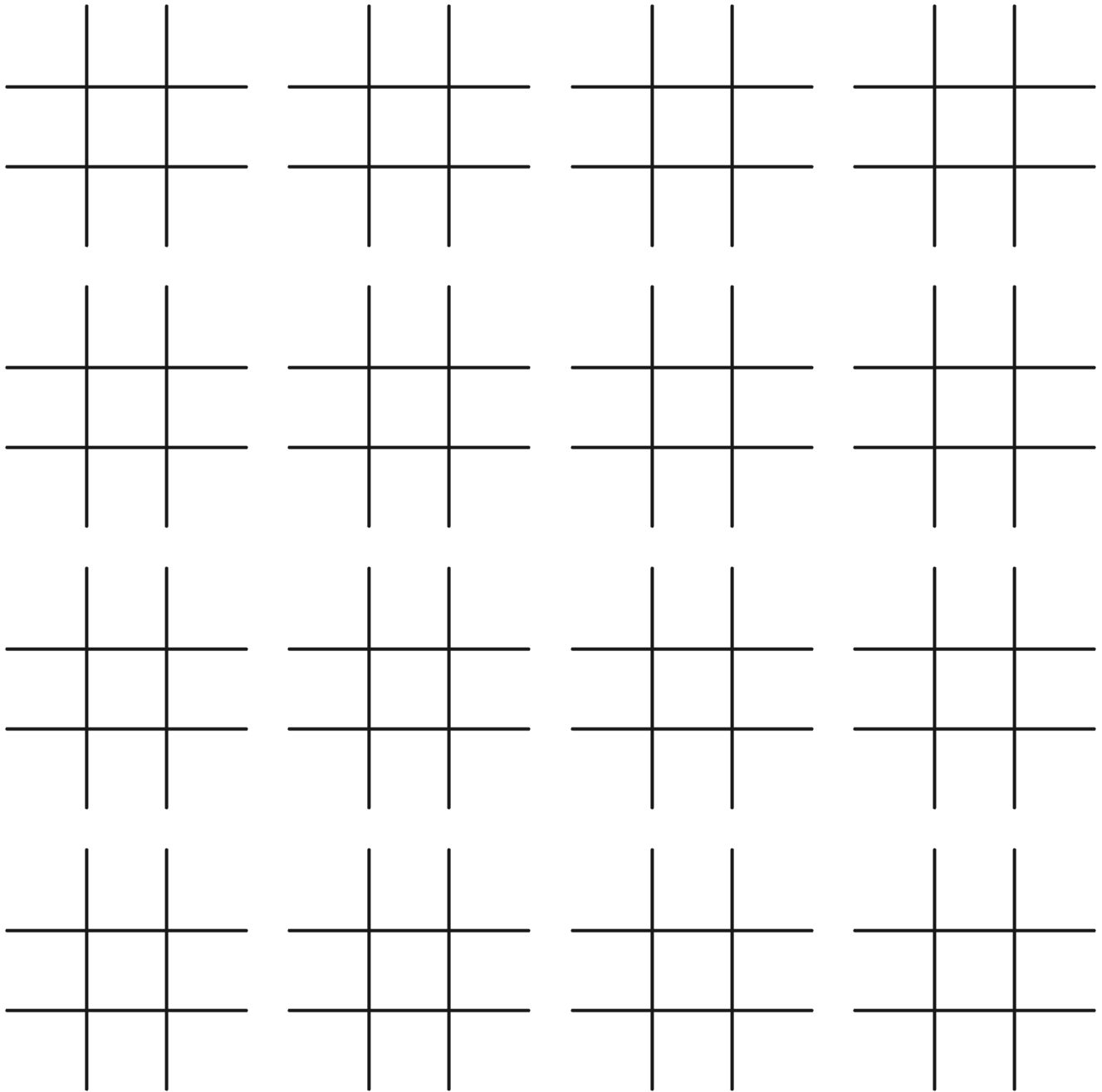


Tic Tac Toe



How to Play

One player uses X's and the other uses O's.

Players take turns placing their letter in one of the nine squares.

The first player to get three in a row — horizontally, vertically, or diagonally — wins!

If all the squares are filled and no one has three in a row, the game ends in a tie.

💡 Tip: Play several rounds and keep score to see who's the ultimate Tic Tac Toe champion!

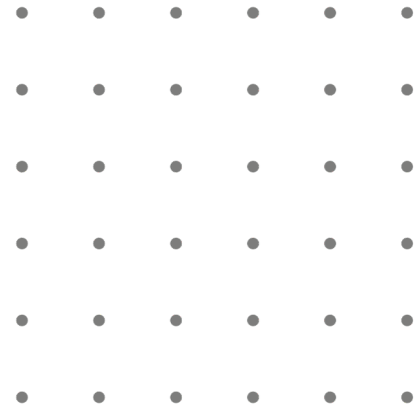
Dots and Boxes



Score:

Player 1:

Player 2:



Score:

Player 1:

Player 2:



Score:

Player 1:

Player 2:



Score:

Player 1:

Player 2:

How to Play

Players take turns connecting two dots with a vertical or horizontal line.

