Spin Circus

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blue orange
Hot Games Cool Planet

4+ | 2 - 5 | 10 min

Introduction

Tonight you're going to be the star of the show! Each turn, perform a balancing act with the acrobats on the spinning wheel! A little luck and a good guess of where to add weight on the wheel will help you advance across the stage. Dazzle the audience by successfully performing all your acts!

Game Contents

- Spinning Wheel (made up of 1 disk and 1 arrow)
- 1 Post (axis for the wheel)
- 1 Board (Stage)
- 3 Acrobat Clips
- 5 Artist Pieces
- 1 Acrobat Dice

Object of the game

Use the weight of the acrobat clip to spin the wheel to the number that will help you advance on the path and reach the end first to win!

Setup

1. Take all the contents from the box and place the stage on top of the bottom of the game box, as shown on the image 1.
2. Follow these instructions to set up the spinning wheel:
   - Insert the axis into the wheel and then into the hole of the game box.

   Be careful: do not use force as this could damage the box.
   - Randomly place 3 acrobats on the spinning wheel. Make sure each is on a different triangle.
3. Place the acrobat dice next to the stage.
4. Choose your artist piece and place it on the first space of the path on the stage.

The last player to have seen a stage starts the game.



How to play

Whose turn is it?

You are the first player? Open the show by following the **Show Instructions** on the next page. Once you are done with your turn, the player on your left will take their turn and play will continue in a clockwise direction.

The stage

You should know before you play that the path on the stage is full of surprises both good and bad! Every space shows an act to perform. On your turn, you will have to perform the act by yourself.

Show Instructions (steps in a turn)

1. On your turn, roll the acrobat dice. It will show which colour acrobat you will play with this turn.
2. Remove the corresponding acrobat from the wheel (memorise where it was as you cannot place the acrobat back on this space during your turn), and wait for the wheel to stabilise.
3. Place the acrobat you are playing with back on the wheel, **on an empty triangle space** (but NOT on the same triangle it was on at the beginning of your turn). Wait for the wheel to stop spinning and look at the number the arrow is pointing to.
4. Move your artist piece forward on the track as many spaces as indicated by the arrow.
5. Carry out your act! Follow the action shown on the space your piece has landed on (see **Stage Acts**).

After carrying out your act and your action, if your artist piece is moved to a new space ignore that action. Your turn is over.
Then the next player takes their turn.

Notes:
◊ You cannot place the acrobat clip in the same triangle it was on before you first removed it.
◊ If the wheel does not move to a new triangle space when an acrobat is placed on it then no pieces are moved in step 4!
◊ There can be several artists in the same space on the path.

When the arrow points at the Zero triangle: do not move on the path this turn, nothing happens UNLESS you are on the Magician space. In that case move your artist piece to the other magician space.

End of the game

To win the game you must end exactly on the last space of the path. You can only move your artist piece if the number on the wheel gets you closer or takes you to the last space without going over. If the number on the wheel is higher than what you need, stay where you are and wait for your next turn.

Stage Acts



TRAMPOLINE: Say "**Boinnnggg**" like a trampoline and move your piece forward one space.



CANON: Put both arms above your head and say "**Boom!**" then move your piece forward 3 spaces.



LION: Make the noise of a lion and move your piece back 2 spaces.



JUGGLING CLOWN: Take the dice, throw it as high as your head and catch it with one hand. If you succeed you can play again (Steps 1 to 5).





MAGICIAN: Put one arm out and yell "ABRACADABRA!" then move your piece forward or backward to the next Magician space.



STAR: It's time for artists to take a quick break. Nothing happens.



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