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| Game 1 | Container  Button: left, middle, right  When click on the button, change container background image. After end game, reset the game.  Example: |
| Game 2 | Container  Dice: Random number  Get the random number from dice  Chessboard: Step  Move forward according to the random number.  Example: |
| Game 3 | Pair matching game  1 token for 1 play  When user matched all 5 pairs, he will get N points. |