

Woodbotherer Games

LET'S PLAY - PARTNER CHALLENGE

PLAYER 1
NAME:

PLAYER 2
NAME:

NAME OF GAME

INSTRUCTIONS AND SCORE

WALL BALL



PLACE THE BALL IN THE CRADLE IN FRONT OF THE MAZE. USING THE STRINGS TO GUIDE THE CRADLE MOVE THE BALL AROUND THE TRACK WITHOUT LETTING THE BALL FALL THROUGH THE HOLES.
20 POINTS FOR COMPLETING THE TRACK.

PLAYER 1

PLAYER 2

ZIG ZAG



STARTING AT ONE END PLACE THE BALL IN THE HOLDER. USING THE HANDLE YOU CAN MOVE THE CENTRAL PLATFORM LEFT, RIGHT, UP AND DOWN CONTROLLING THE PATH OF THE BALL AS IT ROLLS ALONG. RECORD YOUR BIGGEST SCORE AFTER 3 ATTEMPTS

PLAYER 1

PLAYER 2

QUILLS



USE THE HANGING BALL TO KNOCK DOWN THE PINS. YOU CAN HAVE TWO ATTEMPTS.
SCORE 1 POINT FOR EACH PIN AND 9 FOR THE CENTRE PIN

PLAYER 1

PLAYER 2

COUNTER
BALANCE



ROLL THE DICE AND TAKE TURNS TO PLACE THE BLOCKS ON THE DISK. THE GAME IS OVER WHEN A PLACED BLOCK TOPPLES THE WHOLE LOT.
FOR THE PLAYER WHO DIDN'T MAKE THE BLOCKS FALL 20 POINTS.

PLAYER 1

PLAYER 2

OVER THE
HILL



ROLL THE WOODEN BALL ALONG THE TRACK SO THAT IT GOES JUST OVER THE HILL.
COUNT THE NUMBER OF ROLLS UNTIL YOU GET THE BALL TO STAY IN THE RED AREA. FEWEST ATTEMPTS GAINS 20 POINTS.

PLAYER 1

PLAYER 2

TURN OVER FOR MORE

PARTNER CHALLENGE - CONTINUED

NAME OF GAME

INSTRUCTIONS AND SCORE

VI

ROLLERS



ROLL THE DISKS ALONG THE BOARD AND INTO THE ARCHWAYS TO SCORE.
WRITE DOWN YOUR SCORE AFTER YOU HAVE ROLLED ALL 5 DISKS

PLAYER 1

PLAYER 2

VII

TUNNEL BALL



ROLL THE BALLS ALONG THE TRACK THROUGH THE TUNNELS TO TRY AND SCORE THE HIGHEST POINTS.
WRITE DOWN YOUR SCORE AFTER YOU HAVE ROLLED ALL 5 BALLS.

PLAYER 1

PLAYER 2

VIII

MILLSTONE



WITH THE MILLSTONE AT THE STARTING POINT. USING BOTH HANDS ON THE METAL BARS ROLL THE WHEEL ALONG THE TRACK.
WRITE DOWN YOUR SCORE AFTER 3 ATTEMPTS.
GO SLOWLY - IF IT GOES TO THE END YOU SCORE 0!

PLAYER 1

PLAYER 2

IX

ROD & BALL



MOVE THE BALL UP THE WOODEN RAILS BY SEPARATING THE RAILS SO THE BALL ALMOST FALLS THROUGH, AND THEN PINCHING THEM TOGETHER TO SEND THE BALL UP THE INCLINE.
WRITE YOUR HIGHEST SCORE AFTER 3 ATTEMPTS

PLAYER 1

PLAYER 2

X

CLICK BALL



SCORE THE MOST POINTS BY ROLLING THE TWO BALLS ALONG THE TRACK.
BE CAREFUL NOTICE THERE IS A 0 SCORE IN THE MIDDLE!
RECORD YOUR HIGHEST SCORE.

PLAYER 1

PLAYER 2

ADD UP YOUR SCORES

PLAYER 1

PLAYER 2

Well done!