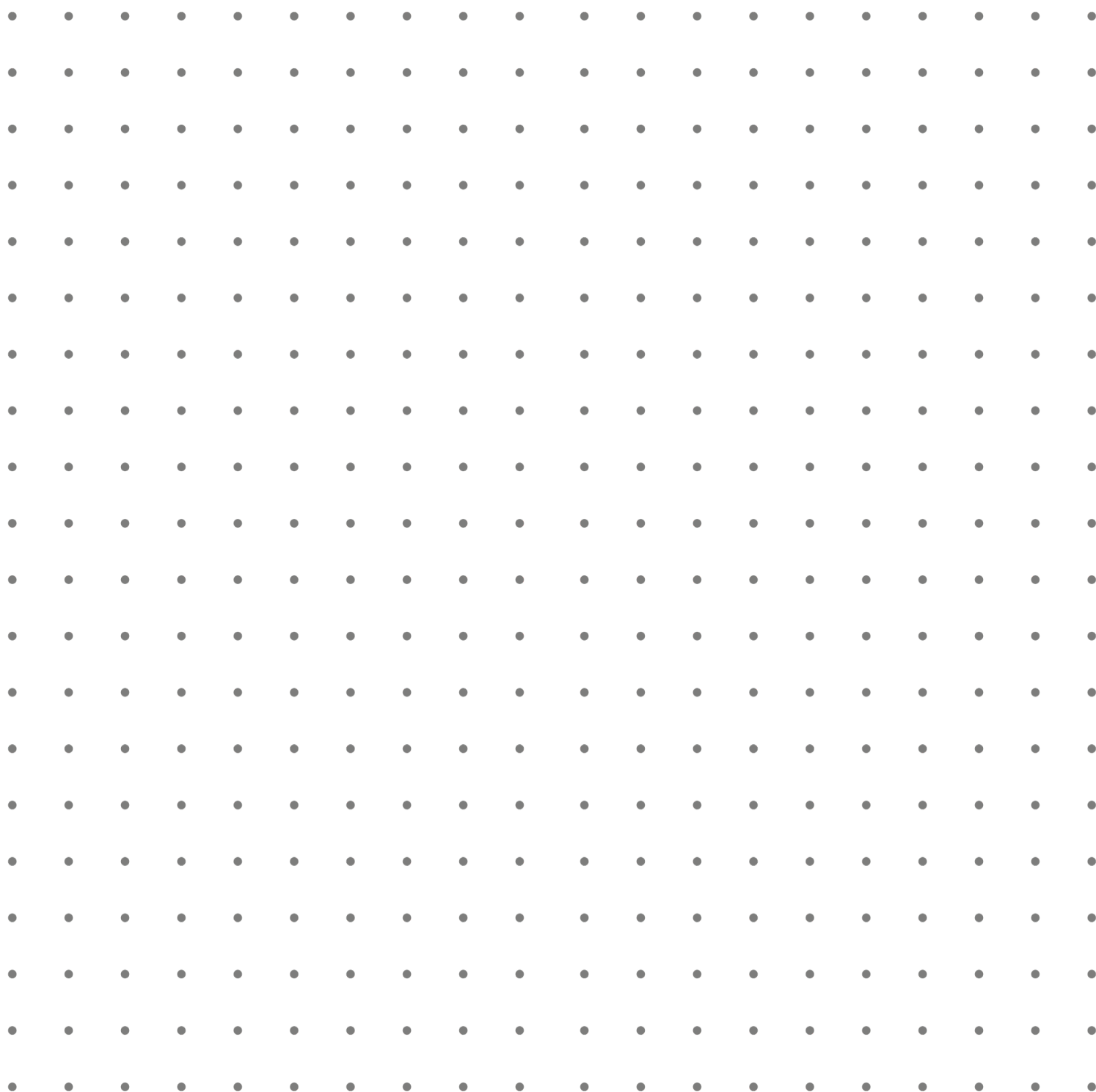
If your line completes a box, write your initials inside it and take another turn.

Play continues until all boxes are filled.

When no more lines can be drawn, count your initials — the player with the most boxes wins!

💡 Tip: Use different colors or markers for each player to make the game easier to score at the end.

Dots and Boxes



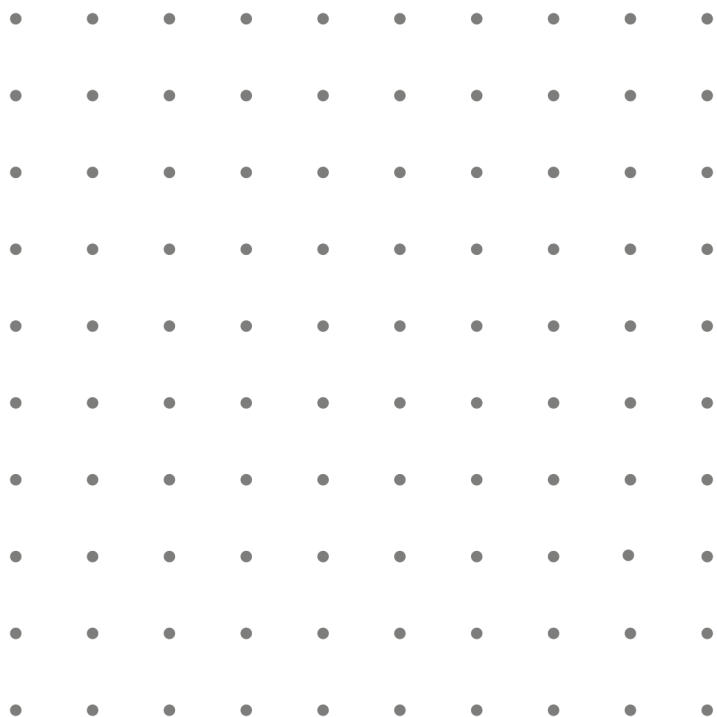
Score:

Player 1:

Player 2:

