

Card #1

IMAGE	A
STARTING POSITION	Random. Both row and column must be in {1, 2, ..., 6}
TILE ORDER	Place tiles in order 1, 2, 3, 4
TILE COLOR	Pink (or if alternating color, start with Pink)

Card #2

IMAGE	B
STARTING POSITION	Random. Both row and column must be in {6, 7, ..., 11}
TILE ORDER	Place tiles in order 4, 3, 2, 1
TILE COLOR	Pink (or if alternating color, start with Pink)

Card #3

IMAGE	A
STARTING POSITION	Fixed at column = 4 and row = 2
TILE ORDER	Place tiles in order 1,2,3,4
TILE COLOR	Random. Select once and all tiles that color.

Card #4

IMAGE	B
STARTING POSITION	Fixed at column = 10 and row = 9
TILE ORDER	Place tiles in order 4,3,2,1
TILE COLOR	Random. Select once and all tiles that color.

Card #5

IMAGE	A
STARTING POSITION	Fixed at column = 5 and row = 3
TILE ORDER	Place tiles in order 1,2,3,4
TILE COLOR	Random - every tile randomly selected.

Card #6

IMAGE	B
STARTING POSITION	Fixed at column = 10 and row = 8
TILE ORDER	Place tiles in order 4,3,2,1
TILE COLOR	Random - every tile randomly selected.

Card #10

IMAGE	B (except not #2 or #5)
STARTING POSITION	Random. Both row and column must be in {6, 7, ..., 11}
TILE ORDER	Place tiles in order 1,2,3,4 (as long as any portion of a tile does not go off the board).
TILE COLOR	Your choice.

Card #11

IMAGE	A (except not #2 or #5)
STARTING POSITION	Random. Both row and column must be in {1, 2, ..., 6}
TILE ORDER	Place tiles in order 4,3,2,1 (as long as any portion of a tile does not go off the board).
TILE COLOR	Your choice.

Card #12 (extra hard one)

IMAGE	BOTH. If user rolls 1-3, build image A, otherwise build image B.*
STARTING POSITION	Random. Both row and column must be in {1, 2, ..., 6}
TILE ORDER	Place tiles in order 1,2,3,4.
TILE COLOR	Your choice.
*CONSTRAINT	Use variables to store how to place the next tile so you only write 1 version that works for both images.

Card #13

IMAGE	A
STARTING POSITION	Random. Column must be in {1,3,5,7,9,11} Row must be in {2,4,6,8,10,12}
TILE ORDER	Determine which side of tile is further from the edge of the and build in that direction.
TILE COLOR	Your choice.

Card #14

IMAGE	NONE
STARTING POSITION	Fixed. Row at 6. Column at 6.
TILE ORDER	For every tile placed after the first, roll die to determine placement. When placing 2nd and 4th tile, if roll in {1,2,3} place above, else place below. When placing 3rd and 5th tile, if roll in {1,2,3} place right, else place left.
TILE COLOR	Your choice.

Card #15

IMAGE	NONE
STARTING POSITION	Roll die. If in {1,2,3} start along left edge of board, else start along right. Roll die. If in {1,2,3} start along top edge of board, else start along bottom.
TILE ORDER	Place 4 tiles diagonally towards opposite corner
TILE COLOR	Your choice.

Card #16

IMAGE	B
STARTING POSITION	Random. Both row and column must be in {1, 2, ..., 6}
TILE ORDER	Place tiles in order 1,2,3,4
TILE COLOR	Initially random, then alternate color. For example, if tile 1 is pink, then tile 2 is yellow.

Card #20 (You must use a while loop)

IMAGE	B
STARTING POSITION	Along the lower left edge of the board (some tile must be in row 1 and some in column 1)
TILE ORDER	Place tiles in order 1,2,3,... Roll die to determine length of pattern (i.e. the number of tiles placed). This means that if the user rolls a 6, then they should place 6 tiles.

Card #21 (You must use a while loop)

IMAGE	B
STARTING POSITION	Along the upper right edge of the board (some tile must be in row 12 and some in column 12)
TILE ORDER	Place tiles in order 4,3,2,1,... Roll die to determine length of pattern (i.e. the number of tiles placed). This means that if the user rolls a 6, then they should place 6 tiles..

Card #22 (You must use a while loop)

IMAGE	A (but not #2 or #5)
STARTING POSITION	Random. Column and row must be in {2,3,...,10,11}
TILE ORDER	Place tiles in order 1,2,3,4... Build pattern until edge of board is reached, making sure no tile is off the board.

Card #23 (You must use a while loop)

IMAGE	A (but not #2 or #5)
STARTING POSITION	Random. Column and row must be in {2,3,...,10,11}
TILE ORDER	Place tiles in order 4,3,2,... Build pattern until edge of board is reached, making sure no tile is off the board.

Card #24 (You must use a while loop)

IMAGE	NONE
STARTING POSITION	Random. Column must be in {1,2,...,6}. Row is 1.
TILE ORDER	Stack tiles in the column. Prior to placing a tile, the user rolls. Stack until the user rolls a 3 or reaches the top of the board.

Card #25 (You must use a while loop)

IMAGE	NONE, but when done, the pattern should be all tiles in a row. At first, all pink, then all yellow.
STARTING POSITION	Random. Row must be in {1,2,...,6}. Column is 1.
TILE ORDER	Place tiles in a row. The user rolls the die, and as long as the user rolls an even number, place pink tiles. Now switch to yellow. As long as the user rolls an odd number, place yellow tiles. If at any point, tiles reach the end of the board, stop placing tiles.

Card #26 (You must use a while loop)

IMAGE	NONE..
STARTING POSITION	Random. Row must be in {1,2,...,6}. Column is 1.
TILE ORDER	Place tiles in a row. The user rolls the die each time before placing a tile. If the user rolls an even number, place a pink tile. If the user rolls an odd number, place a yellow tile. When the tiles reach the end of the board, stop placing tiles.

\* If the color is not indicated, then color is your choice.