

Ages 6+
4 to 8 players

We hope you've enjoyed Twangled and the additional game play variations.
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Twangled is the **Cooperative Game**
that will have you and your friends **Laughing,**
Thinking, Stretching and **Communicating** as you get
yourselves into and out of a twisted and tangled situation.

Contents:

- 8 Elastic bands
- 1 Kick spinner

RULES



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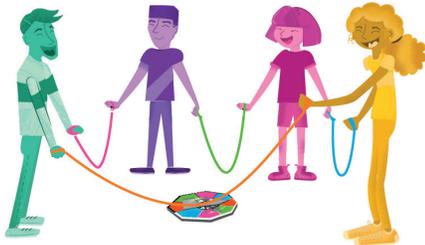
Object

Work as a team to get untangled from the knot you get tied up in.

Set

Players grab a colored band – making sure that at least one band of each color is taken before doubling up any colors. Players stand in a circle facing inward – making sure not to stand next to someone with the same band color. Place the kick spinner in the center of the circle.

Note that the spinner is divided into two halves – a black half that indicates an “under” action and a white half that indicated an “over” action. Holding the bands by the loop with two fingers, players hold their own band in their right hand and hold the band of the player to their left in their left hand. This will create a closed circle.



Get Twangled!

Determine a player to go first. On your turn, kick the spinner and perform the action as indicated **without letting go of the bands**. For example, if a player spins “Under Green,” that player must move his or her entire body underneath a green band. The player may have to do other necessary moves to get under the green band, such as step over a yellow band. If using more than one of a band color, you must perform your action on the band furthest from you. Once a player has completed the action, play passes to the person on the left, who then kicks the spinner and performs his or her required action. Once every player has taken 2 turns (kicked the spinner twice), your team is fully Twangled!

How to win

Now it is time to get unTwangled. Without ever letting go of the bands, players work together to figure out how to return to the starting formation. Communication is key as players direct each other to move over and under bands. **NOTE: the last person to kick the spinner cannot be the first person to make a move to get unTwangled.** If your team is able to return to an untangled circle with everyone facing towards the middle, you win!

More Ways to get Twangled (Game Variations)

To increase the degree of difficulty in untangling, try the following game variations:

- **Knot TWO difficult** - Players take two turns in a row of kicking the spinner and then doing the indicated action. For example, a player may kick the spinner to “under red” and kick it again to “over blue.” The player would then complete both actions in sequence, going under a red band and then immediately over a blue band.
- **Knot as easy as it sounds** - One player kicks the spinner and performs the indicated action, then the next player does the opposite action with the same color band. The following player does the opposite of that and so on, until all players have gone. For example, if the first player spins “Under Yellow” he or she would move UNDER yellow, the next player in order would go OVER yellow, the following player would go UNDER yellow, and so on, until all players have moved. This version of game play is great for 3 players.
- **Knot so fast** - Have a person who is not part of the knot decide what each player should do, trying to mix up the other players in as few moves as possible. The spinner is not used in this version of play.