ANOTHER MB KEY TO FUN and learning

AGES 8 to 15

OBJECT:

CAPTURE VILLAIN IN WILD CHASE ON SPIDER WEB

MILTON BRADLEY COMPANY
SPRINGFIELD MASSACHUSETTS 01101
4705
MADE IN U. S. A.

THE AMAZING SPIDER MAN® GAME WITH THE FANTASTIC FOUR!



THE AMAZING SPIDERMAN AND THE FANTASTIC FOUR

A Game for 2, 3 or 4 Players

Each player becomes a super-hero, attempting to score the most points. To win you must skillfully capture villains along the Spider Web path and collect Race Place cards from the center Spiderman Circle.

TO SET UP THE GAME

1. Each player chooses as his home base a red, blue, green or yellow corner with a super-hero's picture.
2. Place on your home base the TWO playing pieces that match in color.
3. Separate the cards into decks of 12 Villain cards, 31 Travel cards and 5 Race Place cards.
   A. Shuffle the Villain cards and place face down on the card area.
   B. Shuffle and place the Travel cards face down at the bottom of the game board.
   C. Arrange the Race Place cards in numerical order, 5 points on top. Place these cards **face up** in the center Spiderman Circle.
4. Carefully push out the 12 black discs with the white "S" found in the platform under the game board.

OBJECT OF THE GAME: Score the most points by racing to the center while capturing Villains.

TO PLAY THE GAME:

MOVING AROUND THE SPIDER WEB (Travel Cards)

1. Choose a player to go first.
2. If you are the first player, take the top Travel card. Advance the number of spaces indicated with one or both of your playing pieces along the outer circle. Discard the Travel card face up next to the original deck.

   NOTE: Reshuffle the discard deck when the Travel cards are used up.
3. Travel in either direction along the outside circular path. If you land by exact count on a red arrowhead, move immediately (in that same turn) into the next inner circle.
4. STRATEGY: You may choose to move one of your playing pieces continually (unless you draw a Travel card which tells you to move both of your pieces). You may also try moving one piece on one turn and your companion piece another turn, if it would be to your advantage.

CAPTURING A VILLAIN (Villain Cards)

1. When you land by exact count on one of the twelve Spider Web spaces, you capture a Villain card.
2. Place your captured Villain card face down in front of you. Only **you** know the name of the Villain captured and the points scored!
3. Then place a black disc over the Spider Web space under your playing piece. The Villain has been captured from this hideout. No other villains may be captured by pieces landing on this same space.
4. Covered spider web spaces become regular traveling spaces for the balance of the game.

SPECIAL MOVES:

1. A player's piece cannot pass or jump any other piece including his own companion playing piece.
2. One playing piece sends another piece back to its home base if it lands exactly on the occupied space.
3. A piece MUST MOVE if it is possible, even if it is forced to send its companion piece back to start.
4. A piece cannot move from an inner circle to an outer circle except when directed by a card to move to a space occupied by an opponent.

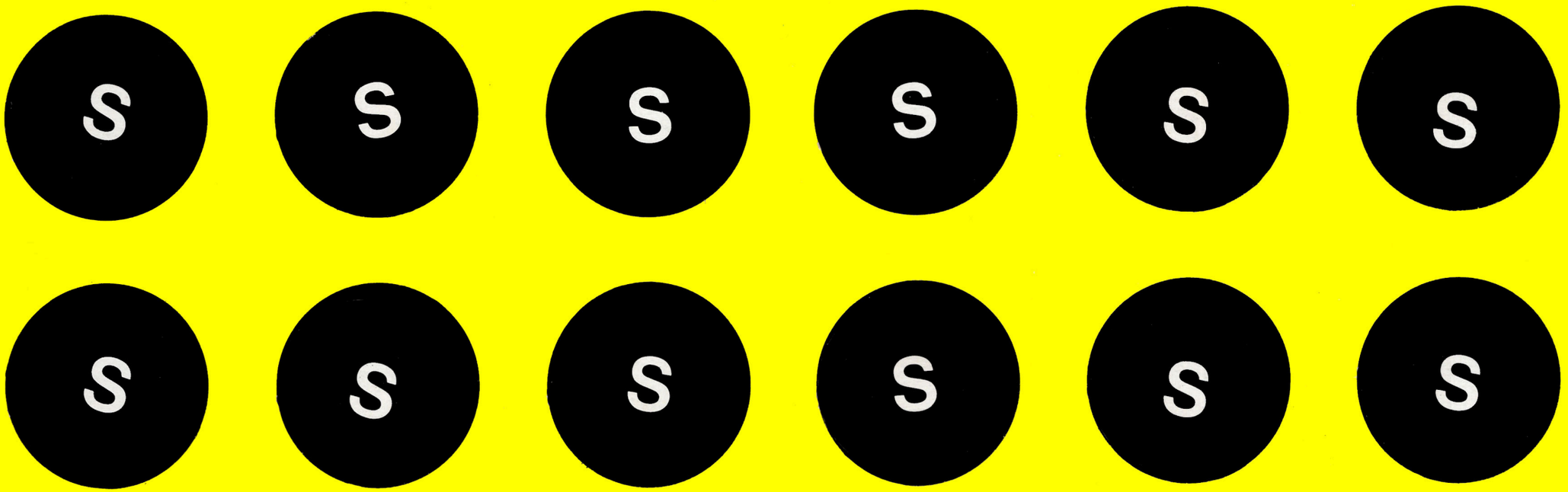
RACING TO THE CENTER CIRCLE (Race Place Cards)

