last domino played remains the same.

### End of the Game

The object of the game is to be the first player (or team) to dispose of all the dominoes in your hand.

To spice up the traditional game see

<http://www.dominoes.com/dominoinfo/rules-gsel.asp>

For further rules and variations!

## **Jenga**

### **PLAY**

1. The player who built the tower goes first. Play then continues to the left.
2. On your turn, carefully remove a block from anywhere BELOW the highest completed story. Then stack it on top of the tower, at right angles to the blocks just below it.
3. Removing and Stacking Blocks  
Remove and stack one block per turn. To remove a block, use one hand at a time. You can switch hands whenever you wish.  
As play proceeds and the weight of the tower shifts, some blocks become looser than others and are easier to remove. You can touch other blocks to find a loose one - but if you move a block out of place, you must fix it (using one hand only) before touching another block.  
While stacking, always complete one 3 - block story before starting a higher one.
4. Your turn ends 10 seconds after you stack your block-or as soon as the player to your left touches a block.
5. Keep removing and stacking blocks until the tower falls. A real pro can build a tower 36 stories high - or more!

### **WHO WINS?**

The last player to take a turn without making the tower fall wins the game. The player responsible for making the tower fall gets to set up the tower for the next game!

And for those really desperate to avoid revision...

**SOLO PLAY:** Play alone for practice. Can you top your record height before the tower falls!