

Swinging Snakes™

Don't Break The Magic Spell Game

For 2 to 4 players / Ages 4 and up

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OBJECT

Players carefully hang colored snakes on the Snake Charmer's Snake Wheel that's magically suspended in the air. Whoever breaks the spell and makes all the snakes come crashing to the ground loses.

EQUIPMENT

Plastic SWINGING SNAKES™ base with Snake Wheel, gantry arm, Snake Charmer • Cardboard palace, magic carpet, cloud • Spinner • 18 Snakes: 6 each in Yellow, Red, and Blue • Consumer-applied label

ASSEMBLY — See assembly instructions on back of this sheet.

SETUP

- Adjust the strength of the "magic" that holds the Snake Wheel in the air. See drawing and instructions on back.
- Arrange the snakes in the center of the playing area where everyone can reach them.
- The youngest player goes first and, if necessary, suspends the magic Snake Wheel by raising it up towards the cloud until the magic takes hold!
- Play passes to the left.

GAME PLAY

On your turn:

- Spin the spinner.
- What color snake did it stop on? Take a snake of that color, and hang it anywhere on the Snake Wheel.
- If there are no snakes left of that color, your turn ends.
- If the spinner lands on the dreaded **two snakes**, you must join **two** snakes of **any** color, then hang them.
- You may link snakes onto other snakes at any time, to form a "snake chain."



WINNING

Sooner or later, somebody's going to break the spell and make the snakes fall. That player loses. Everybody else wins! (If you're all very careful and you hang all the snakes, no one loses!)

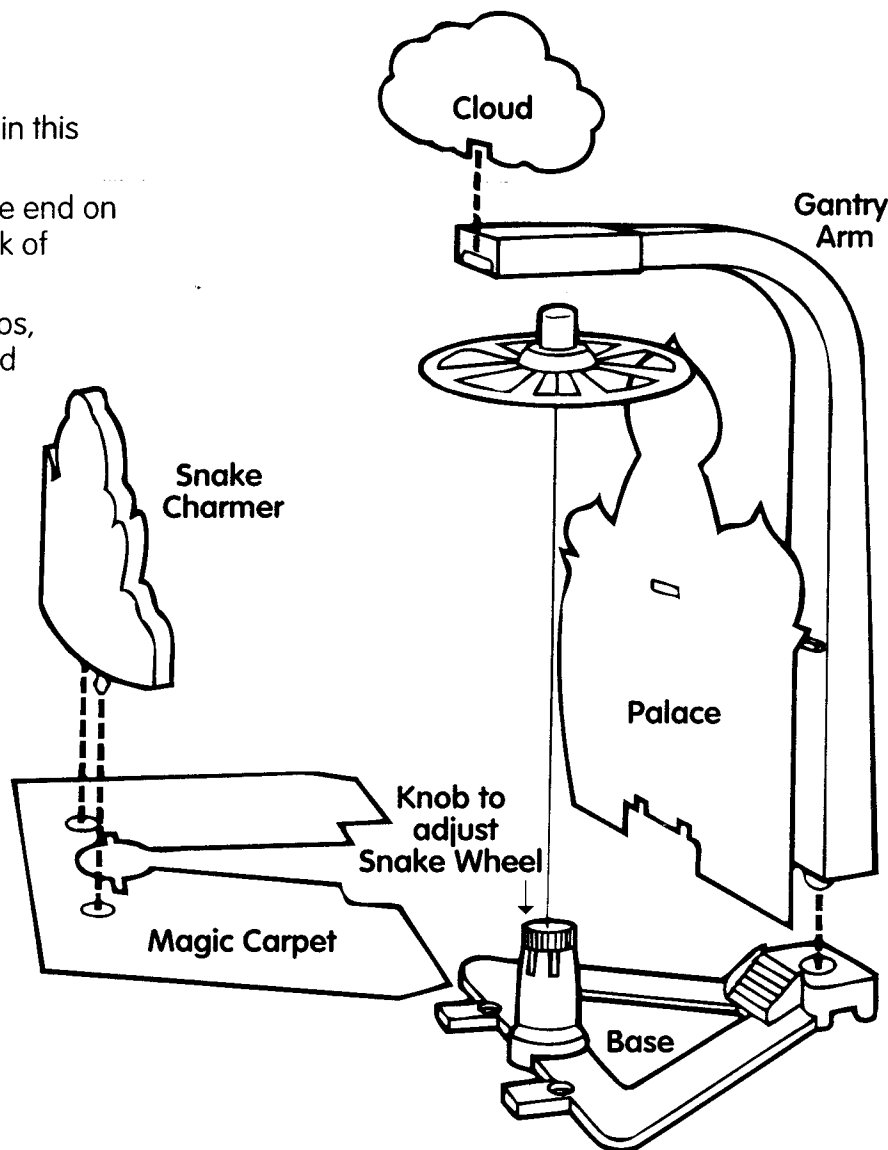
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Swinging
Snakes
Game



We will be happy to hear your questions or comments about this game.
Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

ASSEMBLY

1. Punch out all cardboard pieces. Assemble in this numbered order.
2. **Plastic Gantry arm and base:** Insert square end on bottom of blue gantry arm into hole at back of yellow base.
3. **Palace:** Slide bottom edge over yellow steps, lining up small hole in middle of palace and snapping it over small rectangle protruding from gantry.
4. **Snake Wheel:** Place as shown, so it is held up by magnet.
5. **Magic Carpet:** Slip it around Snake Wheel string; push all the way down onto base, lining up holes.
6. **Cloud:** Slide down onto top of gantry arm.
7. **Snake Charmer:** Peel off back and apply label, lining up notch on bottom edge with notch on curved plastic piece. Snap labeled piece into base.



TO ADJUST MAGIC STRENGTH: Strings and magnets vary, so use this simple method to adjust the "magic" before you play the first game:

Twist the knob clockwise **all the way** so the Snake Wheel, held as shown, is close to the underside of the gantry arm. Let go of the Wheel. Now hang 5 Blue snakes evenly around the wheel, so it stays level; repeat with 5 Red, then 5 Yellow snakes. Now slowly turn the knob **counter**-clockwise until the wheel falls. Remove the snakes. The game is now ready to play; follow Setup rules on front.

For a more challenging game:

Twist the knob further counter-clockwise to shorten the string.

