

# INA SPIN

Spin the cubes and match the faces

Ravensburger® game no. 23 515 5

The game of concentration with the fantastic turning dice for 2 - 5 players from 5 years and up.

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Illustrations of game rules: A. Döringer

Contents: 16 animal cards

16 self adhesive pictures

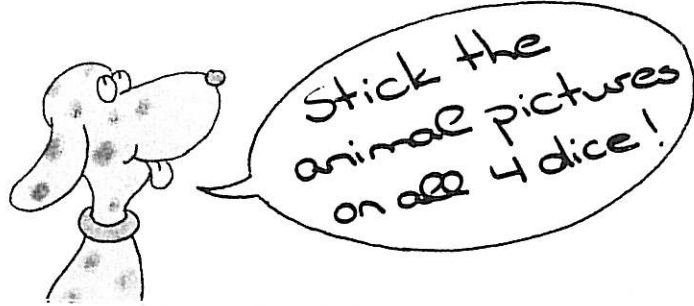
1 rod with 4 revolving dice

(4 dice, 1 rod, 2 stoppers)

20 counters

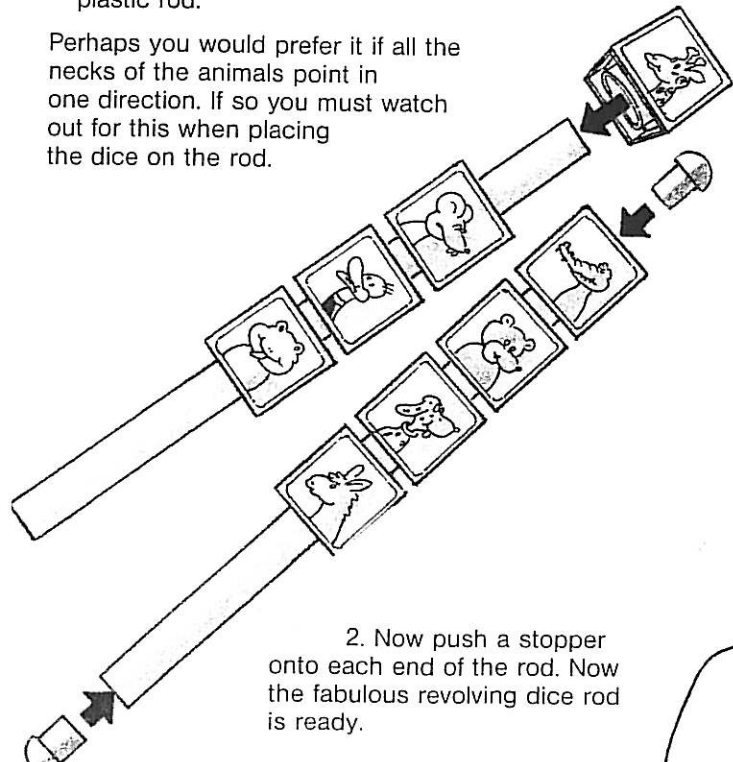
Game rules

## What you must do before starting play:



1. Place all four dice with their coloured stickers on the plastic rod.

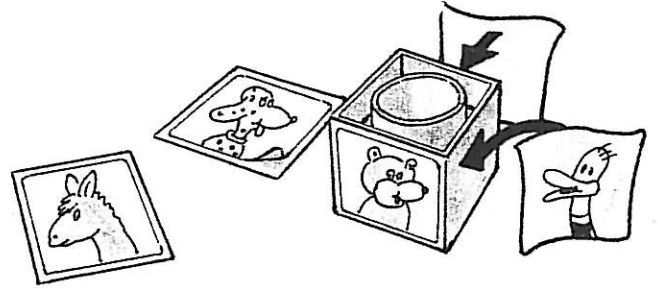
Perhaps you would prefer it if all the necks of the animals point in one direction. If so you must watch out for this when placing the dice on the rod.



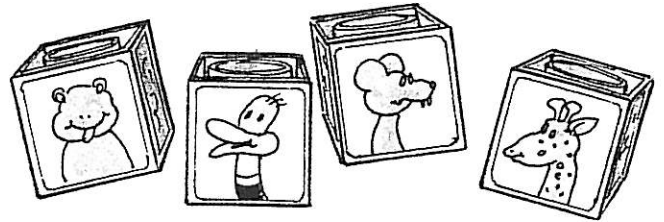
2. Now push a stopper onto each end of the rod. Now the fabulous revolving dice rod is ready.

Where and how are they stuck on? Quite simply:

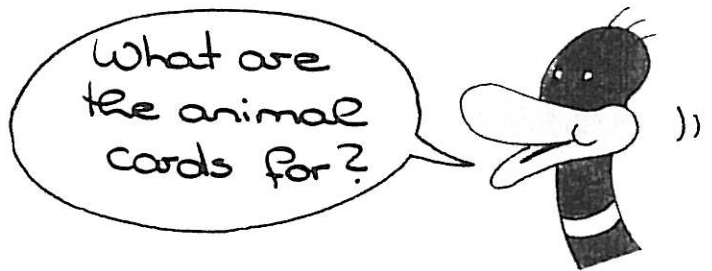
1. Remove the adhesive picture carefully from the foil.
2. Stick one animal picture on every side of the die. (Warning: not on the sides with the holes!). You can choose which animals you stick on which die.



