

Twister Travel

Travel the world in a Sharknado!

Sounds like fun...right?

The one with the most points in the end survives the trip!

The rest are dinner for flying sharks...

Will you Survive?



SHARKNADO 5

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Components:

- > 1 Sharknado World Map with Destinations
- > 280 Colored Character pieces
- > 282 illustrated cards



252 Sharknado Cards (28 in each color)



28 Destination Cards



Putting the game together

- > Print all the pages on cardstock
 - > Cut out all the pieces around the outer black boarder
 - > Place all the Destination cards in one pile and all the Sharknado cards in another
 - > To make the Character Pieces
 1. Fold along the black lines, color sides facing out
 2. Glue or tape the two white tabs together to form the base.
 3. Do steps 1 & 2 for all 280 pieces (get a team together to help)
 - > Put the board together
 1. Each board piece is numbered. Start with Board piece one and tape it to the left of board piece 2.
 2. Tape Board Piece 3 to the right of Board piece 2
 3. Tape Board piece 4 to the right of board piece 3
 4. Tape board piece 5 to the bottom of board piece 1
 5. Tape Board piece 6 to the bottom of board piece 2 and to the right of board piece 5
 6. Tape Board piece 7 to the bottom of board piece 3 and to the right of board piece 6
 7. Tape Board piece 8 to the bottom of board piece 4 and to the right of board piece 7
- Once these are done the fun can begin!

Twister Travel

SETTING UP THE GAME

- > Place the board map in the center of the table.
 - > Each player takes a set of Colored Character Pieces (56).
 - > Shuffle the Sharknado cards and deal a starting hand of 4 cards to each player
 - > Place the remaining deck of Sharknado cards near the board and turn the top five cards of the deck face up.
 - > Shuffle the destination cards and deal 3 cards to each player.
 - > Each player looks at their destination cards and decides which ones they want to keep. A player must have at least 2 destination cards, but may keep all 3 if desired. Any returned cards are placed at the bottom of the deck. The deck is then placed next to the board.
 - > Players keep their destination cards secret until the end of the game.
- You are now ready to play!



OBJECT OF THE GAME:

The object of the game is to score the highest number of total points to survive the Sharknado.

Points can be scored by:

1. Claiming a path between two locations on the map
2. Successfully completing a Continuous path between two locations listed on your destination cards
3. Completing the longest Continuous path

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THE GAME TURN

The player who is the most experienced Sharknado master goes first. Play then proceeds clockwise around the table, each player taking one turn at a time until the game ends.

On his/her turn a player must perform one (and only one) of the following 3 actions:

1. Draw a Sharknado Card

The player may draw 2 Sharknado cards. The player may take any one of the face-up cards or the player may draw the top card from the deck (this is a blind draw). If the player draws a face-up card, the player immediately turns a replacement card face-up from the deck. The player then draws their second card, either from the face up cards or from the top of the deck.

2. Claim a path

the player may claim a path on the board by playing a set of Sharknado cards that match the color length of the path and of spaces along the track on the board

3. Draw Destination Cards

The player draws 3 Destination cards from the top of the deck. The player must keep at least 1 of them but may keep 2 or 3 if desired. Any returned cards are placed at the bottom of the deck.

SHARKNADO CARDS:

There are 9 types of Sharknado cards. The colors of each card match various paths between areas on the map:

Red, Orange, Yellow, Green, Blue, Purple, Pink, White, and Rainbow.



The Rainbow cards act as wild cards that can be part of any set of cards when claiming a path. If a Sharknado Rainbow card is one of the five face-up cards, the player who draws it may only draw one card instead of 2. If after having drawn one card and the replacement card is a Sharknado Rainbow Card, the player cannot take it.

If a player gets a Sharknado Rainbow card in a blind draw, the player can still draw a second card.

Twister Travel

SHARKNADO CARDS cont.:

A player can have any number of cards in their hand.

When the deck is exhausted, the discards are reshuffled into a new draw pile deck. The cards should be shuffled thoroughly, since the cards have been discarded in sets.

In the event there are no cards to draw, a player can either claim a path or draw a destination card. If none of these are available, the player must discard 2 Sharknado cards and skip their turn.

CLAIMING PATHS:

To claim a Path, a player must play a set of cards equal to the number of spaces in the path. A set of cards must be the same color. Most paths require a specific color set. For example a Pink path must be claimed using Pink Sharknado Cards. Some paths are gray, these can be claimed using a set of cards of any one color.

When a path is claimed, the player places one of the Character pieces in each of the spaces of the path. All cards in the set to claim the path are then discarded.

A player may claim any open path on the map. The player is never required to connect to any of their previous played paths. A player may claim only one path per turn.

Some locations are connected by double paths. One player cannot claim both paths to the same locations.

Game ends in one of two ways

1. When one player's stock of Character Pieces gets down to 0, 1 or 2 at the end of their turn. Each player including that player gets one final turn.

2. When all paths have been taken

The game then ends and players calculate their final scores.

Twister Travel

CALCULATING SCORES

Each space in a path is worth 1 point. Add up all the spaces that a player's Character Pieces are on.

Players then reveal all their Destination cards and add or subtract the value of their destination cards in hand. If it is successful, the player adds the points to their score. If it is not successful, the player subtracts the points from their score.

The player with the longest connecting path earns 20 extra points.

The player with the most points wins the game and survives the Sharknado. If two or more players are tied with the most points, the player who has completed the most destination cards wins the game and survives.