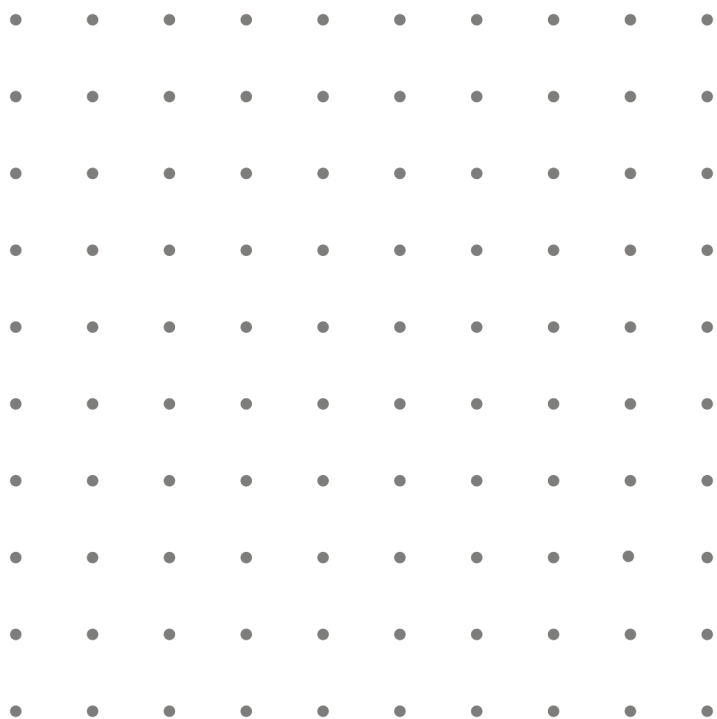
Dots and Boxes

Score:



Player 1:

Player 2:



Player 1:

Player 2:

Battleships

My Ships

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Their Ships

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Aircraft Carrier

AAAAA

Battleship

BBBBB

Cruiser

CCC

Destroyer

DDD

Submarine

SS

Battleships

How to Play

Each player secretly sets up their ships on the “My Ships” grid by filling in squares in a straight line — either horizontally or vertically.

Your fleet includes:

- Aircraft Carrier – 5 squares long
- Battleship – 4 squares long
- Cruiser – 3 squares long
- Destroyer – 3 squares long
- Submarine – 2 squares long

Once your ships are placed, it's time for battle!

Players take turns calling out coordinates (like C7). The other player checks their own board and says “Hit!” if a ship occupies that square or “Miss!” if it's empty.

- Use your “Their Ships” grid to record your guesses — mark X for hits and O (or a dot) for misses.
- On your “My Ships” grid, mark any hits your opponent makes so you can keep track of which ships are still afloat.

When all the squares of one ship have been hit, that ship is sunk! Announce it proudly (for example, “You sunk my Battleship!”).

The first player to sink all of their opponent's ships wins the game!

 Tip: Use colored pencils or markers to make your game easier to follow — red for hits and blue for misses.

Battleships

My Ships

1

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

SOS

Score:

Player 1: _____

Player 2: _____

Score:

Player 1: _____

Player 2: _____

Score:

Player 1: _____

Player 2: _____

Score:

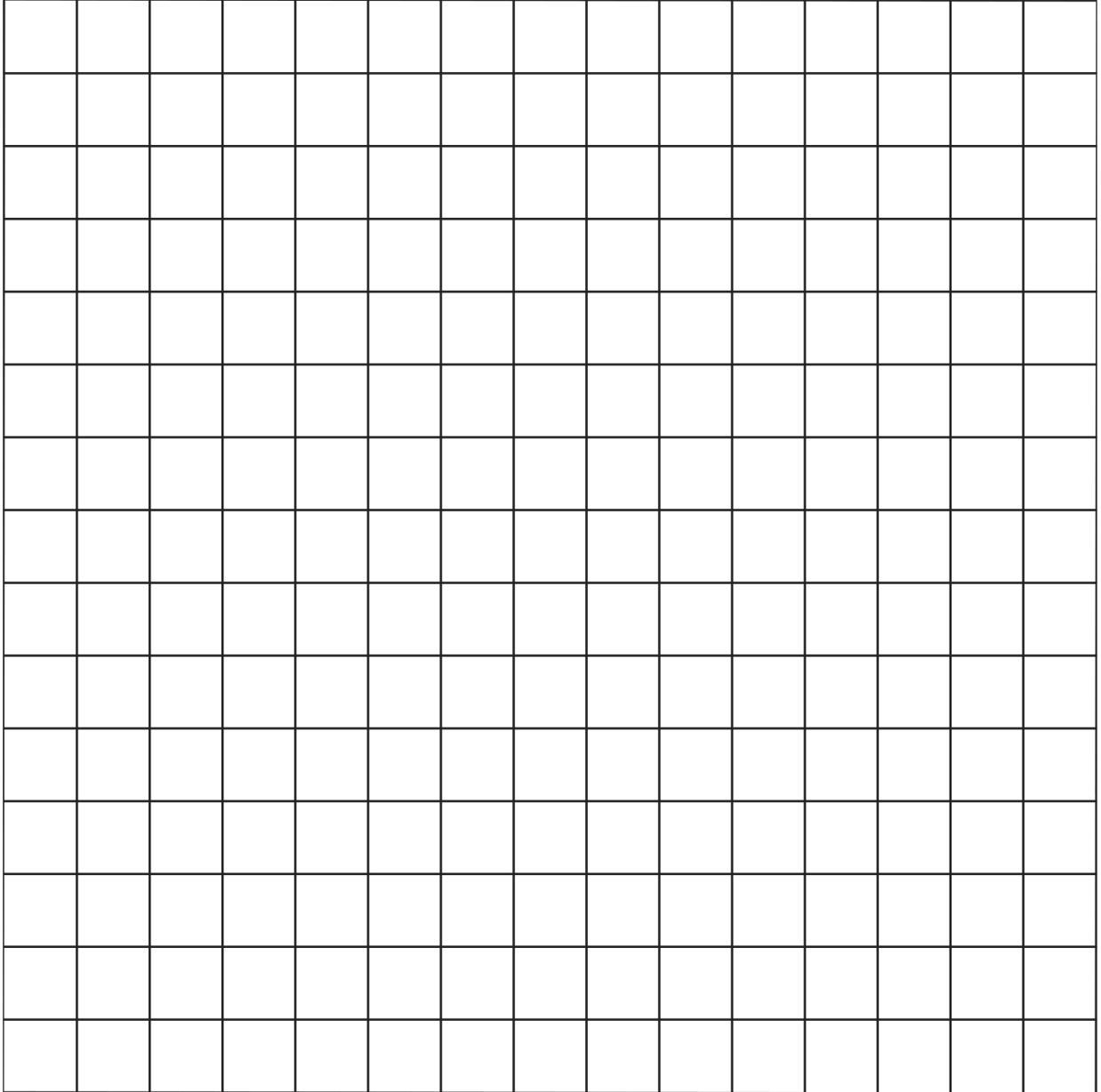
Player 1: _____

Player 2: _____

How to Play

Players alternate with an S or an O into any vacant square on the board. When a player spells SOS horizontally, vertically, or diagonally, they earn a point, draw a line through the word, and take another turn. The game ends when there are no empty spaces on the board. Whoever has the most points at the end of the game wins.

