



Game purpose

To reach the finish point first after orderly completing all 8 missions on the Jungle mission map

How to play

1. Each player takes 5 discs of same color and places beside him on the play surface.



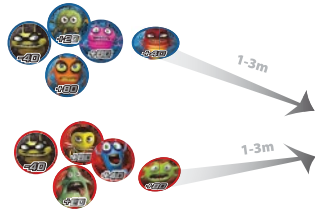
Player 1

Player 2

- Both players begin the game with the same first mission appearing on the jungle mission map (pic. 1: Jungle mission map). The players advance one step at a time by successfully completing mission steps on the map. For every step / mission the player should use the specifically described discs and slide from the distance described for the specific mission (Example: For the first mission the player must slide from 1 meter distance).
- One of the players spins the Spider Spin pooling the acceleration cord, gently places it spinning on the play surface and both players get to their starting point, according to the distance of the specific mission he reached (see pic. 2).



Pic. 1



Pic. 2



Pic. 3

- While the Spider Spin accelerates its spinning speed, the players start sliding the discs designates for that mission towards the Spider Spin trying to catch the discs with the Spider Spin's magnetic legs. As long as the Spider Spin revolves the players can get up, collect the discs that missed or were not caught by the Spider Spin legs and get back to his designated distance and slide the discs until he completes the mission successfully. Once a player succeeds and completes his mission he can advance to his next step on the Jungle Map for his next mission. If the player doesn't succeed he will stay one more turn at that step until he completes it successfully.
- Pay attention: Part of the missions involve using the joker bug disc (-40): steps 3, 5 & 7. Catching the joker will make the other player return one step backwards (only if the player that slid the joker completed his mission). In case the other player succeeds to catch one of his discs with one of the Spider Spin poisoned leg in that turn (see poisoned leg in pic. 3), the joker's effect will be cancelled and he will not return backwards.
- The first to complete the last step's mission on the jungle map wins the game and rules the Spider Spin kingdom.



Additional options for short Spider Spin games

Basic: every player's goal is to have as much discs caught to gain maximum points and to have the opponent's negative points disc caught to reduce his points. At the end of each turn the players calculate the total points (positive minus negative). The player with highest score wins the turn.

Double Spider Showdown: same as all other options but with two spiders. The players try to slide their positive discs towards their Spider Spin, and the negative discs to the opponent. The player with highest score wins the game.

Speed Slide: players slide the discs to the Spider Spin one by one as fast as they can in order to finish the discs before the opponent. The faster player can take out any opponent disc he choose randomly, before exposing the points, hoping to have good luck and choose the highest point level.

"All in": players slide all five discs together to the Spider Spin in one slide.

Color Slide: each player takes 5 discs from same color and tries to catch as many discs from his color (ignoring the value score below)

Multiple Disc Slide: Using additional collective disc packs, each player can play with more than 5 discs (equal discs number for both players) or play 3 players with 3 different colors on same Spider spin.



WARNINGS Read these instructions before use and keep them for future reference. This toys contains inaccessible magnets, keep away from electronics and medical devices. Do not aim at eyes or face. Do not spin the Spider Spin on an elevated surface, such as tables etc, to avoid falls and breaks. Play only on smooth floor surfaces. Use the Pulling string only for it's spinning purpose. Photos not contractually binding; the colours, details and contents may vary from the illustration. Do not play if any part of the toy is found damaged or deformed.

WARNING! Not suitable for children under 3 years of age. Small parts. Choking hazard. Long cord. Strangulation hazard.



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