



Inflatable Twister

Attendants Recommended: 1 adult

General Rules To Follow During Use Of Unit:

Setting up the Game

1. Spread the mat out face up on a flat surface, indoors or outdoors.
2. Players take off their shoes and set them aside. If you're playing outdoors, you may want to check anchors before you play.
3. Designate an extra person as a 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.
4. Position yourselves on the mat according to the number of players, equal number of players on each side of the mat.
5. Eight to twelve players. It's recommended that compatible age groups play on the unit at the same time.
6. The referee spins the spinner, then calls out the body part and the color 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.
7. Children's safety depends on you. Control over exuberance and showoffs. Inflate The Fun inflatables are top quality, well engineered products designed for the pleasure and safety of children. Use it wisely.
8. To avoid back injuries, flips are not allowed!
9. Absolutely no silly strings, gum, candy, food, or other foreign substances are not allowed on the game.

How to Play

1. Each player must try to place the called out body part on a vacant circle of the called-out color.
2. For example, if the referee calls out: "Right hand, red," each player must try to place a right hand on any vacant red circle.
3. If your called-out hand or foot is already on a circle of the called-out color, you must try to move it to another circle of the same color.
4. 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 gets there first. The other player(s) must find another vacant circle of the same color.
5. Never remove your hand or foot from a circle unless the referee directs you to after a spin. Exception: You may lift a hand or foot to allow another hand or foot pass by, as long as you announce it to the referee beforehand, and replace it on its circle immediately afterward.
6. If all 6 circles of the color are all ready covered, the referee must spin again until a different color can be called out.

Being Eliminated

Any player who falls, 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.

Problems: Should your jump begin to deflate:

1. Motor has stopped. Check cord to connection at outlet and on motor itself. Check circuit breakers. Remember, only one 50-foot cord and nothing else on that outlet. Stronger outlets are in the kitchen, laundry room, and garage.
2. Motor still running. Check air intake on side of motor for blockage, check both tubes on back of unit for snugness and retie if necessary.
3. In the event of deflation, calmly evacuate unit.
4. A cleaning fee of \$30.00 will be charged to client if the unit is not returned in the same condition as in which it was dropped off. Client will be held responsible for any damage incurred due to rough play or misuse of unit.

I the undersigned have read and agree to the safety requirements as show above.

Event Representative