

Cards, Dice and Matchstick Games



Card Game – Klondike Solitaire

A classic game of Klondike Solitaire with cards are laid in piles.

Aim of the Game...

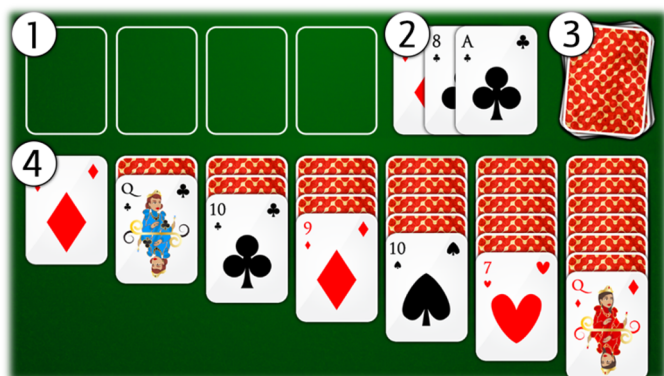
The aim is to get the four suits built onto the goal piles from Aces up to Kings.

The Deal...

Deal out 28 cards in seven columns as follows:

The first pile is one card; the second pile has two cards, and so on up to seven in the last pile. The top card of each pile is face up; all others are face down.

Let's take a look at the individual piles:



- | | |
|-------------|-------------------------------------|
| 1. Goals. | Four goals. |
| 2. Preview. | The preview with face-up cards. |
| 3. Pile. | The pile with face-down cards. |
| 4. Columns. | The seven columns make up the game. |

The Game...

The four aces form the goals. As it becomes available, each ace must be played to a row above the piles. Cards in the appropriate suit are then played on the aces in sequence - the two, then the three, and so on - as they become available. Any movable card may be placed on a card next-higher in rank if it is of opposite color. Example: A black five maybe played on a red six. If more than one card is face up on columns, all the cards must be moved as a unit, in one move. When there is no face-up card left on a column, the top face-down card is turned up and becomes available. Only a king may fill an open space in the layout. If no moves are available, the player turns over cards from pile in groups of three, and the top card of the three may be used for building on the columns or played on the

goals. If a card is used in this manner, the card below it becomes available for play.

If the top card cannot be used, the one, two, or three cards of the group are placed face up on the waste pile, and the next group of three cards is turned up.

To win the game...

The game ends when all cards are placed in the correct sequence on the goals, Ace through to King.

Card Game – Pyramid Solitaire

A classic game of Pyramid Solitaire is laid out in this format:



Aim of the Game...

To clear the pyramid by adding two cards together to equal the number 13.

The Deal...

To set up your game deal out 28 cards face-up into a pyramid pattern. For ease, start at the top with a single card, then lay two cards down on the next row, covering up the bottom half of the single card at the top. Repeat through seven rows to attain a pyramid structure, then set the rest of the deck aside as the stock-pile.

The Game...

Match two cards that total thirteen from the pyramid that are fully exposed or a card from the stock to a card in the pyramid. Face cards have specific values:

Kings count as 13

Queens are 12

Jacks are 11

Aces count as 1's.

In the picture, the 8 & 5 in the bottom row can be placed aside, and the 9 & 4 in the bottom row can be placed aside, but the King on the right side of the second row cannot be placed until the 7 below it, is matched with a 6.

To win the game...

You may go through the stock-pile one card at a time to find more matches, and go through them again as many times as you want until you are either out of moves or you have dismantled the pyramid!

Game Play for Beavers, Cubs, Scouts, Explorers, Network and Adults

Dice Games – Chigago

A classic game using two Dice.



Aim of the Game...

The aim is to challenge a member of your family to 11 rounds of this game – you will need paper and a pencil.

The Game...

There are 11 rounds numbered 2 – 12. In each round the players try to roll and score the number of the round. If a player scores the number of the round, they gain one point, if they throw any other number, they score nothing.

To win the Game...

The player with the highest score after the 11 rounds are played is the winner.

Dice Games – Pig

A classic game using two Dice (not pigs).



Aim of the Game...

The aim is to challenge a member of your family to score 100 points before you do – you will need paper and a pencil.

The Game...

The players take turns to roll both dice, they can roll as many times as they want in one turn.

A player scores the sum of the two dice thrown and gradually reaches a higher score as they continue to roll.

If a single number 1 is thrown on either dice, the score for that whole turn is lost. However, a double 1 counts as 25.

To win the Game...

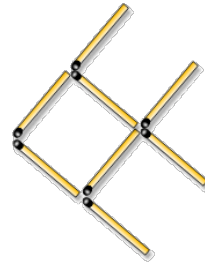
The first player to reach 100 points wins the game, unless a player scores more subsequently in the same round.

Every one in the game must have the same numbers of turns.



Matchstick Games

Try to solve some traditional matchstick puzzles.



Swimming Fish...

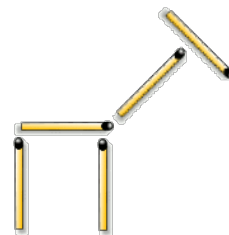
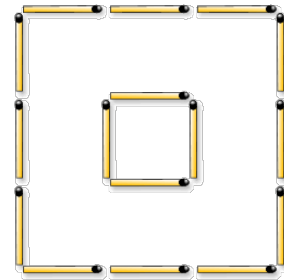
Move three matches - make the fish swim in the opposite direction.

(uses 8 matchsticks)

Two Squares to Three...

Move four matches to make three squares.

(uses 16 matchsticks)



Turning the Donkey...

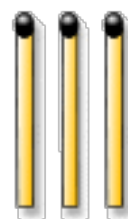
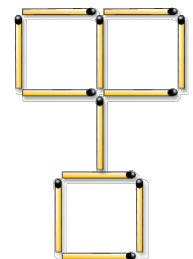
Move one matchstick to turn the direction of the donkey.

(uses 5 matchsticks)

Three Squares into Five...

Move six matches to make three squares.

(uses 16 matchsticks)



Three into Six...

Make three matches into six (no breaking of the sticks).

(uses 3 matchsticks)

Click Here for the solutions to the Matchstick Puzzles.

Talk to other people to see if they know other games to play using this games kit.

Other Resources for Games and Challenges:

- Challenge Box - BOX-JAM Summer Special
- Challenge Box - BOX-JAM Festive Edition