



Instruction Manual

# Spin-a-roo™

SORTING AND COUNTING GAME



**WARNING:**  
CHOKING HAZARD — Small parts  
not for children under 3 yrs.

**GRADES**  
Pre-K to 2nd  
2 to 6 players

# Spin-a-roo™

SORTING AND COUNTING GAME

Watch the colorful tokens appear like magic in this fast-paced game that offers **TWO WAYS TO PLAY**. Race to collect the most tokens as you sort **numbers and colors**, or **count up and down** from one to ten.



Includes: 1 Spinner Tray • 1 Spinner Handle (with two caps)  
• 76 Double-sided Tokens • 6 Double-sided Cards

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## Setup:

1. Remove the caps from the Spinner Handle, spill the Tokens, and give them a good mix.
2. Insert the narrow end of the Handle into the hole in the rotating arm of the Spinner Tray.
3. Load the Tokens into the Spinner Handle and cover the Handle with a cap. Place the second cap back inside the box.
4. Place the Spinner in the middle of the table so that all players can see and easily reach it.
5. Each player chooses a Card.
6. Choose a level of play (green side for sorting, purple for counting). All players should have the same colored side facing up.

## Sorting Game (Green Side)

**Your Goal:** Collect the most Tokens by making color and number matches on your Card.

## How to Play

**STEP 1:** Choose a player to turn the Spinner Handle and fill all seven slots in the Spinner Tray. The chosen player should crank the Handle around in a circle until it is back on the starting position.

**STEP 2:** When ANY player sees a Token that matches any color or number on his/her Card, he/she calls out the color or number, takes the Token, and places it on the matching space on his/her Card.

**NOTE:** Tokens just added to players' Cards are now the new numbers and colors that must be matched.

## EXAMPLES:

### MATCH NUMBERS:



The red “9” Token is a number match for the yellow “9”.

### MATCH COLORS:



The yellow “5” Token is a color match for the yellow “9”.

**STEP 3:** Players continue to stack their Cards with the correct Tokens by sorting as described in Step 2.

**STEP 4:** When no player can make a match, or the seven slots in the Tray are empty, the next player (moving clockwise) cranks the Handle a full turn to reload the slots.

**NOTE:** When reloading the Tray, leave the unmatched Tokens in place. Cranking the Spinner Handle will only refill the empty slots.

**STEP 5:** When there are no Tokens left in the Spinner Handle and no more matches can be made by any player, players stack all the Tokens they have collected. If you are the player with the tallest stack—**YOU WIN!**

\* Skip to page 7 for additional rules to follow

## Counting Game (Purple Side):

**Your Goal:** Collect the most Tokens by counting up and down from one to ten!

### How to Play

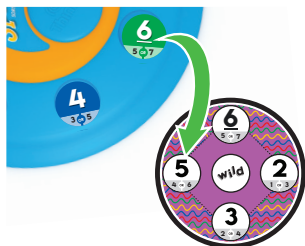
**STEP 1:** Choose a player to turn the Spinner Handle and fill all seven slots in the Spinner Tray. The chosen player should crank the Handle around in a circle one full turn until it is back on the starting position.

**STEP 2:** When ANY player sees a Token that comes before or after any number on his/her card, he/she calls out the number, takes the Token, and places it on the correct space on his/her Card. Any number may be placed on the “WILD” space to start.

**NOTE:** Tokens just added to players' Cards are now the new numbers that must be matched.

### EXAMPLES:

#### COUNTING UP:



With this Card, a player can call out the number “6” to place on top of the space with a 5.

#### COUNTING DOWN:



With this same Card, a player could also call out “4” to place on top of the space with a 5.

**HINTS:** Young players who cannot immediately determine what numbers come before or after the numbers on their Cards should look for hints on the bottom of the Tokens and the spaces on the purple side of the Card.



3 is a hint for counting down from 4.



5 is a hint for counting up from 4.

**STEP 3:** Players continue to stack their Cards with the correct Tokens by counting up and down as described in Step 2.

**STEP 4:** When no player can make a match, or the seven slots in the Tray are empty, the next player (moving clockwise) cranks the Handle a full turn to reload the slots.

**NOTE:** When reloading the Tray, leave the unmatched Tokens in place. Cranking the Spinner Handle will only refill the empty slots.

**STEP 5:** If your stack reaches 10, clear that stack and start over. The Tokens that you have cleared will be counted toward your total points at the end of the round.

**STEP 6:** When there are no Tokens left in the Spinner Handle and no more matches can be made by any player, players stack all the Tokens they have collected. If you are the player with the tallest stack—**YOU WIN!**



When you reach 10, clear your Card!

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## Rules to Follow

- A.** Players must wait for a full turn of the Spinner Handle before calling out a match. i.e. the Spinner Handle must always be in the starting position as Tokens are being matched.
- B.** Players must call out a match before they can grab a Token.
- C.** In case of a tie in calling out the match, the first player to grab the Token wins.
- D.** If the Tray has just been filled and no player is able to make a match (all seven Tokens remain unclaimed), players clear their Cards by sliding their Tokens off their Cards into a neat pile. The Tokens that you have cleared will be counted toward your total points at the end of the round.
- E.** If players aren't able to make matches after clearing their Cards, all seven Tokens in the Tray should be placed back in the Handle, and new Tokens should be dispensed.

## About the Inventors

Spin-a-roo™ was invented and developed by Rothschild Design and Theora Design. Omri Rothschild invented and designed games and toys for over 30 years. Theora Design is a family firm headed by Ora and Theo Coster working with their sons Boaz and Gideon. Theora Design has licensed over 150 toys, games, and puzzles including ThinkFun favorite Zingo!®

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