



tied in knots™



GAME INSTRUCTIONS

Players: 2 to 5 players

Contents: Spinner and Tied in Knots mat

Object: Players place their hands and feet on the mat according to the spinner. Players try to not touch the mat with other parts of their body, and try to keep from falling over—no matter how tied up they get! The last player to fall wins the game.

Set-up: Spread out the game mat in an open area (indoors or outdoors). Make sure you have plenty of room to play. If there are more than two players, select a player (preferably the oldest) to act as a referee. (In the next game, let some one else be the referee, and continue taking turns). If there are only two players, then players spin the spinner themselves, or they may ask an adult to be the referee.

Game Play: Players stand around the mat. The youngest player goes first. The referee spins the spinner for the youngest player's turn. When the spinner stops, the referee calls out the position that the player must take. The referee calls out the color of the hand or foot where pointed end of the spinner stops. For instance he may call out "Orange Hand" The player then must put one of his hands on any orange hand on the mat. The referee now spins the spinner for the player to the left of the youngest player and calls out this players position. Game play continues in this order.

Players must keep their hands and feet in the positions called out by the referee, until they are given a new position. For example, a player who spins "Orange Hand" on his/her first turn, and "Pink Hand" on his/her second turn must keep his/her first hand on the original orange position on the mat and place his/her other hand on a Pink Hand on the mat. If the player's next spin is a "Green Hand", he/she may chose which hand (either the hand that was on pink or the hand on orange) to move to the green hand position on the mat.

Only hands and feet may touch the mat. If any other part of a player's body touches the mat (no knees or elbows!), then the player is out of the game. The referee must call out when players are out. Only one player is allowed to occupy each position on the mat, so a player may need to stretch to reach an availabe space. But don't fall! If there is no free space on the mat, the player must put his/her hand or foot outside the mat, until his/her next spin. Players may lift up their hands or feet for a moment to allow another player to pass into their position.

The last to fall/and or touch the mat illegally is the winner!

