

Logic Games for Kids

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Introduction

Logic Games for Kids provides ten programs that challenge a child's thinking skills. The programs are aimed at Grades K through 8, but can be enjoyed by all. Each program in **Logic Games for Kids** has a number of playing options to provide a large variety of game situations.

Concentration is the classic card game where you search for matching pairs of cards. **Simon Says** is an echo game that challenges memory skills-- repeat patterns of colors, shapes, or pictures. **Codebreaker** asks you to decipher a multi-color code using clues from the computer. **Build a Wall** and **Jelly Beans** are competitions between two players or versus the computer. In **Build a Wall**, you take turns adding blocks to a wall trying to complete it. In **Jelly Beans**, you take turns removing beans from a jar and the one who takes the last bean loses!

Awari is an ancient African pebbles-in-pits game. Logical planning skills are needed to collect pebbles from the pits. In **Drop Four**, you try to line up four basketballs or soccer balls by dropping them down a vertical playing grid. In **Row of Five**, the object is to line up five markers in a row on a checker board. Play against the computer (different difficulties) or a friend. In **Reverse**, by trapping your opponents playing pieces, they reverse color and become your pieces. The one with the most pieces at the end of the game wins. Finally, play **Checkers** against a computer opponent. The computer isn't so smart that it can't be beat.

Concentration

This is a computer version of the classic Solitaire card game. It is for one or two players. A deck of 52 cards (maximum) is dealt out face down. The object of the game is to find matching pairs of cards (based on number value) by remembering card locations. The program is run by selecting **Concentration** from the main menu screen. You have four choices: **New Game**, **Options**, **Help**, or **Exit**. Make your choice by clicking on the desired button.

New Game:

The initial game screen shows the cards face down. If there are two players, each player takes turns, picking two cards at each turn. To pick a card, simply click on that card using the mouse. If the number value of each selected card matches, a tune is heard, those cards are erased from the screen and that player earns a free turn. If there is no match, a boing is heard and those cards are flipped back over. It is then the other player's turn. Always watch the screen to see whose turn it is. The game ends when all matches have been made. You will then be told who won the game. You can also stop the game by clicking the **Stop** button.

If there is one player, follow the above instructions, picking two cards in each turn. The computer will keep track of how many guesses you need to find all card pairs.

Options:

Two options are provided. First, pick whether there are one or two players. Then, decide how many cards (2 through 52) you want to deal out. Use the arrow control to make this choice. When done choosing your options, click **OK** to return to the **Concentration** screen.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Logic Games for Kids** main menu screen.

Simon Says

Simon Says is an echo program to help develop memory skills. Simon will start by flashing one item and playing a sound. You click on the flashed item. Simon will then add an item to the pattern. You repeat the new pattern. Simon will continue adding items and sounds until you can no longer keep up with him. The program is run by selecting **Simon Says** from the main menu screen. You have four choices: **New Game**, **Options**, **Help**, or **Exit**. Make your choice by clicking on the desired button.

New Game:

The initial screen shows the selected number of items (colors, shapes, or pictures). To see the computer pattern, click the **Show Pattern** button. Once you see the pattern, repeat it by clicking on the items in the same order as flashed by the computer. If correct, a tune plays and an item is added to the pattern and you try again. If incorrect, an uh-oh is heard and the pattern is repeated. You can stop the program at any time by clicking the **Stop** button.

Note the program keeps track of the best scores (the number of items in the pattern you correctly repeat). There are separate best scores depending on how many items you choose to display. And, the computer keeps separate track of the best scores ever and the best scores recorded for each particular run of **Logic Games for Kids**. If you get a best score, the computer asks you to type in your name.

Options:

Two options are provided. First, decide whether the items flashed are simple colors, shapes, or pictures. Secondly, choose how many items you want to flash (2 through 9) by using the arrow control. Click **OK** to return to the **Simon Says** program.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Logic Games for Kids** main menu screen.

