

Logic Games – Stories about the Kingdom

One summer afternoon, 2 children wander into a kingdom unknown to them – one girl, one boy. They are a brother and sister who love each other and are holding hands. Why don't you picture yourself holding the hand, or the paw, of someone you love. The girl and boy follow a path between towering oak trees. The sunlight makes the green moss glow. They see an even brighter green up in the distance and wonder what it is. They walk faster.

Oh, it looks like the brighter green is a moss checkerboard on the ground. Checkers is their favorite game. A friendly-looking elf invites them to play. As they're setting up their rock checkers, they notice some of their other favorite games – cards, chutes and ladders, oh, what else is there? (Let kids call out a few games.) The elf loves games too, and they stay and play all day. Now the sun starts to set and they want to go home. Now the elf is not so nice. He is lonely, and wants them to stay and play all night. They say no. He tells them that he won't let them leave unless they beat him at a game – his favorite game: [Picking Fruit](#). He gets out some fruits and bags. (Ask for a 2 volunteers, or better yet, demonstrate with another adult until the kids in the group ask to play. Demonstrate and play the fruit game, parts 1 and 2. When everyone has had a turn, return to the story, either in small groups or all together.)

It turns out that the elf was not entirely honest. Are you surprised? His favorite game is not Picking Fruit, but is really a game called [Wearing Hats](#). He puts a hat on each child, and promises that as soon as they win *this* game, he will let them go. He shakes hands with them to show his honorable intentions. (Demonstrate the game, and play parts 1 and 2.)

(At the end) The boy and girl played as well as you all have played. The elf decided to let them go home. But that is not the end of the story. To understand the end, you need to know something about the king of this kingdom. The king had 5 daughters who he loved very much. He never wanted them to leave the kingdom, but they were of marriageable age and the tradition in that kingdom is to marry. The oldest daughter fell in love with a very clever prince who lived very far away. (Play the logic game [A Very Clever Prince](#).)

At the wedding of the oldest princess and the very clever prince, the king heard about how the elf had mistreated. The king was mad at the elf. The king prided himself on his kingdom's hospitality to strangers. So he wanted to punish the elf. He put the elf in prison with 2 other prisoners. The king asked them to choose between two rooms. First he played a game with the elf. (Do the logic game [The Princess or the Tiger – case 1](#).) The elf chose the door with the princess, so got to marry her. The king was disappointed that he couldn't outsmart the elf, so he decided to make the game harder for the next prisoner. (Play [The Princess or the Tiger – case 2](#).) That prisoner also ended up with a princess, so the frustrated king devised the

ultimate challenge. (Play [The Princess or the Tiger – case 3.](#)) That prisoner ended up as a tiger's dinner, so the king was happy. He was so happy, in fact, that he retired from the throne and the Very Clever Prince became king. The very clever new king and his queen, the former king's daughter, outlawed playing logic games for your life, and they all lived happily ever after.

Rodi Steinig, April 2012 (Thanks to Laura Givental for these games.)