



## OBJECT

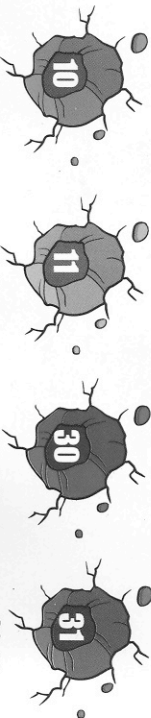
High above the city, your friendly neighborhood Spider-Man™ swings overhead by a thin web—but figuring out how to cross the city is another matter. You'll have to help Spider-Man™ battle villainous characters reeking havoc while avoiding obstacles and the dangerous streets below.

## EQUIPMENT

1 Magnetic Spider-Man™ Figure / 5 Magnetic Web Planks (2 Short Planks, 2 Medium Planks, 1 Long Plank) / 20 City Rooftop Pegs / 1 Game Grid / 1 Travel Bag / 40 Beginner-to-Expert Challenge Cards / Instructions / Solutions

## GUIDELINES

Even Spider-Man™ had to learn how to use his amazing super powers, and that's why we've developed an exciting range of Beginner-to-Expert challenges to play. Young super heroes and web slinging veterans will find a level that will challenge their extraordinary skills. Levels are color coded as follows:



1-10

BEGINNER

11-20

INTERMEDIATE

21-30

ADVANCED

31-40

EXPERT

## SET UP

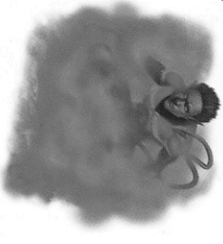
Start by placing a Challenge Card on the game grid. Then place any rooftop peg into each hole and a web plank over each gray-shadowed plank position. Webs will fit snugly between two buildings. Spider-Man™ starts his adventure on the edge of the city closest to the challenge card number.



NOTE: Just like a spider, Spider-Man's™ feet stick to his webs (his feet are magnetic and so are the centers of each web plank). Use the Spider-Man™ figure to lift and reposition the web. It's easy to lift webs with the figure, but it takes skill to "break" the magnetic pull. Once you have repositioned a web between two buildings, gently slide the Spider-Man™ figure to the side perpendicular to the web, and the magnetic pull will release. Then you are ready for your next daring swing.

## GAME PLAY

The Spider-Man™ figure moves by swinging across a web to get to the next rooftop. He can't get from rooftop to rooftop by jumping—he must aim his webs to bridge the gaps between buildings. He can pick up and move one web at a time, and he can only reach the web or webs touching the building where he is standing. Plus, the webs must fit snugly between two buildings, so the Spider-Man™ figure can only shoot his web to a space that fits. He can also pick up a web and carry it along another web as far as he's able to go before shooting it across again. (All this web moving is made easier by Spider-Man's™ clinging feet.) Danger lies in stranding Spider-Man™ on a rooftop midstream—with no place to fit the next web or no web within reach!



## STEP BY STEP SIMPLE CROSSING

### RULES

- No jumping is allowed between rooftop pegs or webs or from a web to the edge of the city.
- Spider-Man™ can pick up and move or carry a web if one end touches the rooftop where he is standing.
- Spider-Man™ can only pick up or carry one web at a time.
- Webs must be supported between rooftop pegs on both ends, and must be an exact fit.
- Webs can't be placed diagonally, only north-south or east-west.
- Webs can't support other webs.
- Webs can't be stacked.
- Webs can't cross over other rooftop pegs or webs in the way.

### STRATEGIES

As you help Spider-Man™ across the Beginner challenges, you'll start to notice your Spidey-sense develop with some helpful strategic moves. The simplest moves are just relays—like getting to the end of the first web plank, picking it up, carrying it along the next web, and putting the first web down again to form your next bridge. Sometimes Spider-Man™ might have to get clever and leave a web behind in a spot where it will come in handy later. Sometimes Spider-Man™ will move a web just to clear a path so it doesn't block where he wants to go. The strategies become more complex in the Intermediate challenges, and downright brain boggling with the Expert cards. Spider-Man™ might spin one web to use later, move another to clear a path, swing back to pick up the first web, change directions entirely, and find himself at a dead end only to backtrack all over again. Whatever works to get him across, as long as he follows the rules...and avoids the villains and mayhem below!

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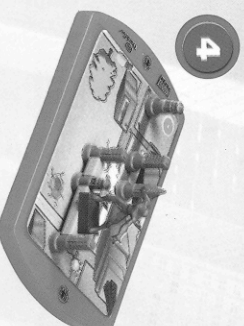
1  
Arrange the game board.  
Spider-Man™ starts to cross.



2  
Spider-Man™ swings a medium  
web plank to a new position.



3  
Spider-Man™ swings a small  
web plank to a new position.



4  
Spider-Man™ swings the medium  
web plank and makes it across!



## ABOUT THE INVENTOR

City Crossing™ is an adaptation of ThinkFun's® popular plank game River Crossing®, invented by UK maze enthusiast Andrea Gilbert. Initially offered online and jointly developed on Andrea's website, [www.clickmazes.com](http://www.clickmazes.com). This clever hands-on version was masterminded by Andrea's partner, Bill Mitchell. The rich and unique challenge set was handcrafted by Andrea, with final touches by Ukrainian puzzle genius Serhiy Grabarchuk.

## ABOUT THINKFUN®

ThinkFun® is the leading creator of mind challenging games. Since 1985, the company has produced award winning games such as Rush Hour®, River Crossing®, and Aha! Brainteaser Classics™

Kids and adults alike look to ThinkFun® to create hands-on, thought-provoking games that provide hours of fun-filled challenges. ThinkFun® is committed to high-quality, innovative games that help people of all ages develop thinking skills through play. To learn more, please visit [www.ThinkFun.com](http://www.ThinkFun.com).



## SOLUTIONS

The solution code is written exactly how Spider-Man™ would swing it—starting at the first rooftop peg and finishing on the Spider logo across the city. Spider-Man's™ actions are as follows:

- he swings from rooftop peg to rooftop peg;
- at every building he can either pick up/put down a web, or pass over the rooftop peg without a web.
- rooftop pegs are each assigned a letter.

The solution code uses the following symbols:

- — Start
- ▲ — Goal
- — Walk along web plank
- ▲ — Pick up web plank to North
- ▼ — Pick up web plank to East
- ▲ — Pick up web plank to South
- ▼ — Pick up web plank to West
- ▲ — Put down web plank to North
- ▼ — Put down web plank to East
- ▲ — Put down web plank to South
- ▼ — Put down web plank to West
- ⬢ — Compass indicates game orientation