Codebreaker

In this game, the computer generates a multi-color code and you try to guess it. The computer will tell you how many colors you guessed correctly and how many colors are in their proper locations. The program is run by selecting **Codebreaker** from the main menu screen. You have four choices: **New Game**, **Options**, **Help**, or **Exit**. Make your choice by clicking on the desired button.

New Game:

The game screen is drawn. Make a guess as to what the colors in each position of the code are. There are two ways to tell the computer which color you choose: (1) Click on the color selection boxes on the screen, or (2) Type the following letters: R-Red, Y-Yellow, B-Blue, G-Green, W-White, P-Purple, A-Gray, Q-Aqua. These letters are listed on the screen for your use. As you choose each color, that color is displayed in the box showing your current guess. To erase your guess (before entering the last color), click the **Erase Guess** button.

After each guess, two numbers (separated by a vertical bar) will be printed. The first number tells you how many of the colors you chose are correct **and** are in the correct position. The second number tells you how many colors are correct, but in incorrect positions. If you guess the code, a tune will play. If incorrect, keep trying - you have up to 20 tries to guess the code. After your last guess, the computer will show you the correct code. To stop at any time, just click the **Stop** button. After stopping, the computer will show you the correct code.

Options:

Three options are provided. First, choose how many positions (2 through 5) you want in the code, then pick the number of possible colors (2 through 8) in the code. Lastly, decide if the colors can or cannot repeat. Repeating colors is a more difficult problem. When done choosing your options, click **OK** to return to the **Codebreaker** screen.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Logic Games for Kids** main menu screen.

Build a Wall

In this game, you and another player (or the computer) take turns adding blocks to an unfinished wall. You are limited to how many blocks you may add each turn. The winner is the player who completes the wall, that is adds the last block. The program is run by selecting **Build a Wall** from the main menu screen. You have four choices: **New Game**, **Options**, **Help**, or **Exit**. Make your choice by clicking on the desired button.

New Game:

At the beginning of the game, an unfinished wall is drawn with many blocks missing. As blocks are added to the wall, the missing spots are filled. In the two player game, take turns adding blocks. The maximum number of blocks you may add is shown on the game screen. You must add at least one block per turn. To add a block, simply click on the corresponding button under **Blocks to Add**, or just type in the number. The computer will tell you whose turn it is. The game ends when the wall is complete -- the computer will tell you who won. The game can be stopped at any time by clicking **Stop**.

If using the one player option, after each of your turns the computer will add blocks to the wall. An interesting fact about this game is that the first turn usually decides who wins. It's fun to see if kids can pick up the winning strategy on their own by watching how the computer plays.

Options:

Three options are provided. First, pick whether there are one or two players. If there is one player (you play against the computer), then you also choose a difficulty level (Easiest, Simple, Hard, Difficult) and decide who goes first. When done choosing your options, click **OK** to return to the **Build a Wall** screen.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Logic Games for Kids** main menu screen.

Jelly Beans

This game is very similar to **Build a Wall**, with a slightly different goal. A random number of jelly beans is placed in a jar. You and another player (or the computer) take turns removing beans from the jar. You are limited to how many beans you may remove each turn. The winner is the player who makes the other player take the last bean (we've all been taught it's not polite to take the last one of anything!). The program is run by selecting **Jelly Beans** from the main menu screen. You have four choices: **New Game**, **Options**, **Help**, or **Exit**. Make your choice by clicking on the desired button.

New Game:

At the beginning of the game, a number of jelly beans is shown in a jar (up to five in each row). As beans are removed, the remaining number is seen in the jar. In the two player game, take turns removing jelly beans. The maximum number of beans you may remove is shown on the game screen. You must remove at least one jelly bean per turn. To remove a bean, simply click on the corresponding button under **Beans to Remove**, or just type in the number. The computer will tell you whose turn it is. The game ends when the jar is empty -- the computer will tell you who won. The game can be stopped at any time by clicking **Stop**.

