



# Jack and Jill game

## Contents:

4 jiggled boards, 4 character pieces, 4 character stands, 1 spinner, 1 number dice,  
1 colour spot dice

## Setting up

- Insert the Jack and Jill character pieces into the corresponding coloured character stands.
- Piece together the hill game boards.
- Each player chooses a hill game board and the Jack and Jill character that matches the colour of the start space on that board.

## COLOUR GAME

### Object

To be the first player to climb their hill and reach the well.

### To play

- Each player's board is placed in front of them with the colour spot path facing up and their Jack and Jill character on the coloured arrow space at the bottom of the hill. Only the colour spot dice is used for this game.
- The youngest player begins by rolling the dice and moving their Jack and Jill up the hill to the first coloured spot that matches the colour shown on the dice.
- The player then spins the spinner. If the spinner points to a well, the player stays on that spot and play passes to the next player. If the spinner points to a bucket, the player goes back to the start and waits until their next turn.
- Play passes to the next player.
- To win the game a player must land on the spot next to the well at the top of the hill by rolling the correct colour and spinning the spinner to point to the well.

### The winner

The winner is the first player to reach the well at the top of their hill and spin the spinner to point to the well.

## COUNTING GAME

### Object

To be the first player to climb their hill and reach the well.

### To play

- Each player's board is placed on the table in front of them with the colour spot path facing downwards and their Jack and Jill character on the coloured arrow space at the bottom of the hill. Only the number dice is used for this game.
- The youngest player begins by rolling the dice and moving their Jack and Jill up the hill the amount of steps shown on the dice.
- The player then spins the spinner. If the spinner points to a well, the player stays where they are and play passes to the next player. If the spinner points to a bucket, the player goes back to the start and waits until their next turn.
- Play passes to the next player.
- To win the game a player must land on the step next to the well at the top of their hill (with the exact number or more) and spin the spinner to point to the well.

### The winner

The winner is the first player to reach the well at the top of their hill and spin the spinner to point to the well.

**Jack and Jill went up the hill**

**To fetch a pail of water.**

**Jack fell down and broke his crown**

**And Jill came tumbling after.**



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