

Funfair package

Instruction card



RULES BASKETBALL BILLIARDS

Number of players:

Unlimited

The Game:

Place the ball on the black spot. Use the cue to shoot the ball into the net via the ramp. Each player has 10 attempts. For each ball that ends up in the net the player receives 5 points. Then add up all the points.



RULES THROWING CANS

Number of players:

Unlimited

The Game:

Stand approximately 5 meters away from the target. You may throw 3 balls and try to knock over as many cans as possible. You will earn one point for each can you knock over.

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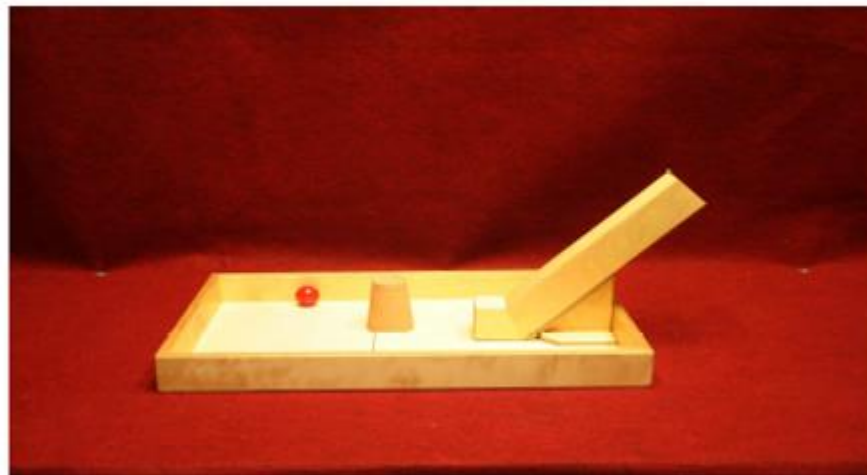
RULES HOLES & CHEESE

Number of players:

Two at a time

The Game:

The two players try to guide the cheese through the holes using the ends of the rope, aiming to finish as high as possible. No points can be earned until the first line, after which points are awarded based on the number indicated..



RULES CAT AND MOUSE

Number of players:

Two at a time

The Game:

Each player gets 10 chances to catch the ball. One player throws the ball through the shaft 10 times, the other player must catch the ball but before the black line.

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RULES SHUFFLEBOARD WITH POINTS

Number of players:

Unlimited

The Game:

With a shuffleboard disc you have to slide the disc as far as possible from the left side to the right side via the rubber edges. The points only count if the disc is completely in a box.



RULES RING TOSS

Number of players:

Unlimited

The Game:

Draw a line 2 meters from the game. Throw the five rings around the cones. Then you have 2 more attempts with the rings that are not hanging around the cones. Add up the number of points you have earned. The player with the highest number of points is the winner.

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RULES SHUFFLEBOARD

Number of players: Unlimited

The Game: With a shuffleboard disc you have to slide the disc as far as possible into one of the compartments. The points only count if the disc is completely in a box.



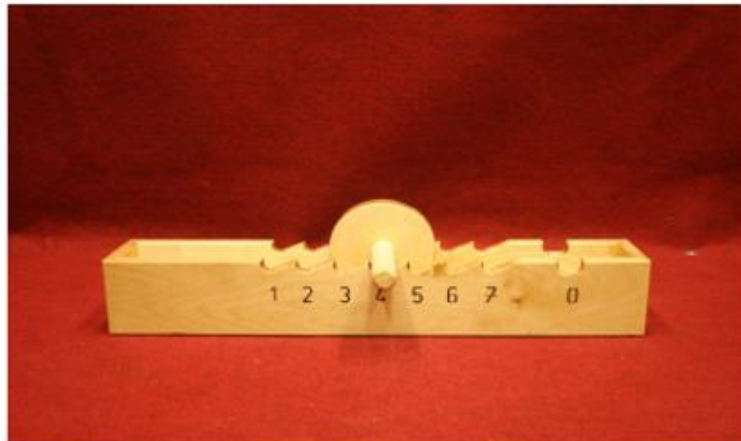
RULES MIRROR CABINET

Number of players:: One at a time

The Game: Follow the maze with a felt-tip pen for two minutes without touching the lines. As soon as you hit a line you have to start over.

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RULES WHEELBOX

Number of players:

Two or more

The Game:

Start by rolling on the flat section before number 1. The roller must roll as far as possible, but if it rolls too far, you won't earn any points. If the roll is crooked, you do not get any points. For example, each person may roll 3 times and the winner is the one who has the most points. You can also play it with other rules, for example the first to reach 7 points is the winner.