

Charlotte's Web DS and GBA Mini-game Descriptions

Aeronauts (DS and GBA)

Maneuver your baby Aeronaut safely past, thorny branches, passing jaybirds and buzzing hornets, down to landing pad safe on the ground. Using the d-pad the player can move their Aeronaut left, right, slow them down or speed them up to avoid obstacles.

Webbing Crashers (DS and GBA)

In this mini game, Charlotte, is defending her web from the 'Webbing Crashers', those pesky jaybirds and hornets again. Shoot spider web at them as they fly towards her. Move Charlotte up, down, forward and backwards on her web to line up her shot. She can only move on her web so if a piece is gone, she can not move across a missing piece to defend another piece. If an antagonist gets past her they will tear a hole in the web. Once the web is all gone, Charlotte will fall.

Food Catch (DS and GBA)

It's all about the food to this rat. Race Templeton back and forth to catch the delicious food, which is falling from the top of the screen. Be careful because there is good food and bad food. They must stay away from the bad food because it will rot everything on Templeton's plate. When your plates starts getting to full you can empty it by dumping the food in the bin on the right hand side.

Snack Time for Templeton (DS and GBA)

Templeton is hungry again. Food has filled up the screen and the player must help Templeton 'eat his way out'.

Select which food you want Templeton to eat. Templeton can only eat two in a row. At least two food items must be next to each other at any right angle to select them. Of course, the player gets extra points for eating more than two. When the player makes their selection, Templeton scurries in and eats the food. After that, more food will fall in from the top to compact the food again. When the player can't select two in a row, the game is over. There are objects like tin cans and old shoes, that Templeton can't eat too!

Bumper Cars (DS and GBA)

Wireless 2-to-4-Player Option for DS Only

You and three other characters are battling it out - bumper car style to get the most points by picking up the 3 different rings. There will always be 4 bumper cars even if the player is in a single player game. The non-user controlled bumper cars will be controlled by the AI.

Water Fun (DS Only)

Wireless 2-Player Option

Soak your opponent before they soak you! Unlike in real life, the player has an endless number of filled water balloons to hurl at their opponents. Using the stylus on the lower touch screen, the player moves their character right and left to dodge their opponents balloons and to line up their own shots.

Hit the 'Barricade' power up icon to erect a wall to hide behind. But even then, you're not completely safe as the other player can bounce balloons off of the side walls to get the angle on their opponent.

Apple Masher (DS Only)

Help Mrs. Zuckerman make applesauce by tapping on the ripe apples and avoiding the rotten apples.

Ring Toss (DS Only)

Wireless 2-to-4-Player Option

Ring the milk bottles for big points. Milk bottles will appear on the upper screen in various places for a random amount of time. Use the sling shot to shoot the rings at the bottles. The rings and bottles will be in different shapes so you can't just throw any ring at any bottle. Ring as many as you can before the timer counts down.

Bale-Out (DS Only)

Wilbur is trapped in a maze of hay bales and baskets of apples and he needs your help to find his way out. Move the hay bales and Wilbur with the stylus to create a clear path. 'Walk' Wilbur over an apple jar that he can use on the apple baskets to 'juice' them and get them out of his way.

Spree-Ball (DS Only)

Wireless 2-to-4-Player Option

This is similar to the classic carnival favorite, Skee Ball. Roll the ball down the alley to the ramp that will launch it towards the numbered holes. The holes have different points based on their difficulty to hit. The rings underneath each of the holes rotate making timing a big part of the game. There are also targets that will move in and out that are worth even more if the player gets to hit them. Also, moving in and out are 'blockers' that will obscure the holes for a brief moment. Use the stylus on the touch pad on the bottom screen to roll the ball to the top screen where the numbered rings are.

Bounce! (DS Only)

DS Only – Items are being thrown out the window of the barn. Use your finger or stylus to draw webs on the touch screen for the items to bounce on. Bounce them safely off screen with your webs. The items are different weights and are thrown from different heights. Sometimes it will take one web sometimes three.

Web Words (DS Only)

This game is a Bookworm style game and will use the Tumble Bees game engine. Basic premise is to make words out of the letters on screen. The letters must be touching for them to be valid. When the player has selected their word the tap 'Submit' to submit their word. More letters drop from the top of the screen at intervals, when the screen is filled with letters the game ends.