3. It is a good idea to stick the pictures so that the necks of the animals all point in one direction, as shown on the illustration.



If you should have difficulty with sticking or if you want to be particularly careful, then you could ask an older brother/sister or a grown up to help you.



Now remove all the cards carefully from the punched panel, then mix them well and lay them face down on the table. It is best to lay them in the shape of a square.

Now only the counters are left!

One of you looks after the stock of counters. During the game you can keep the counters in the box.

## Object of the game

Whoever can discover all four of the animals sought in one go gets a counter as a reward.

## Now you're ready to go



The youngest player can start. He/she takes the dice rod in one hand and holds it so that with the other hand he/she can make all four dice revolve.

You can see exactly how it's done on the illustration.

Then the dice rod is quickly laid on the table. The revolving dice stop and 4 animal pictures are uppermost. You now have to find these four animals under the 16 hidden animal cards.

### From now on watch out!

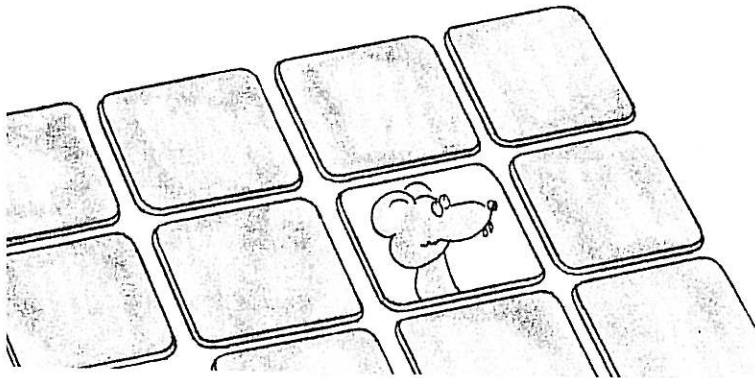
The player sitting to the left of the dice spinner may start by turning a card up. First one card. If the animal picture on the card appears on the dice rod then this card remains face up. The player may now turn over a second card. If this card also shows an animal on the dice rod then he may turn over another card. However, if an animal card is uncovered which is not sought, his turn is finished.

All open cards are now turned over again. The positions of the cards should not be changed. The dice rod also remains unchanged. It is still all about finding the same four animals.

Now it is the turn of the next player. Can he/she find the correct animals in one go?

A quick example and then everything will be clear: Uppermost on the dice rod are a mouse, ape, bear and duck.

Whoever's turn it is turns a card over. The mouse!



Now it becomes clear who has a good memory. The player who has won a counter may now spin the dice on the rod and stop them as before.

Now another four animals have to be found. The player to the left of the dice spinner is the first to try out his memory and start to uncover the cards again.

### Are the cards sometimes exchanged?

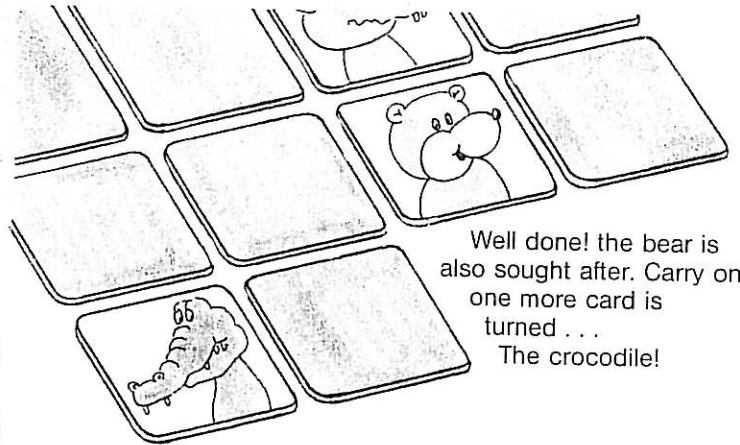
Well, as soon as one of you possesses 2 counters then the cards are mixed up again while remaining hidden and laid out.

Advice: If younger children are playing together this remixing of the cards can be left out.

### Who has won?

Whoever is the first to possess 3 counters has won the game. It is true that they have remembered everything very well, but will they be able to do it again in the next game? So why not start a new round of In a Spin!

Because the mouse appears on the dice, this card can be left face up. Turn the next card.  
Aha, the bear!



Well done! the bear is also sought after. Carry on, one more card is turned . . .  
The crocodile!

Bad luck! The crocodile is unfortunately not being sought at present. This turn is now finished. Have a good look at all the cards and then turn them over again. Now the next player can try his luck.

So you must always note that whoever's turn it is may turn over cards until he/she finds an animal which is not being sought. The order in which the animals are uncovered is not important.

### All four to win

Whoever manages to find all 4 sought after animal in one go gets a counter as a reward. Then the 4 uncovered cards are turned over again. It is important that the cards remain in the same place.

# IN A SPIN

Spin the cubes and match the faces

