

- Game Rules -



Number Of Players - 2 + * Hammer Time can be played by 2 or more

Game # 1 * WARNING SAFETY GLASSES MUST BE WORN*

Object Of Game- The object of Hammer Time (Game # 1) is to be the first player to drive your nail below the surface of the stump.

Game Play-

Choose one player to start each players nails to an equal depth. This is done by gently tapping each nail into the stump until a depth around a 1/2" (STARTING NAILS LESS THAN 1/2" CAN RESULT IN FLYING NAILS) Roll included wooden die to determine hammering order. Highest number goes first, lowest number goes last.

Once hammering order has been established, player one rolls wooded die. The number that is rolled determines how many times Player 1 can now strike their own nail. Before each swing the hammer head must be touching the stump. In one motion, Player 1 will lift the hammer and attempt to drive their nail into the stump. The hammer head must return to the stump between each swing. If a nail is bent it can be straightened with a sidewise tap, although this will account for a swing each time the nail is struck. Once Player 1 has completed their turn, Player 2 will roll the die.

Game play will continue in this manner until one players nail is pounded below the surface of the stump. Once this occurs they will claim first place. Game can continue until the last nail is driven.

Game # 2 * WARNING SAFETY GLASSES MUST BE WORN*

Object Of Game-

The object of Hammer Time (Game #2) is to be the last player to have your nail driven nail below the surface of the stump.

Game Play-

Choose one player to start each players nails to an equal depth. This is done by gently tapping each nail into the stump until a depth around a 1/2" (STARTING NAILS LESS THAN 1/2" CAN RESULT IN FLYING NAILS) Roll included wooden die to determine hammering order. Highest number goes first, lowest number goes last.

Once hammering order has been established, player one rolls wooded die. The number that is rolled determines how many times Player 1 can now strike any opponents nail. The number of swings can be divided between opponents. Before each swing the hammer head must be touching the stump. In one motion, Player 1 will lift the hammer and attempt to drive an opponents nail into the stump. The hammer head must return to the stump between each swing. If a nail is bent it can be straightened with a sidewise tap, although this will account for a swing each time the nail is struck. Once Player 1 has completed their turn, Player 2 will roll the die.

Game play will continue in this manner until one players nail is driven below the surface of the stump. This Player is now eliminated from the game. The player who's nail is left above the surface wins.

