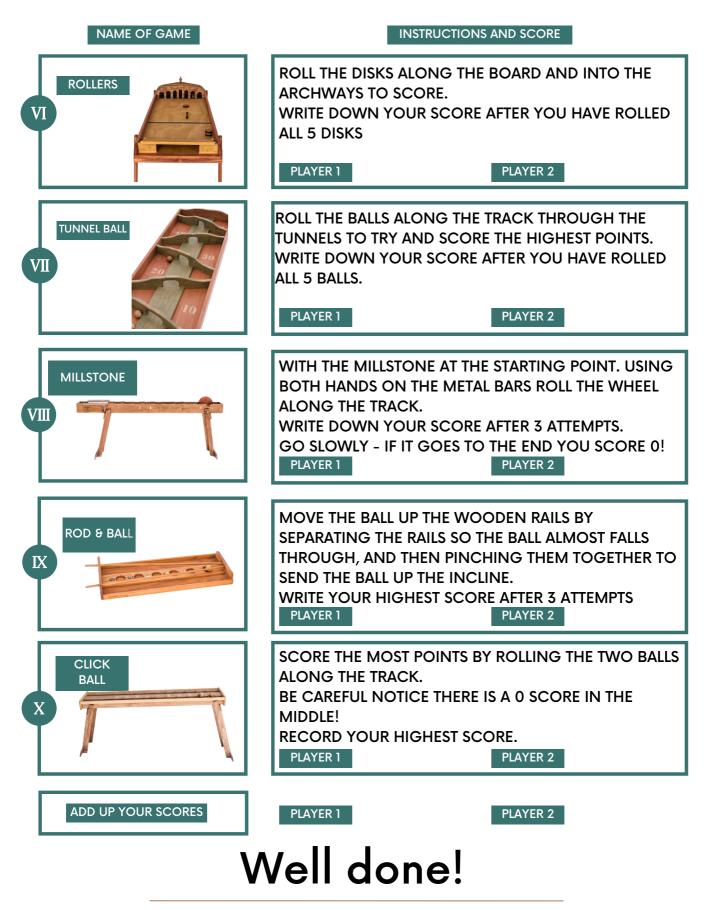
Woodbotherer Games

LET'S PLAY - PARTNER CHALLENGE

PLAYER 1 NAME: NAME OF GAME	PLAYER 2 NAME: INSTRUCTIONS AND SCORE
I 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
I 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
	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
IV 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
V 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



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