1. If you're the first player to land in the center Spiderman Circle, take the first Race Place card worth 5 points. The second player to land in the center circle gets the second Race Place card worth 4 points, etc.
2. Play ends when one player is able to get both of his pieces into the center Spiderman Circle.
3. Players total their Villain and Race Place points. The player with the highest score WINS THE GAME!

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THE AMAZING SPIDER MAN GAME WITH THE FANTASTIC FOUR!

CAREFULLY PUSH OUT THE 12 DISCS BELOW FOR USE IN THE GAME.



AN EXCITING GAME WITH SPIDERMAN AND THE FANTASTIC FOUR

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VILLAIN CARDS



THE INVISIBLE GIRL

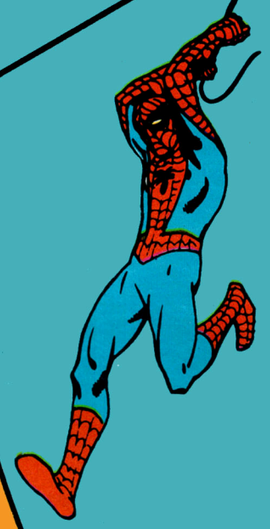




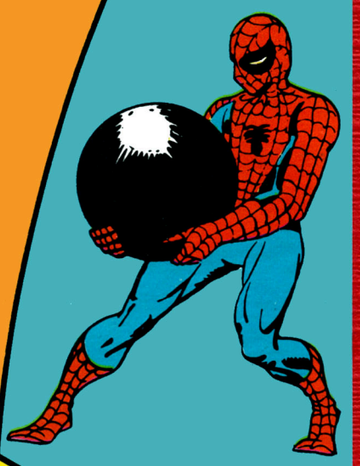


MR. FANTASTIC











THE HUMAN TORCH

THE AMAZING
SPIDER MAN GAME WITH
THE FANTASTIC FOUR!

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THE THING

4705-X

SPIDER-MAN

RACE PLACE

CARD

SPIDER-MAN

RACE PLACE

CARD

SPIDER-MAN

RACE PLACE

CARD

SPIDER-MAN

RACE PLACE

CARD

SPIDER-MAN

RACE PLACE

CARD

1st PLACE
5 POINTS

2nd PLACE
4 POINTS

3rd PLACE
3 POINTS

4th PLACE
2 POINTS

5th PLACE
1 POINT

SPIDER-MAN

VILLIAN

CARD

SPIDER-MAN

VILLIAN

CARD

SPIDER-MAN

VILLIAN

CARD

SPIDER-MAN

VILLIAN

CARD

SPIDER-MAN

VILLIAN

CARD

SPIDER-MAN

VILLIAN

CARD

SPIDER-MAN

VILLIAN

CARD

SPIDER-MAN

VILLIAN

CARD

SPIDER-MAN

VILLIAN

CARD

SPIDER-MAN

VILLIAN

CARD

SPIDER-MAN

VILLIAN

CARD

SPIDER-MAN

VILLIAN

CARD

GREEN GOBLIN
4 POINTS

MYSTERIO
4 POINTS

SHOOTER
4 POINTS

LION FACE
3 POINTS

PROWLER
3 POINTS

SLUGGER
3 POINTS

CAT BURGLAR
2 POINTS

RINGMASTER
2 POINTS

SHOTGUN
2 POINTS

BOOMERANG
1 POINT

THUNDER BULL
1 POINT

WARLORD
1 POINT

SPIDER-MAN

TRAVEL

CARD

SPIDER-MAN

TRAVEL

CARD

SPIDER-MAN

TRAVEL

CARD

SPIDER-MAN

TRAVEL

CARD

SPIDER-MAN

TRAVEL

CARD

SPIDER-MAN

TRAVEL

CARD

SPIDER-MAN

TRAVEL

CARD

MOVE 1 SPACE

MOVE 2 SPACES

MOVE 3 SPACES

MOVE 4 SPACES

MOVE ONE PIECE BACK TO START

MOVE ONE PIECE TO AN OPPONENT'S SPACE AND MOVE HIM BACK TO START

MOVE BOTH PIECES 1 SPACE

MOVE BOTH PIECES 2 SPACES

For this page of cards, number of copies of cards are as follows (in left to right, top to bottom order):

4, 7, 8
4, 2, 2
2, 2



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MILTON BRADLEY

Milton Bradley Game 4705

