V1.0 201126

MINI GAMES

of Juzu Mountain

LUCKY GATHERER

2 to 3 players

You will need:

1. Square Deck with 4 treasure cards removed (50 cards)
2. Deception Deck with 4 treasure cards removed (25 cards)

SETUP

Square Deck: Separate the non-virtue cards (25) from the virtue cards (25). Lay all NON-VIRTUE cards RANDOMLY on the table as shown in Figure 1.

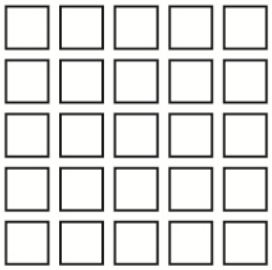

Figure 1.

GAMEPLAY

Square Deck: Shuffle the remaining virtue cards. Distribute 4 cards to each player, face down.
Deception Deck: Shuffle the deck. Distribute 4 cards to each player, face down.

Each player will begin with 8 cards on his hand - 4 Square virtue cards and 4 Deception cards.

Players will take 1 of the following actions on their turn:

1) Place 1 Square virtue card on top of its corresponding non-virtue card on the table. Then draw 1 card from the Square deck to your hand.



2) Place 1 Deception card on top of its corresponding non-virtue card that has a Square virtue card already placed on it. Gather the stack of 3 cards (Stack of 3s) and keep aside. Then draw 1 card from the Deception deck to your hand.



3) Place 1 Square virtue card and its corresponding Deception card on top of the corresponding non-virtue card. Gather the stack of 3 cards (Stack of 3s) and keep aside. Then draw 1 card each from the Square deck and Deception deck to your hand.



The game ends when all the stacks of 3s are collected. The player with the most stack of 3s wins the game.

Note:

1. When there are no longer cards left in the decks to be drawn, players will continue playing and gathering but not draw new cards to their hand.
2. When a player has no cards to play, he skips his turn automatically.

LUCKY ME

1 to 3 players

You will need:
1. Square deck with all 4 treasure cards removed (50 cards)

SETUP

Separate the non-virtue cards (25) from the virtue cards (25). Shuffle the non-virtue cards and place 5 cards on the table facing up. Place the rest of the non-virtue cards as a deck facing down (non-virtue card deck).

GAMEPLAY

Shuffle the virtue card deck and give each player 3 cards, face down.

Player begins by matching his virtue cards with the corresponding non-virtue cards on the table.

If he can match a pair, he wins the set. Player then draw a new card from the non-virtue deck for the table and a new card from the virtue deck for his hand.

If he cannot match any card, he cannot draw any new card from the decks. He can either choose to exchange one of his card with the virtue deck or skip his turn.

Repeat the same for the next player until all negative cards are matched correctly and won. Whoever wins the most cards, wins the game.

Note: Player can only match 1 pair on every turn even if he have more than 1 matching cards.

MEMORY TEASER Lvl 1

1 to 3 players

You will need:
1. Square deck with 4 treasure cards removed (50 cards)

SETUP

Separate the non-virtue cards (25) from the virtue cards (25) in the Square deck. Shuffle the NON-VIRTUE cards and lay them on the table facing up. You may arrange them randomly or in neat rows according to your preference. See Figure 1 for example.

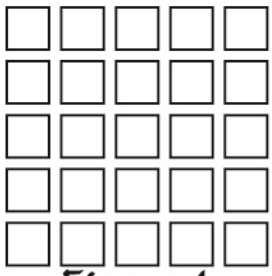

Figure 1.

GAMEPLAY

Take 1 to 2 mins to remember the positions of the non-virtue cards. Flip these cards over to cover them. Shuffle the virtue cards amd issue 3 cards to each player.

On every turn, each player will flip over 3 non-virtue cards on the table and try to match any of his virtue cards on hand with them.

If there is a match, player will collect the matched pair and draw 1 virtue card from the deck to replace his hand. The more pairs matched, the more virtue cards he can draw from the deck.

If there are no matches, the player cannot draw any new card from the deck. He flips back and cover the unmatched non-virtue cards on the table. His turn is then over and the next player plays.

Game ends when all cards are matched correctly n won. Whoever has the most sets of pairs wins the game.

MEMORY TEASER Lvl 2

1 to 3 players

You will need:
1. Square deck with 4 treasure cards removed (50 cards)

SETUP

Separate the non-virtue cards (25) from the virtue cards (25) in the Square deck. Shuffle the NON-VIRTUE cards and lay them on the table facing up. You may arrange them randomly or in neat rows according to your preference. See Figure 1 for example.

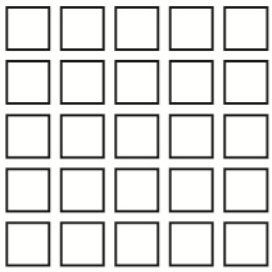

Figure 1.

GAMEPLAY

Take 1 to 2 mins to remember the positions of the non-virtue cards. Flip these cards over to cover them. Shuffle the virtue cards amd issue 5 cards to each player.

On every turn, each player will flip over 1 non-virtue card on the table and try to match any of his virtue cards on hand with them.

If there is a match, player will collect the matched pair and draw 1 virtue card from the deck to replace his hand. The more pairs matched, the more virtue cards he can draw from the deck.

If there are no matches, the player cannot draw any new card from the deck. He flips back and cover the unmatched non-virtue cards on the table. His turn is then over and the next player plays.

Game ends when all cards are matched correctly n won. Whoever has the most sets of pairs wins the game.

MEMORY TEASER Lvl 3

1 to 3 players

You will need:
1. Square deck with 4 treasure cards removed (50 cards)

SETUP

Shuffle the square deck and lay all the cards on the table facing up. You may arrange them randomly or in neat rows according to your preference. See Figure 1 for example.

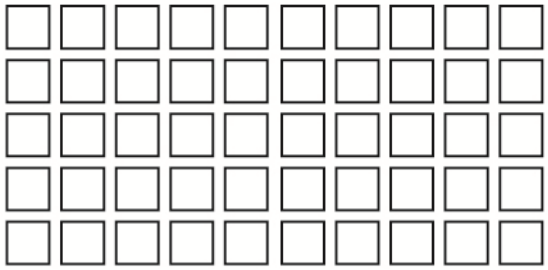

Figure 1.

GAMEPLAY

Take 1 to 2 mins to remember the positions of all the cards. Flip these cards over to cover them.

On every turn, each player will flip over 4 cards on the table and try to match the non-virtue cards with their corresponding virtue cards.

If there is a match, the player will collect the matched pair. He/She then flips and cover the remaining unmatched cards and his turn is over.

Game ends when all cards are matched correctly n won. Whoever has the most sets of pairs wins the game.

Note:
For an easier game, use less than 25 non-virtue cards with their corresponding virtue cards.