

# Additional Game Ideas

## Peg Game

Store owner> "I'll let you play... but I'm only going to give you one minute. The rules are very simple. There are 4 pegs, and a hole in the middle. To move, you must take a peg and jump an adjacent peg into a hole which will remove the jumped peg. You may also move to an adjacent spot if there is a hole there. To win, you must end up with one peg in the centre. Good luck and your time starts now...."

Seconds left: 60

```
A B _ C D
1 2 3 4 5
```

Move which peg? 2  
Move to? 3

Seconds left: 51

```
A _ B C D
1 2 3 4 5
```

Move which peg? 4  
Move to? 2

Seconds left: 41

```
      A C _ _ D
1 2 3 4 5
```

## Ken Ken

1. Fill in each square cell in the puzzle with a number between 1 and the size of the grid. For example, in a 3X3 grid, use the numbers 1, 2, & 3.
2. Use each number exactly once in each row and each column.
3. The numbers in each cage (indicated by the heavy lines) must combine in any order to produce the cages target number using the indicated math operation. Numbers may be repeated within a cage as long as rule 2 isn't violated.
4. No guessing is required. Each puzzle can be solved completely using only logical deduction.

Enter any letter to start Ken-Ken:

```
      1      2      3
1 |2  |  |2x  |2-  |
  | 0  | 0  | 0  |
  |---|---|---|
2 |2-  |  |  | 0  |
  | 0  | 0  | 0  |
  |---|---|---|
3 |  |  |1-  |  |
  | 0  | 0  | 0  |
  |---|---|---|
```

Enter the x-coordinate: 1  
Enter the y-coordinate: 1

What number do you want to enter (1 | 2 | 3 ): 2

|   | 1  | 2  | 3  |
|---|----|----|----|
| 1 | 2  | 2x | 2- |
|   | 2  | 0  | 0  |
| 2 | 2- |    |    |
|   | 0  | 0  | 0  |
| 3 |    | 1- |    |
|   | 0  | 0  | 0  |

## Word Search

1. Find all the words on the board
2. Words are placed forwards, backwards, up, down, or diagonally.

Enter any letter to start Word Search:

Type 'h' if you need a hint

You have 300 secs

L O S T W Y W C  
 I C L A S S E A  
 M A I R A T O J  
 E O D R R J O I  
 L S O A R D U F  
 Q T Y D A T W R  
 M R U B Y W Q O  
 R A T U Q W H G

Words Found:

Find the words and Enter: ruby

L O S T W Y W C  
 I C L A S S E A  
 M A I R A T O J  
 E O D R R J O I  
 L S O A R D U F  
 Q T Y D A T W R  
 M R U B Y W Q O  
 R A T U Q W H G

Words Found: Ruby

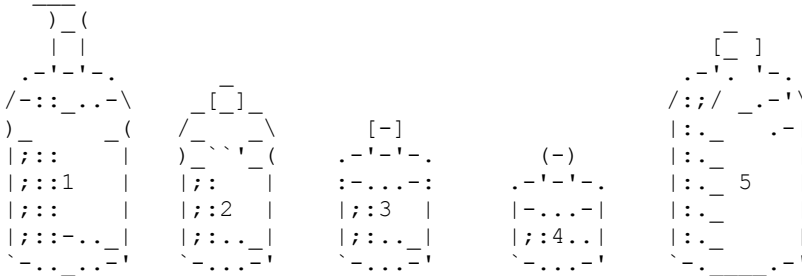
Find the words and Enter: array

L O S T W Y W C  
 I C L A S S E A  
 M A I R A T O J  
 E O D R R J O I  
 L S O A R D U F  
 Q T Y D A T W R  
 M R U B Y W Q O  
 R A T U Q W H G

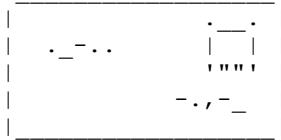
Words Found: Ruby Array

## Potions

You walk into the next room, and notice that it is completely empty...except for 5 potions lying on a wooden table and an envelope.



You stare at the envelope warily. Does it contain the instructions for your next task? Does it contain some dangerous poison that can kill you instantaneously? You are completely baffled and scared.



Would you like to open the envelope? (y/n) y

The slip reads as such:

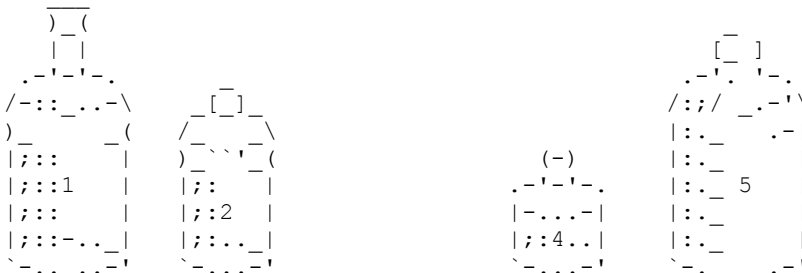
'There are 5 amongst us....4 of which will kill, and only 1 that will lend you passage across this room. Choose the incorrect poison, and you will die. There are 5 riddles in front of you. For each riddle you answer correctly, 1 poisonous bottle will disappear. Choose wisely....'

You realize the game is actually quite simple. You will have to answer and solve a series of riddles... For each riddle that you answer correctly, 1 of the poisonous bottles will disappear, until finally, the last bottle that is safe to drink remains. Here's the catch! If you get one of these questions incorrect, you will have to restart this entire task.

<Press any key to Continue>

1) What can you catch but cannot throw? A cold

Congratulations, you got the right answer! Bottle 3 has been removed! Onto the next question.



2) Pick me up and scratch my head. I'll turn red and then black. What am I? A match

Congratulations, you got the right answer! Bottle 5 has been removed! Onto the next question.

## 15

A version of tic-tac-toe without the graphics: players take turns taking the numbers 1-9 (once only) and first player to get 3 numbers to add to 15 wins.

### **Trio**

Another version of tic-tac-toe. Difference is there are only 3 markers for each player and so after the first 3 moves, an existing marker is moved. The object of game is the same as in regular tic-tac-toe.

### **Simple heads/tails guessing game**

Ask the user to guess what the result of the next flip of a coin is. Keep score. Another version is to play even or odd (ie. 2 heads/2 tails or 1 head and 1 tail), the user could flip a coin and so could the computer and either the user or computer could guess the outcome.

### **Russian roulette**

Include some fun comments to the user. 1/6 chance of losing!

### **Risk**

The attacker rolls 3 dice and the defender rolls 2 dice. The largest dice of the attacker and defender are compared. If the attacker's dice is greater than the defender's dice then the defender loses an army, otherwise the attacker loses an army. The same thing is repeated for the second largest dice. Repeat this 1000 times and determine the winner.

### **Greed**

2 players take turns rolling a pair of dice. Each player can roll as many times as he wishes and their turn total is added to a grand total. The first player to get to x points wins. If a player rolls double 6's their turn total is 0 (and their turn is over), if a player rolls double 1's then their turn total and grand total is 0 (and their turn is over), any other double doubles their turn total.