SOS

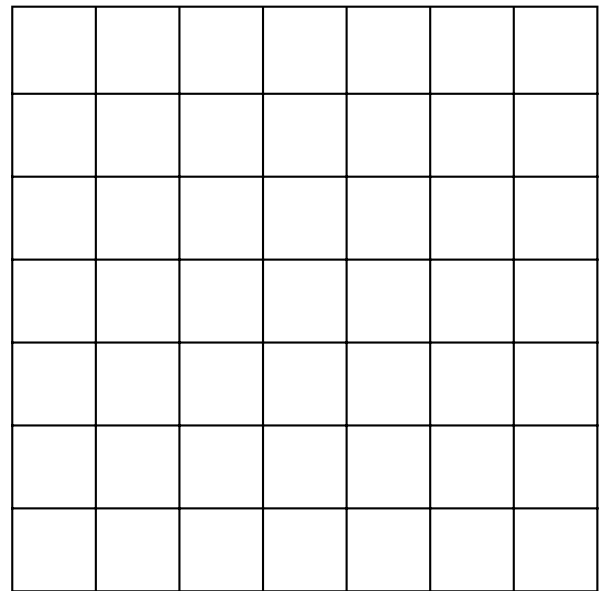
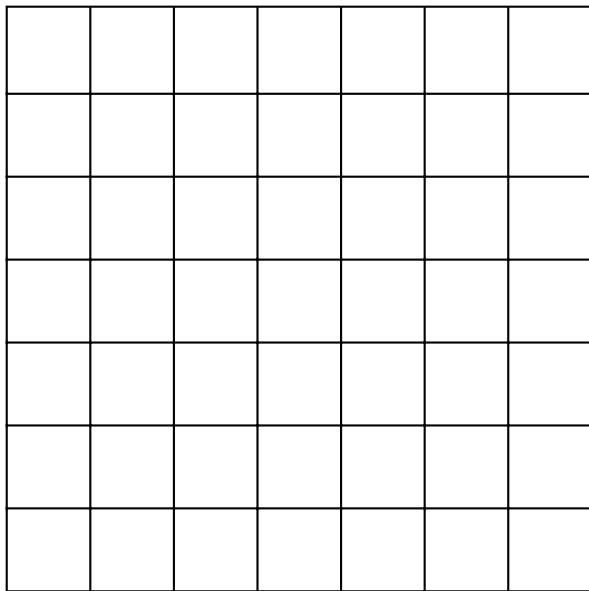
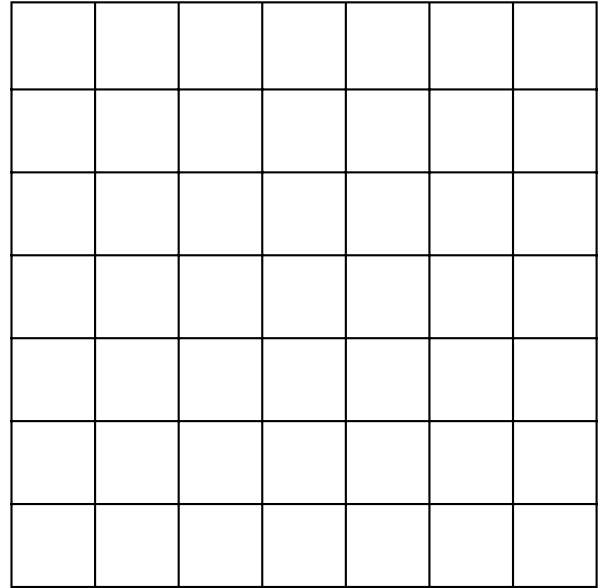
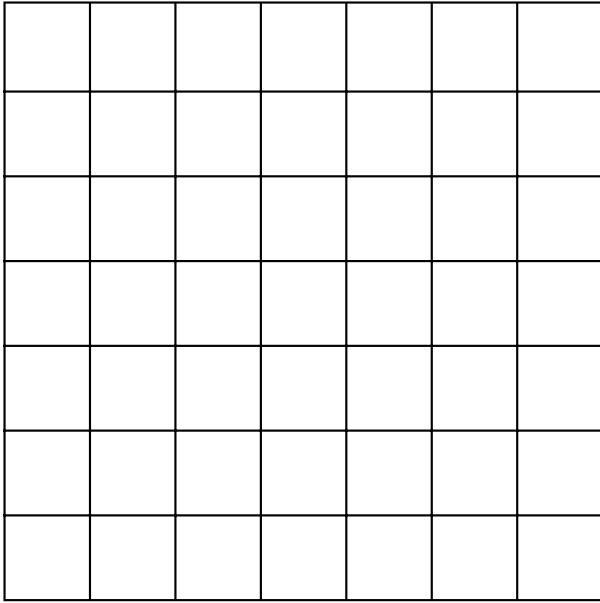


Score:

Player 1:

Player 2:

