

★★★ Difficulty level ★ easy ★★ moderate ★★★ challenging

Toys and Games
with Mark Rayner – 04

You will need:

- Clean cloth
- Large buttons for playing game
- Old wooden table or small stool
- Paintbrush
- Paint pots or plates for tracing circles
- Pencil
- Sandpaper
- Resene Lustacryl tinted to Resene Rubber Duck
- Resene Quick Dry
- Resene testpots of Resene Lickety Split, Resene Nero and Resene Rocket
- Small putty knife or similar for filling
- Wood filler

Turn an old wooden table or stool into this easy-to-play 'aim and drop' game.



To get the look:

Mark painted the background wall with Resene SpaceCote Flat tinted to Resene Porsche.



Step one

Fill any holes or cracks in the table top with wood filler and allow to dry.



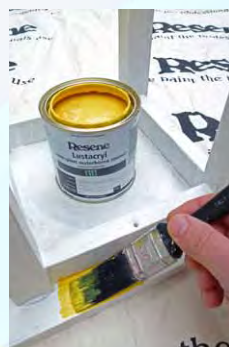
Step two

Smooth any filled areas with sandpaper and wipe off any sanding dust with a clean cloth.



Step three

Apply one coat of Resene Quick Dry to the table and allow two hours to dry.



Step four

Apply two coats of Resene Rubber Duck to the underside and legs of the table, allowing two hours for each coat to dry.



Step five

Trace around the base of paint pots or plates to produce a series of overlapping circles, as shown.



Step six

Paint alternate overlapping areas with two coats of Resene Lickety Split, allowing two hours for each coat to dry.



Step seven

Paint the remaining areas with two coats of Resene Rocket, allowing two hours for each coat to dry.



Step eight

Paint in numbers, as shown, using Resene Nero. Allow to dry.



Other ideas:

To make a black and white version, simply paint alternate areas and numbers with Resene testpots of Resene Alabaster and Resene All Black.

For more ideas and inspiration visit your local Resene ColorShop or www.resene.co.nz or www.resene.com.au.

Check out our special Artists section online www.resene.co.nz/artists/artists_canvas.htm or www.resene.com.au/artists/artists_canvas.htm.

Note: to play the game, each player takes it in turn to drop a large button onto the board. If the button lands completely within a circle, that number is added to the players score. The player with the highest score at the end wins.