



SPINNER

Archery Tactical Game

SPIN
THINK
SHOOT!

1 How to Play

1. Each player starts with 3 lives.
2. On your turn, spin the wheel.
3. The wheel tells you which colour to aim for.
4. Choose another player to challenge.
5. Shoot one arrow at that colour.
6. If you hit it, your chosen player loses 1 life.
7. If you miss, you lose 1 life.

2 Aim For



Spin to get
a target colour.

Then choose who
to attack.

Hit the colour
to score
the attack.



TACTICS
HIT THE
TARGET!

3 The Twist

ATTACK

If you hit, your chosen
player loses 1 life.



Choose wisely — attack now or defend yourself?

SHIELD

Instead of attacking, you
may keep 1 shield token.
A shield protects you from
the next successful attack.



4 Special Rule

BULLSEYE — Double or Nothing



If the spinner lands on
BULLSEYE, choose any
colour yourself.

Hit it: your opponent
loses 2 lives.

Miss it: you lose 2 lives.

5 Rules

- One arrow per turn.
- You cannot target the same player twice in a row.
- Listen before shooting.
- Play fairly and safely.
- Last player with lives remaining wins.

GOOD
ARCHERS
PLAY FAIR!



6 Lives Tracker

SMALL STEPS. BIGGER ARCHERS!

Player	Start	Life 1	Life 2	Life 3	Out
1					
2					
3					
4					



SHARPER THINKING • BRIGHTER FUTURES



MORE
THAN
A GAME