Four in a Row



How to Play

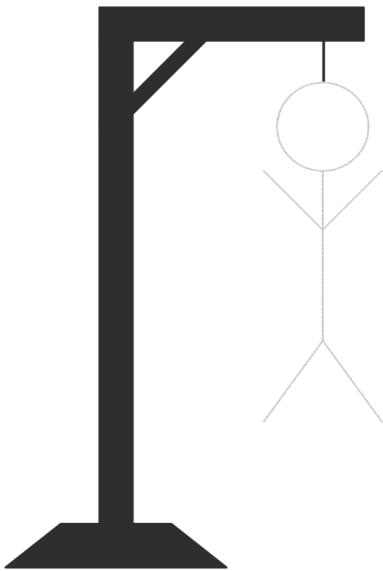
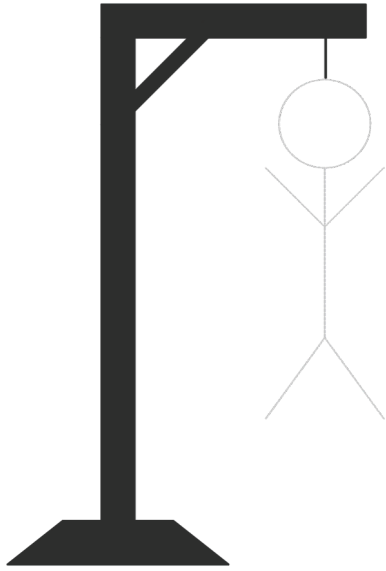
Players take turns writing either an S or an O in any empty square on the board. If a player forms the sequence SOS — horizontally, vertically, or diagonally — they earn one point, draw a line through it, and take another turn.

Play continues until all the squares are filled.

When the board is full, count up the points — the player with the most SOS sequences wins!

💡 Tip: Use different colored pens or pencils so it's easy to tell who scored each SOS.

Hangman



How to Play

One player thinks of a word or phrase and draws a blank line for each letter.
The other player guesses one letter at a time.

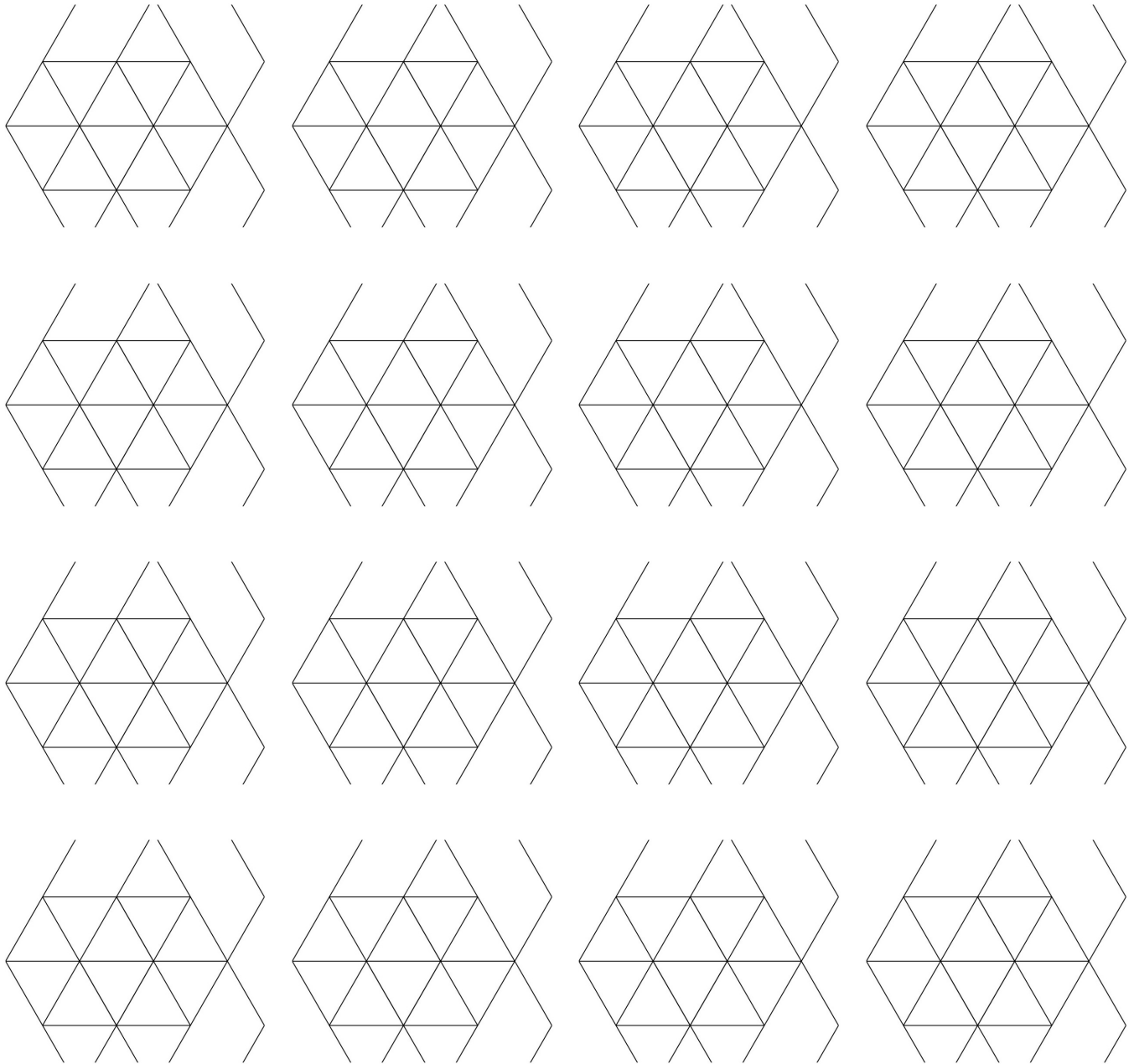
- If the guess is correct, write that letter in its place above the line.
- If the guess is incorrect, draw one part of the stick figure under the gallows (head, body, arms, and legs).

The guessing continues until either:

- The player figures out the word or phrase (they win!), or
- The full stick figure is drawn (the other player wins!).

💡 Tip: Agree on a limit for the length of the word or phrase before you start to keep the game fair and fun.

