

Ages 6+
2 or more players

SPIN Mania

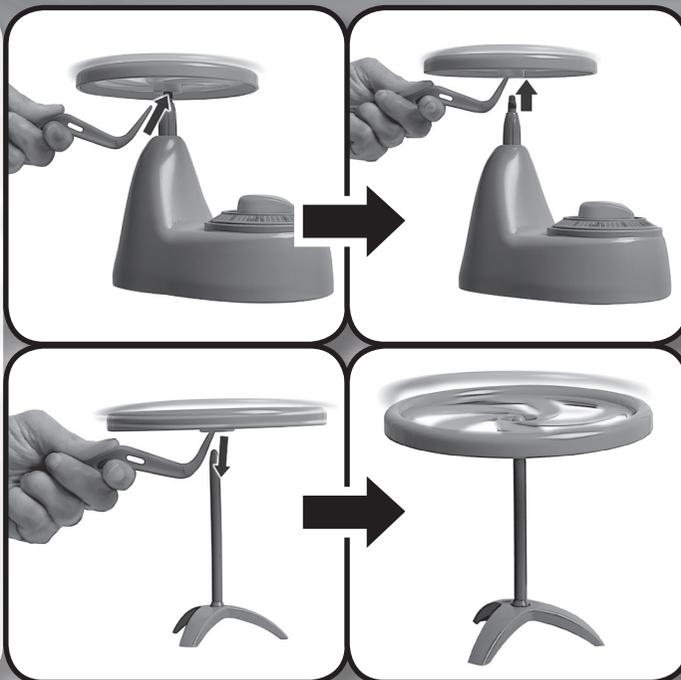
Instructions

When you are happy with the spin-speed of the plate pick it up with your Spin Spike. If you drop the plate, you must quickly pick up the plate and lower it again on the spinning tip.

Now head off to search for the Plate Stands, carrying the spinning plate with you.

When you find a Plate Stand carefully lower the spinning plate onto it.

Now race back and do the same with the second and third plate on the remaining two Plate Stands. If you do not manage to get your plate spinning on a Plate Stand you must rush back to the Spin Machine and "spin-up" your plate again then rush back to the same Plate Stand.



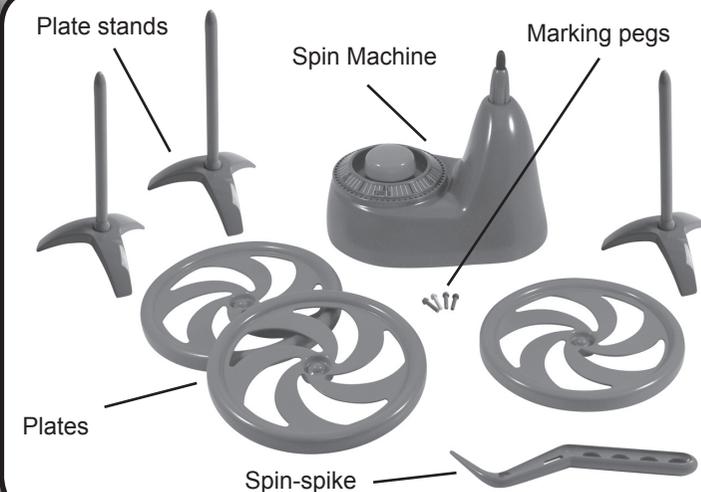
Once the third plate is spinning on its stand, get back to the Spin Machine and push down the timer button to stop it. Put your marker peg into the hole by the tip of the timer to show how long you took.

BEWARE – all three plates must be spinning on stands when you stop the timer. This means you may have to RE-SPIN one or more plates, BEFORE you stop the timer.

After all the players have completed the race the quickest wins.