If using the one player option, after each of your turns the computer will remove jelly beans from the jar. Like **Build a Wall**, the first turn usually decides who wins. It's fun to see if kids can pick up the winning strategy on their own by watching how the computer plays.

Options:

Three options are provided. First, pick whether there are one or two players. If there is one player (you play against the computer), then you also choose a difficulty level (Easiest, Simple, Hard, Difficult) and decide who goes first. When done choosing your options, click **OK** to return to the **Jelly Beans** screen.

Help:

Clicking **Help** or pressing <F1> brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Logic Games for Kids** main menu screen.

Awari

Awari is an ancient African game of skill. It is one of a series of pebbles-in-pits games known under the name Mancala. In this game (for one or two players), each player has six pits facing each other. You take turns distributing pebbles from one of your pits to other pits (one pebble in each pit) in a clockwise direction. If your last pebble ends up in a pit opposite an empty pit, you claim the pebbles in the final pit. The winner is the player who collects the most pebbles. The program is run by selecting **Awari** from the main menu screen. You have four choices: **New Game**, **Options**, **Help**, or **Exit**. Make your choice by clicking on the desired button.

New Game:

The game begins with one to five pebbles in each pit -- each player gets the same number of pebbles, distributed in an identical manner. One player has the pits on the left of the screen, the other player the pits on the right. In the two player game, take turns choosing one of your pits to empty. To choose a pit, simply click the desired pit using the mouse. After each selection, the pebbles in the selected pit will be distributed in a clockwise direction to the other pits. After each choice, the computer will check to see if the game has ended (no pebbles in the current player's pits). If so, a tune plays and a winner is declared. Continue choosing pits until there is a winner. Watch the computer screen to see whose turn it is. If you make an illegal choice, you will hear an 'uh-oh' sound. The game can be stopped at any time by clicking **Stop**.

If using the one player option, after each of your choices the computer will show you which pit it selects.

Options:

Three options are provided. First, pick whether there are one or two players. If there is one player (you play against the computer), then you also choose a difficulty level (Easiest, Simple, Hard, Difficult) and decide who goes first. When done choosing your options, click **OK** to return to the **Awari** screen.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Logic Games for Kids** main menu screen.

Drop Four

In this game for one or two players, you try to line up four balls on a vertical game board. One player has basketballs, the other soccer balls. The balls can line up either horizontally, vertically, or diagonally. The program is run by selecting **Drop Four** from the main menu screen. You have four choices: **New Game**, **Options**, **Help**, or **Exit**. Make your choice by clicking on the desired button.

New Game:

Initially, the game board is empty. In the two player game, take turns dropping balls down into the grid. The first to line up four of their balls wins. To drop a ball down the grid, simply click on the desired column using the mouse. The ball will drop to the lowest available spot in that column. After each move, the computer will check to see if someone has won. Continue dropping balls until there is a winner or until the board is full. Watch the computer screen to see whose turn it is. The game can be stopped at any time by clicking **Stop**.

If using the one player option, after each of your moves the computer will show you where it is dropping a ball.

Options:

Three options are provided. First, pick whether there are one or two players. If there is one player (you play against the computer), then you also choose a difficulty level (Easiest, Simple, Hard, Difficult) and decide who goes first. When done choosing your options, click **OK** to return to the **Drop Four** screen.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Logic Games for Kids** main menu screen.

Row of Five

In this game, you and the computer (or another player) take turns placing markers anywhere on a game board with eight squares in each direction. The object of the game is to be the first player to line up five markers in a straight line. You may line up markers vertically, horizontally, or diagonally. The program is run by selecting **Row of Five** from the main menu screen. You have four choices: **New Game**, **Options**, **Help**, or **Exit**. Make your choice by clicking on the desired button.

New Game:

Initially, the game board is empty. In the two player game, take turns placing markers on the board. The first to line up five of their markers wins. To place a marker on the board, simply click the desired position using the mouse. After each move, the computer will check to see if someone has won. Continue placing markers until there is a winner or until the board is full. Watch the computer screen to see whose turn it is. If you make an illegal move, you will hear an 'uh-oh' sound and you will have another chance to move. The game can be stopped at any time by clicking **Stop**.

