

Game On

It's Twister With A Digital Twist

(NAPSA)—Playing Twister is a global phenomenon; it's a pop culture icon and practically a rite of passage.

This year, the iconic Twister game has been reimagined for the digital age with the video game release of "Twister Mania!" on Kinect for Xbox 360.

The original get-up and-move game, known for bringing physical body comedy, offers 16 new ways to play, all taking advantage of the Kinect controller-free system.

More than 2,000 fans who have already hosted "Twister Mania!" parties across the country say it delivers hours of family-friendly fun and is a hilarious good-time game.

The lightning-fast pace offers over-the-top, uninhibited fun as players get their bodies moving and twisting to fit through cutouts, bend into thousands of forms, mirror other players' images, and even clear stacked shapes.

Players can go solo to earn the fastest time or team up in co-op play for laugh-out-loud tangled-up fun.

The game challenges players to contort, duck, bend and, yes, twist through four game modes, including:

Shape Frenzy: Mimic the shape that appears on screen and earn points based on how well you fill its silhouette.

Twist & Fit: Fit your silhouette through cutouts coming at you on a moving wall. Score points



Play solo to earn the fastest time or team up for fun party play.

by passing through the wall without touching a thing; the more you hit the lower your score.

Break It Down: Work your way through a stack of colored shapes by assuming their form. When a block is removed, the ones above will fall. Blocks that fall far enough will blow up and award bonuses.

Spot On: Challenge up to four players (or four teams of two) in a game of contortion H-O-R-S-E. Create a shape and see if your friends can match it. For more information about "Twister Mania!" visit www.twistermania.com.

For more information about the original Twister board game, visit www.hasbro.com.