CONTENTS:

- 1 x Spin Machine
- 3 x Plates
- 3 x Plate stands
- 1 x Spin-spike
- 4 x Marking pegs



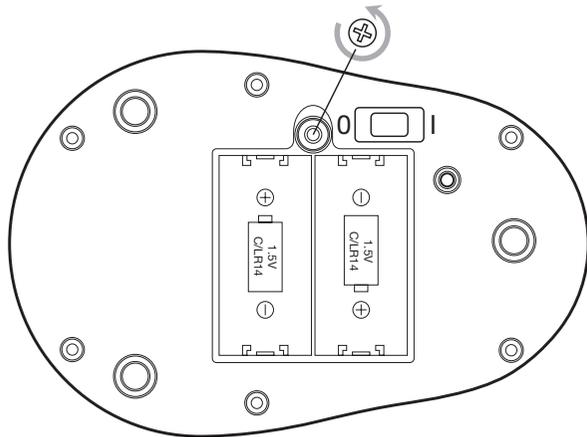
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TO INSERT BATTERIES:

Use a Phillips/cross head screw-driver (not included) to loosen the screw in the battery compartment door. Remove door. Insert 2 x 1.5V fresh "C" or LR14 size alkaline batteries. Alkaline batteries are required. Replace door and tighten screw.



Battery information

- Remove rechargeable batteries from the toy before recharging.
- Only recharge batteries under adult supervision.
- Do not recharge non-rechargeable batteries.
- Do not mix different types of batteries, or new and used batteries.
- Use only C or their equivalent as stated.
- Insert batteries in the correct polarity (see diagram)
- Remove exhausted (used) batteries from the toy.
- Do not short circuit the supply terminals of the batteries.
- Do not insert connecting wires into electrical socket outlets.

Disposal of old Electrical and Electronic Equipment.

This symbol on the product or its packaging indicates that this product shall not be treated as household waste. Instead it should be handed over to the appliance collection point for the recycling of electrical and electronic equipment. For more detailed information about recycling of this product, please contact your local Civic Office, your household waste disposal service or the shop where you purchased the product.

If returning the old product to the store where you purchased the new item from you should first check they are in an applicable scheme.

The old product must have the same function as the new product and may have to be returned within a set period from the date of purchase of the new item. You must take proof of purchase of your new item when returning your old product to the store.

Requires 2 x C Batteries NOT INCLUDED. Please remember that small button cells and AA batteries should be kept away from young children as they could be easily swallowed. Seek medical advice if you believe a cell has been swallowed.



Contents may vary from those shown.
Please retain this information.



CAUTION:

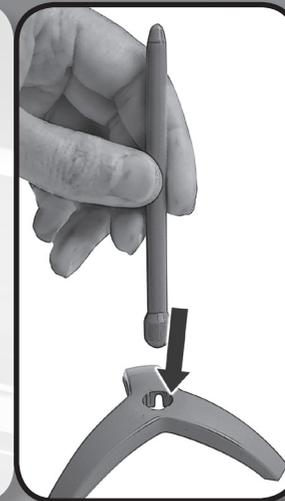
Hair entanglement may result if child's hair comes in contact with moving parts.

AIM OF THE GAME:

To be the fastest to "spin-up" all three plates (one at a time) and set them on the three Plate Stands before the first plate stops spinning. The stands are scattered about by other players – and may be hard to find.

ASSEMBLY:

Putting together the Plate Stands: push the ball-end of the post into the three-legged base.

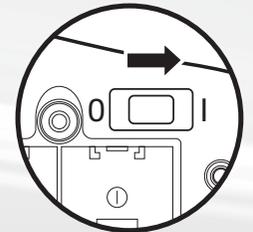


PLAYING THE GAME:

For two or more players. Players take turns in order of age, youngest first. Set the Spin Machine on a steady table with the three Spin Plates next to it.

Players must agree the playing area before the game. This will be a specific room or rooms in a house, or a defined area outside.

The other players take the three Plate Stands and secretly place them around the agreed playing area. A stand must be REASONABLY EASY TO SEE from the middle of the room it is in. You can't actually HIDE a stand, although it can be slightly difficult to get to – under a table for example.



The first player turns on the Spin Machine and places it on a flat surface like a table.

Please note: the motor will only run if the Spin Machine is sitting on a flat surface.

Set the timer to the start position (by turning the button clockwise towards the green area until the button stops). Once the tip is spinning steadily, push down the big orange button to start the timer.

Lower the first plate onto the spinning tip.

It does take a few seconds for the plate to "spin-up".