If using the one player option, after each of your moves the computer will show you where it is placing a marker.

Options:

Three options are provided. First, pick whether there are one or two players. If there is one player (you play against the computer), then you also choose a difficulty level (Easiest, Simple, Hard, Difficult) and decide who goes first. When done choosing your options, click **OK** to return to the **Row of Five** screen.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Logic Games for Kids** main menu screen.

Reverse

This game is played with markers on a regular game board with eight squares in each direction. Each player uses different color markers. The idea of the game is to trap opponent's markers so that they become your markers. You move by placing one of your markers next to one of the other player's markers making sure another of your markers on the board surrounds the other player's markers in a straight line. When this happens, all of the surrounded markers reverse color to become your markers. You may surround markers vertically, horizontally, or diagonally. The one with the most markers at the end of the game wins. The program is run by selecting **Reverse** from the main menu screen. You have four choices: **New Game**, **Options**, **Help**, or **Exit**. Make your choice by clicking on the desired button.

New Game:

The game begins with four markers placed on the center squares. In the two player game, take turns placing markers on the board. To place a marker on the board, simply click the desired position using the mouse. After each move, the surrounded markers will change color and the computer will check to see if someone has won (either the board is full or one player has no markers left). Continue placing markers until there is a winner or until the board is full. Watch the computer screen to see whose turn it is. Your move must always surround the other player's markers or form a line with one or more of your markers. If you make an illegal move, you will hear an 'uh-oh' sound and you will have another chance to move. If you choose not to place a marker on the board, click **Pass**. The game can be stopped at any time by clicking **Stop**.

If using the one player option, after each of your moves the computer will show you where it is placing a marker. The computer may also pass if it decides there is no legal move.

Options:

Three options are provided. First, pick whether there are one or two players. If there is one player (you play against the computer), then you also choose a difficulty level (Easiest, Simple, Hard, Difficult) and decide who goes first. When done choosing your options, click **OK** to return to the **Reverse** screen.

Help:

Clicking **Help** or pressing **<F1>** brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Logic Games for Kids** main menu screen.

Checkers

You and the computer play each other in this classic board game. Move your checkers diagonally toward the other side of the board. You can move into any empty space or jump one of the computers checkers. You may move your checkers in only one direction until you are Kinged. You get Kinged when you reach the other side of the board. A King may move in any diagonal direction. The game ends when one player loses all their checkers. The program is run by selecting **Checkers** from the main menu screen. You have four choices: **New Game**, **Options**, **Help**, or **Exit**. Make your choice by clicking on the desired button.

New Game:

Initially, the computers checkers (white) are at the top of the game board and your checkers (black) are at the bottom. You and the computer take turns moving checkers. When its your turn, pick the checker you want to move by clicking it with the mouse. Then, click the location you want to move the checker to. If you want to jump another checker, just click the location you want to jump to -- the computer will then ask if you want to jump again (click **Yes** or **No**). In this version of Checkers, you **do not** have to take a jump, nor does the computer. If you make an illegal move, you will hear an 'uh-oh' sound and you will have another chance to move. The game ends when you get all of the computers checkers or the computer gets all of your checkers. The game can also be stopped at any time by clicking **Stop**.

Following each of your moves, the computer will show you where it is moving its checker. Watch the computer screen to see whose turn it is.

Options:

Two options are provided. First, choose a difficulty level (Easiest, Simple, Hard, Difficult). Then, decide who goes first. When done choosing your options, click **OK** to return to the **Checkers** screen.

Help:

Clicking **Help** or pressing <F1> brings up this screen of information.

Exit:

Click **Exit** and you are returned to the **Logic Games for Kids** main menu screen.

No Sound Card

The **Logic Games for Kids** programs will work if your computer is not equipped with a sound card. However (of course), you will not hear any sounds and some program action may be faster than expected

