

SPIDERMAN™




For 2 to 4 players
Ages 6 and up

Object:

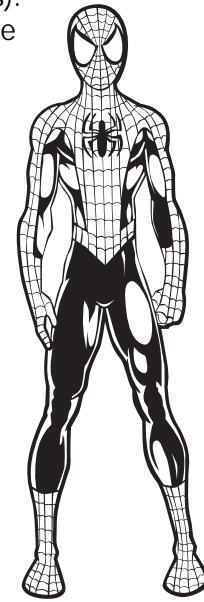
Travel through the web of the game board and defeat Kraven the Hunter, Green Goblin, Black Cat and Dr. Octopus. All four villains make up a mini-jigsaw puzzle! Then be the first player to reach the win space in the center of the board!

Contents:

Game board, Web Wall with Spider-Man figuret, spinner card, spinner, deck of Spider-Man cards, villain puzzle cards, villain movers, Spider-Man movers, mover stands.

Set Up:

Assemble the spinner: Separate the spinner from the collar and remove and discard the plastic nib. Press the collar completely into the spinner card from the bottom side. Snap the spinner into the top of the collar. Lay the game board on a flat surface. Remove mover stands from frame. Carefully remove the four Spider-Man movers from the sheet and place each one in a mover stand. Each player chooses a mover and places it on the START space on the outer ring of the board. Carefully remove the four villain movers from the sheet and place each one in a mover stand. Place these off to the side of the game board until they are needed. Make sure that the "web" is inside of the Web Wall. Press it inside of the Web Wall at the beginning of each game and after Spider-Man has won fights. Place Spider-Man on the Web Wall. The tab on his right hand should be placed inside the slot on top of the wall and his left hand should rest on the small peg (see package back for pictures). Place the Web Wall with Spider-Man hanging off of it off to the side of the game board. Mix the Spider-Man cards and place them, face down, off to the side of the game board.



PLAYING:

The youngest player starts, then play continues in a clockwise direction. On your turn, spin the spinner and move that many spaces, also clockwise, around the game board.

The Game Board:

The board is made up of five rings that players move around--going from the outer ring to the WIN space on the most inner ring. On the first four rings you will fight villains.

- On the first ring you will be fighting Kraven the Hunter.
- On the second ring you will be fighting the Green Goblin.
- On the third ring you will be fighting Black Cat.
- On the fourth ring you will be fighting Dr. Octopus.

The rings are connected by arrow spaces. Whenever you defeat the villain for that ring, travel to the next inner ring using one of the spaces that has the arrow pointing inwards (You do not have to land on the space on an exact count -- use the extra parts of your spin to move along the new ring).

There are also spaces that have arrows facing outwards. If a player has the bad luck to land on one of these spaces by exact count, they must go outwards to the previous ring and travel around that ring until they reach the next inward arrow space (not by exact count). There is always the danger that a player might have to re-fight the same villain... and lose the villain card for that ring.

Fighting Villains:

When a player lands on a space showing a villain, a fight begins. Take the mover that matches the villain that you landed on and place it on the ledge next to the Web Wall right near where the web comes out. Press down on the large rectangular button. If the web shoots out and knocks over the villain, you win the fight and can take the card that matches the villain you just beat. If Spider-Man falls off of the wall, you lose the fight and don't collect the card for that villain. Reset the web or Spider-Man and the player to the left now takes their turn.

Re-Fights:

Even after you defeat a villain, you might have to re-fight them if you land on their space again. If you lose the fight, you must give back that villain card and fight him again in order to win it back. The only way to avoid a re-fight is if you have a Spider-Man card with "Protection" (described below).

During the game you may only have one card for each villain. If you win a re-fight, simply keep the card you have and do not take another.

Steal Spaces:

When you land on one of these spaces, you get to take a villain card only from a player who is on the same ring as you are and you can only take the villain that is shown on that ring!

Go-Anywhere Spaces:

When you land on a Go Anywhere space, travel to any other space on that same ring. If there is an action required -such as taking a card- do so immediately.

Spider-Man Spaces/Cards:

When you land on a space that shows Spider-Man, take the top Spider-Man card from the deck. There are five different kinds of Spider-Man Cards:

"Protection": Use these cards as protection against having to re-fight a villain, against having to leave the ring if you land on an outwards arrow space or against having another player take a villain card from you. These are the only cards that do not have to be used immediately. Place them back on the bottom of the deck after they are used once.

"Lose A Villain Card": You must give back a villain card, but only from the ring you are currently on (if you don't have that villain yet, your turn simply ends).

"Make Any Player Lose A Villain Card": Players can choose any other player to put back a villain card, but the villain must be from the ring they are currently on.

"Spin Again": Spin again and follow the rules for the new space that you land on.

"Move Any Player Anywhere": Choose any other player and move them to any other space on the same ring they are on.

Ending and Winning the Game:

When a player reaches the fourth ring and collects their final villain card to complete their puzzle, they may now enter the final ring. There are two "Win" spaces in this ring (along with a "Spin Again" space and an outward arrow space that can send players back to the fourth ring). Players must land on a Win space by exact count ...to win!

We appreciate your comments on this Spiderman Web of Danger game. Please send your correspondence to:

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