Hexagonal Tic Tac Toe



How to Play

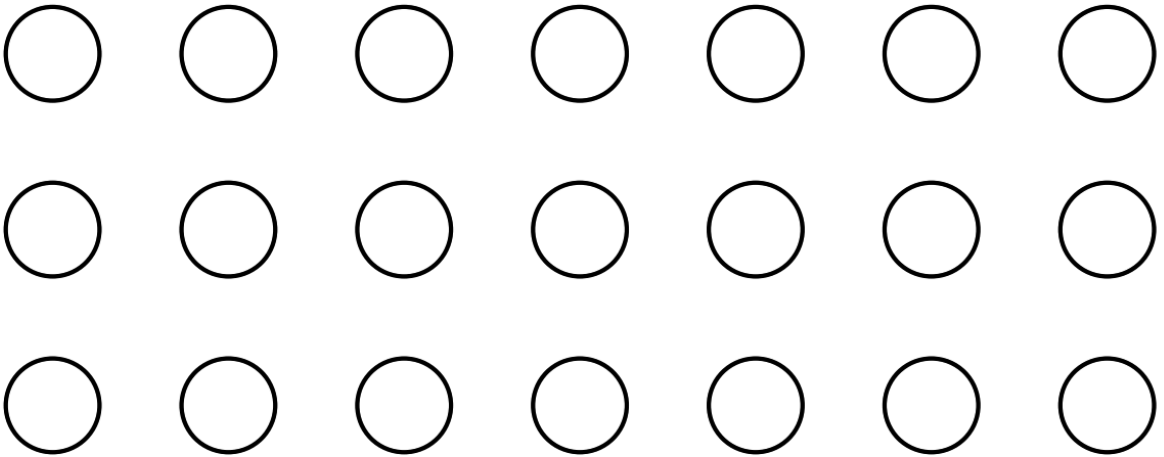
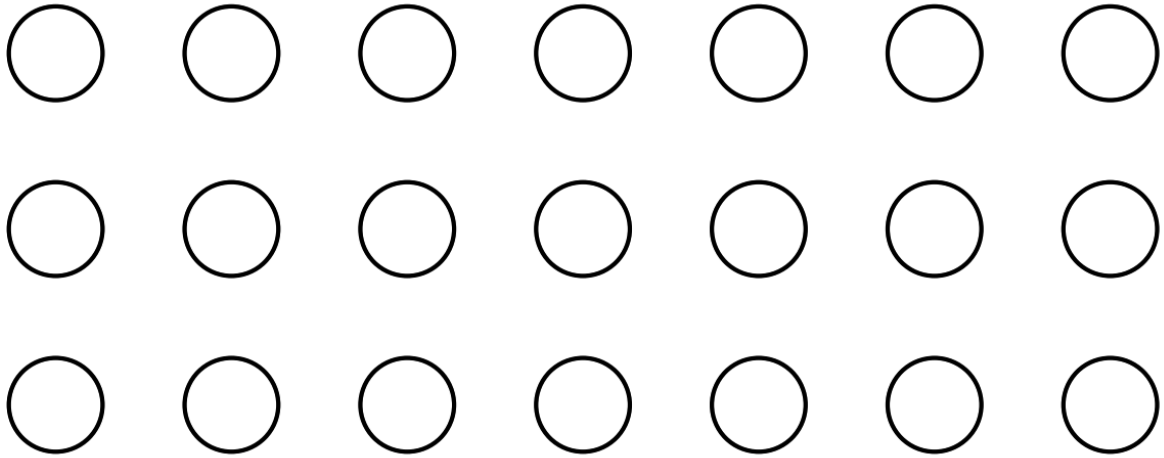
This version of Tic-Tac-Toe is played on a hexagon-shaped board with 7 spaces.

The rules are the same as regular Tic-Tac-Toe: players take turns writing X's or O's in the spaces.

The first player to get three in a row — horizontally, vertically, or diagonally — wins the round!

💡 Tip: Play multiple boards and keep score to see who wins the most rounds!

Nim



How to Play

Start by placing a number of small items (like coins, pebbles, or buttons) on the board — or just use the printed circles and cross them off as you play. Players take turns removing 1, 2, or 3 items from the board on their turn. You can take from any row, but only from one row per turn. The player who is forced to take the last item loses the game!

💡 Tip: Try playing several rounds to find a winning strategy!

