

# Making Marble-Action Games, Gadgets, Mazes and Contraptions: Designs for 10 Outlandish, Ingenious and Intricate Woodworking Projects, 95 pages, 9780811728553, 1999, Stackpole Books, 1999, Alan Bridgewater, Gill Bridgewater

Buy a cheap copy of Making Marble-Action Games, Gadgets, book by Alan Bridgewater. Easy-to-follow text Helpful photographs In the spirit of zany contraptions, pinball, and bubble-gum machines, Alan and Gill Bridgewater present ten wildly complex Free shipping over \$10.Â Making Marble-Action Games, Gadgets, Mazes and Contraptions : Designs for 10 Outlandish, Ingenious and Intricate Woodworking Projects. by Alan Bridgewater and Gill Bridgewater. Rated 0.00 stars. Designs for 10 Outlandish, Ingenious and Intricate Woodworking Projects. This edition published in August 1999 by Stackpole Books. First Sentence. "This marble game draws its inspiration from the penny-in-the-slot machines I used to play at fair-grounds, amusement arcades, and seaside piers when I was a kid." Classifications. Library of Congress. Start by marking "Making Marble-Action Games, Gadgets, Mazes & Contraptions: Designs for 10 Outlandish, Ingenious and Intricate Woodworking Projects" as Want to Read: Want to Read savingâ€¦| Want to Read.Â Weâ€™d love your help. Let us know whatâ€™s wrong with this preview of Making Marble-Action Games, Gadgets, Mazes & Contraptions by Alan Bridgewater. Problem: Itâ€™s the wrong book Itâ€™s the wrong edition Other. Details (if other): Cancel. Thanks for telling us about the problem. Return to Book Page. Not the book youâ€™re looking for? Preview â€” Making Marble-Action Games, Gadgets, Mazes & Contraptions by Alan Bridgewater.