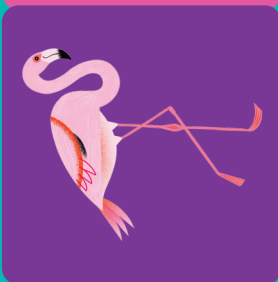
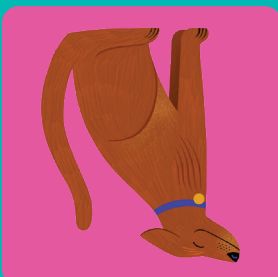
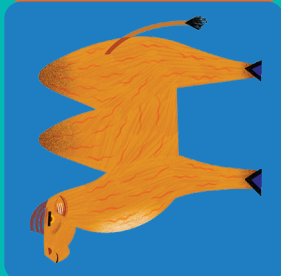
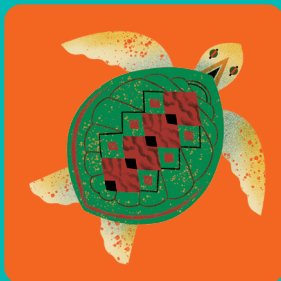


TWIST UP

Author: Babayaga
Design: Margaux Carpentier



ans years
años Jahre
6-99

*Jeu de langage
Language game
Sprachspiel
Juego de habilidad lingüística*



TWIST UP



X 30



3 X 9



3 X 9



Ages: 6-99 years



Number of players: 4 to 6 players



Includes: 3 sets of 9 transparent animal cards, 3 sets of 9 coloured cards, 30 challenge cards.



Aim of the game: To be the first team to win 5 challenge cards.



Concept: 'Twist up' is a team game that's all about communication. One player in each team will be looking at a design on a challenge card and telling their partner where to put the animal cards to create a matching design. It goes without saying that the player positioning the cards won't be able to see the design, and the player giving the instructions won't be able to touch the cards!

Setting up:

Make 2 or 3 teams of 2 players each.

There must be one player in each team who gives the instructions (the "speaker") and one who follows them (the "doer"). The players must swap roles after each round. Each team takes a set of 9 coloured cards and a set of 9 animal cards, and the doer and speaker on each team sit opposite each other.

The challenge cards are put face down in a pile in the middle of the table.

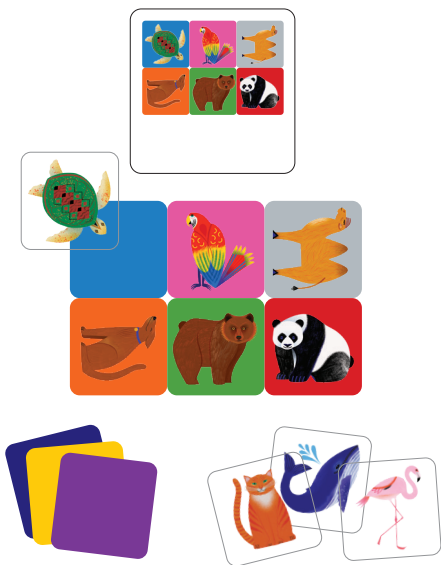
Playing the game:

The speakers pick up one challenge card each, and keep it hidden in their hand. The doers mustn't see it.

When all the speakers have a card, the start signal is given. All the speakers must then start telling their partners what they need to know to be able to recreate the challenge card using the coloured cards and animal cards.

The design should be the right way up for the doer, so the speaker will need to be careful when they are giving their instructions.

N.B.: only the speakers can talk: their partners have to listen and follow the instructions they are given. They can't ask for more information.



As soon as a team thinks they have completed the challenge, they stop the game and their creation is checked against the challenge card.

- **If they've got it right, they win the challenge card.**
- **If they've got it wrong, they lose one of the challenge cards they've already won. This card is placed at the bottom of the pile of challenge cards.**

All the challenge cards that weren't won are also put at the bottom of the pile, and the game starts again. The speakers and doers on each team swap roles for the new round.

End of the game:

The first team to win 5 challenge cards wins the game.

A game by Babayaga.