Numbers Maze

5	1	2	3	4
4	5	1	2	3
3	4	5	1	2
2	3	4	5	1
1	2	3	4	5

How to Play

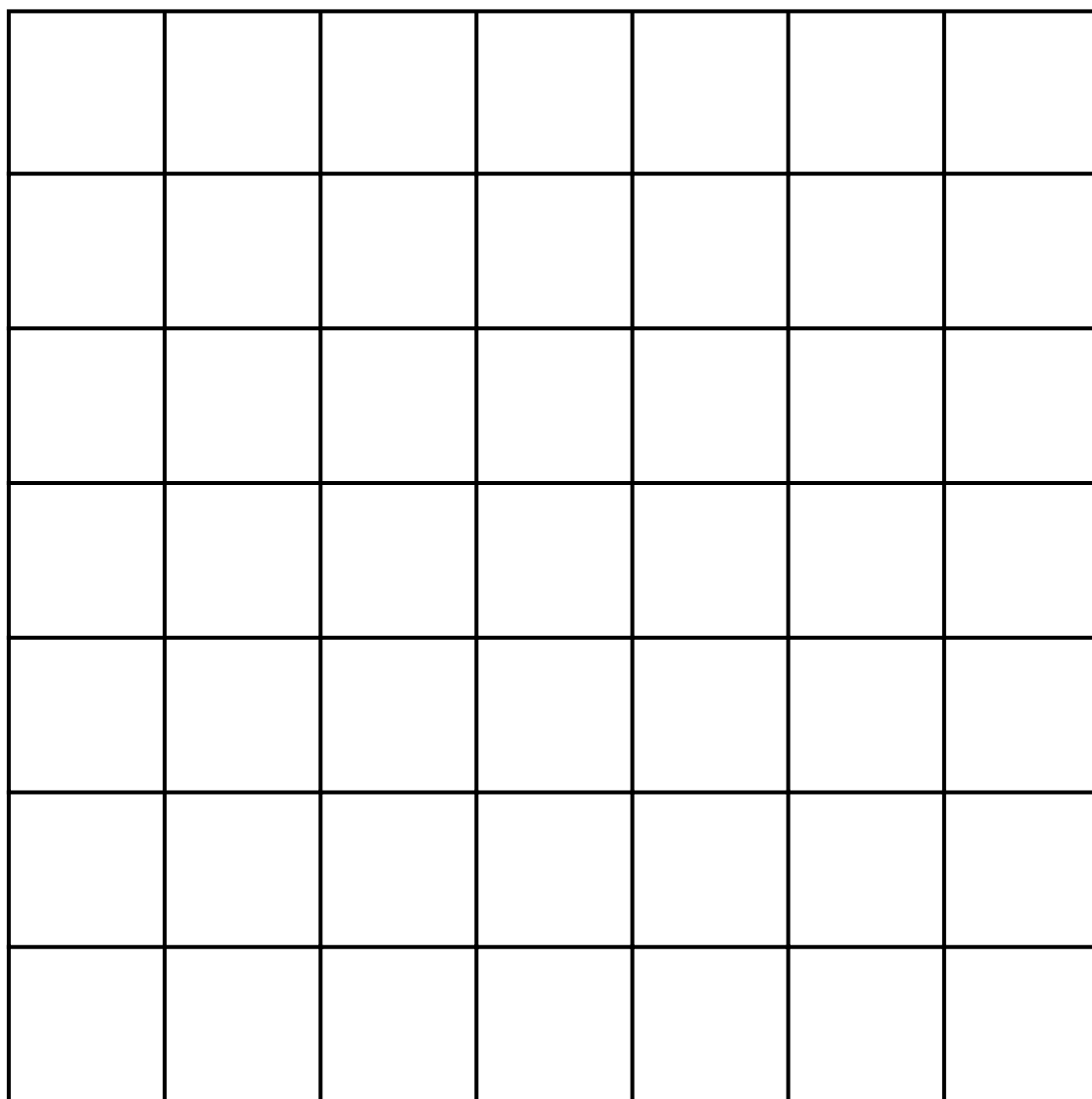
Players take turns drawing paths on the grid, connecting the numbers in order from 1 to 5.

Each path must be continuous and cannot cross over another player's path. You can move up, down, or sideways (but not diagonally).

The first player to successfully connect all the numbers in order wins the game!

💡 Tip: Use different colored pens or pencils so each player's path stands out clearly.

Box It



How to Play

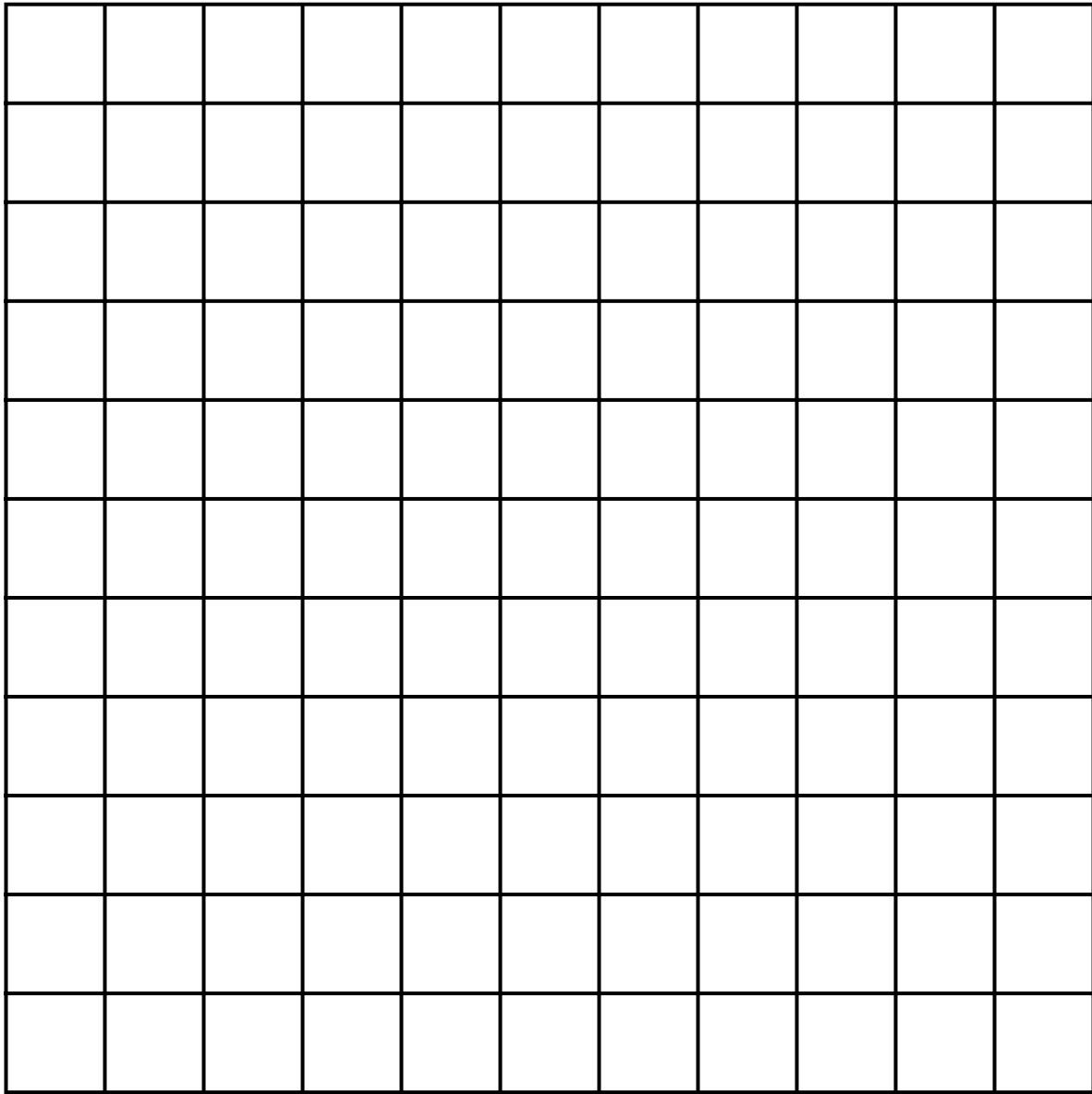
Players take turns claiming an empty square by drawing a box inside it and writing their initials.

