



SPIDER-MAN™

TIPOVER®

Object: Help Spider-Man™ topple crates to make a path to the Red Crate.

Set Up: Select one of the 40 Challenge Cards and place the crates on the playing grid to match the illustration. Spider-Man™ will start on the crate marked by a red outlined square. Be sure to place the crates solid side down.

To Play: From the starting crate, Spider-Man™ moves by tipping crates over, inline with the grid. In order to jump from one crate to another, a tipped-over crate must fall and land next to another crate. Spider-Man™ is then ready to spring from the fallen crate to the adjacent one.

Simple Rules: No leaping from crate to crate across gaps or diagonally. No touching the game grid floor. Climbing crates and crawling across upright or fallen crates is allowed.

If your Spider-Sense Falters: A complete move sequence solution is on the back of each Challenge Card.