



Suggestions

You can also play SpinParty in teams. The team with the player whose birthday is next starts as the SpinMaster. All teams play with one answer pad and one dry-wipe pen. All other game rules remain the same.

Another way to end the game is for players to agree on the playing time in advance, or on a fixed number of cards/rounds. The player (or team) with the most tokens at the end of these games-suggestions would win.

Tips

To store, carefully remove the arrow board, fold up the game board and place all the parts back in the box. Make sure you push the caps back on the dry-wipe pens until they click to maximise their lifespan.

Feedback

We very much enjoyed developing this game. We welcome your feedback, ideas and questions. Please email us at info@fuelforfuncompany.com and customerservices@johnadams.co.uk

If you have any missing components or a product related issue, please contact customerservices@johnadams.co.uk

Our special thanks to:

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WARNING! Not suitable for children under 36 months.

Chocking hazard - contains small parts.

Colour and contents may vary from those shown.

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Warning! Not suitable for children under 3 years due to small parts which could present a choking hazard. Keep packaging and instructions for future reference. Colour and contents may vary from those shown.

IDEAL®

AGES 14+ | 3-6 PLAYERS

SpinParty™
THE ORIGINAL

...this is how you play



The Mind Spinning Game of Knowledge and Bluff!

Discover how giving wrong answers can still make you a winner!

This mind spinning game of knowledge and bluff has more than 1,400 captivating questions and helpful hints. Find the answers and discover more from the fascinating factoids. You may know the answer but being correct isn't necessarily always the right thing to do! You're smart but is your strategy smart enough to win? Get your poker-face ready! In this spinning game of bluff, you can send wrong answers around the board to land in your opponents' laps. But beware, while ill fortune will land on your opponent, someone else could be playing the same trick on you. Keep your wits about you... you're going to need it! The game is played in rounds, with players (or teams) taking turns as the SpinMaster, reading out the questions and deciding whether to shift the answers on the board or not, remembering that people could be bluffing at any point. It is also the job of the SpinMaster to deal the tokens and act as referee whenever necessary.

Content:

- SpinParty gameboard
- Arrow board
- Plastic turntable and turntable base
- 4 plastic assembly parts: spindle top, spindle, cover plate, gameboard clip
- Box containing 6 SpinStop cards and 144 question and answer cards
- Box containing 150 question and answer cards
- Box containing 100 SpinParty tokens
- 1 yellow SpinMaster coin
- 6 dry-wipe answer pads
- 6 dry-wipe pens

Not included, but necessary: paper towels to clean the dry-wipe answer pads.

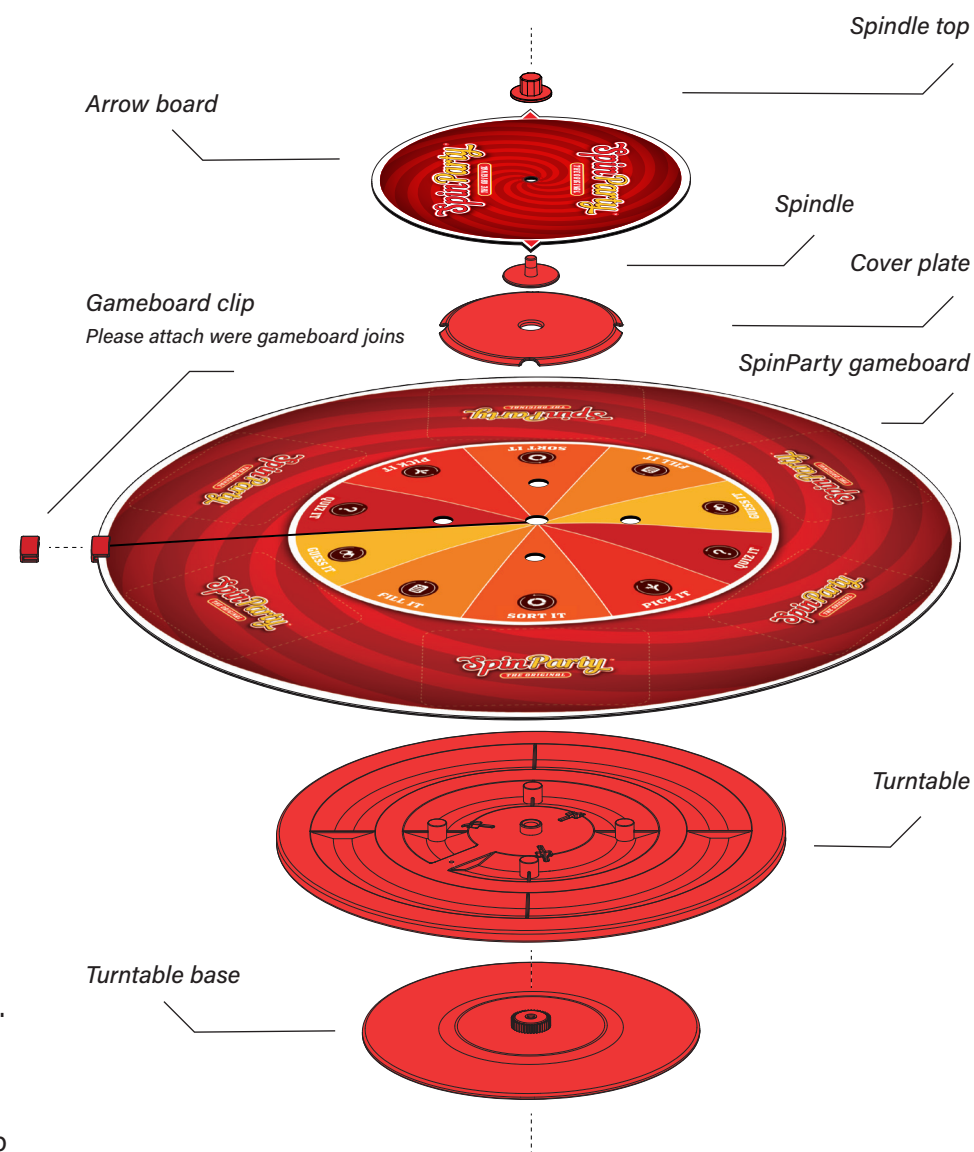
Set up:

- Open up the gameboard and follow the assembly diagram opposite.
- Each player takes 8 SpinParty tokens, a SpinStop card, a dry-wipe pen and an answer pad.
- The player whose birthday is next will be the SpinMaster for the first question, changing after every question moving clockwise around the table.

Object of the game:

The first player to collect 18 tokens wins the game! However, if a player runs out of tokens the game ends and the person with the most tokens wins. Keep and eye out, it could be in your interest to help those players falling behind if someone else has more tokens than you!

Assembly diagram



Please Note:

Initially games may end quickly as you get used to the rules and strategy, but in no time at all you'll be playing the game like masters!

Playing the game:

On your turn as the SpinMaster, take the box of tokens (the "bank"), the yellow SpinMaster coin and one of the boxes of question and answer cards. There are five categories of questions in the game:

- **Quiz It** - answer an open question
- **Pick It** - answer a multiple-choice question
- **Sort It** - arrange answers into the right sequence
- **Fill It** - complete the missing words
- **Guess It** - estimate the answer as best you can

As the SpinMaster, follow these steps from 1 to 7, shown in red:

1. When everybody is ready, spin the game board to see which category of question you'll be asking.
2. Take the first card from the DRAW side of the box. Read out the hint and question for the category you spun.

All players (including the SpinMaster) now secretly write down an answer and circle the number of tokens they are willing to risk (1, 2 or 3). Remember, this is a game of bluff! Be sure to read the "Strategy Conundrums" below, they could help you play the game and your opponents!

Everyone turns their answer pad over and places it face-down on the designated rectangle on the game board, directly in front of them. Don't let your opponent's see what you've written!

3. Ask the players if they want to use their SpinStop card.

During the game, players can decide to play their SpinStop card to safeguard their answer and stop it from travelling around the table. But use it wisely, you can only use your SpinStop card once! You better be sure you know the answer.

All players wishing to play their SpinStop card remove their answer pad from the game board and place their SpinStop card over the top in front of them.

4. Decide whether you will spin the board or not. If you do, place the yellow SpinMaster coin on the answer pad that you want to "steal" and spin the game board until that answer pad is in front of you.

Strategy Conundrums

SpinParty is much more than a mere trivia game! Play it straight, or bluff your opponents, scheme, deceive and double-cross them. Here are some questions to get you thinking...

As the SpinMaster: will you keep your answer and not rotate the board? Or will you spin the board clockwise and send your answer to one of the other players? Beware: you could be playing into your opponent's hands! Will you entrap others by sending them the wrong answer? Or will you spin the board to acquire what you believe might be the right answer from a player who really knows their subject? Perhaps you'll keep your own answer by playing a SpinStop card and spin the board anyway?

As one of the other players: it's not just the SpinMaster who can use cunning and deceit. All players should watch the faces and body language of their opponents. Do you know the answer? Does the SpinMaster know the answer? Will you deliberately write down a wrong answer and hope it goes to another player? Will you play a SpinStop card? How many tokens will you risk - to win or give away?

5. Pick up the answer pad in front of you, turn it over and read out the answer you've been landed with, and the number of tokens risked. Place the answer pad face up on the board.

Players take it in turn to reveal their answers going clockwise from the SpinMaster.

Note: if there is no answer pad directly in front of you, pick the next face-down answer pad clockwise on the board.

6. Turn over the question card and read out the answer for the category being played, as well as the factoid. Score the players as follows:
 - Players with the correct answer on the answer pad in front of them receive the number of tokens risked on that answer pad from the bank.
 - Players with an incorrect answer on the answer pad in front of them pay the number of tokens risked on that answer pad to the bank.
 - **For Guess It questions, if no one has the correct answer, the player/s with the closest guess will win the round.**
 - If a player has used their SpinStop card, they will either receive or pay the amount risked on their own answer pad depending on if the answer is correct or incorrect.

7. The round is over. Return the question card to the DISCARD side of the box and pass the cards, the yellow SpinMaster coin and the tokens to the next player on your left. That player is now the SpinMaster for the next round. Any SpinStop cards played during the last round are returned to the bank.

Players clean off all their dry-wipe answer pads, ready to play again. To clean the dry-wipe answer pads, use the top of the dry-wipe pen, a dry paper towel or tissue. DO NOT USE WATER.

Winning the game

Keep playing in rounds. The first player to collect 18 tokens wins the game!

OR

As soon as one player runs out of tokens, the game ends and the player with the most tokens wins.