The goal is to block your opponent by leaving them no empty squares to claim.

When no more squares are left, count how many each player claimed — the one with the most boxes wins!

💡 Tip: Use different colors or pens to make it easy to see who claimed which boxes.

Snake Chase



How to Play

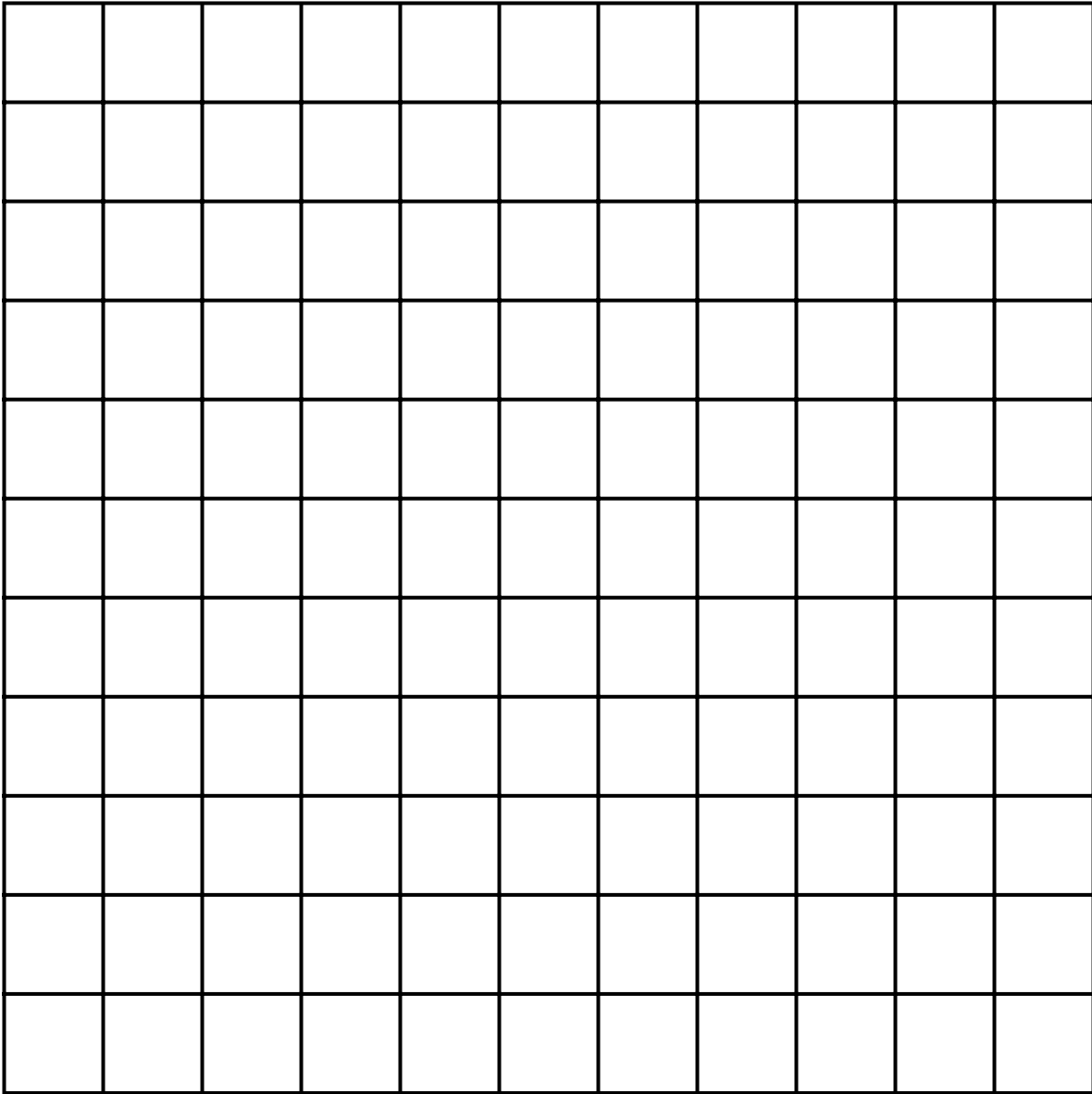
Each player takes turns drawing their own snake (a continuous line) through the grid.

Snakes can move in any direction, but must stay inside the grid and cannot cross over the lines of another snake — or their own!

If a player's snake touches a wall, itself, or the other snake, that player loses. Keep going until one snake remains — that player wins!

💡 Tip: Use different colored pens or pencils so it's easy to tell the snakes apart.

Connect the Stars



How to Play

1. Start by drawing several stars anywhere on the grid — spread them out across the page.
 2. Take turns connecting two stars with a straight line.
 3. When you connect enough stars to make a triangle, say “Got one!” and draw your initials or a little doodle inside it.
 4. Keep going until no more triangles can be made.
 5. When you’re done, count your triangles — whoever made the most wins!
- 💡 Tip: Use different colors for each player so you can see everyone’s triangles clearly.