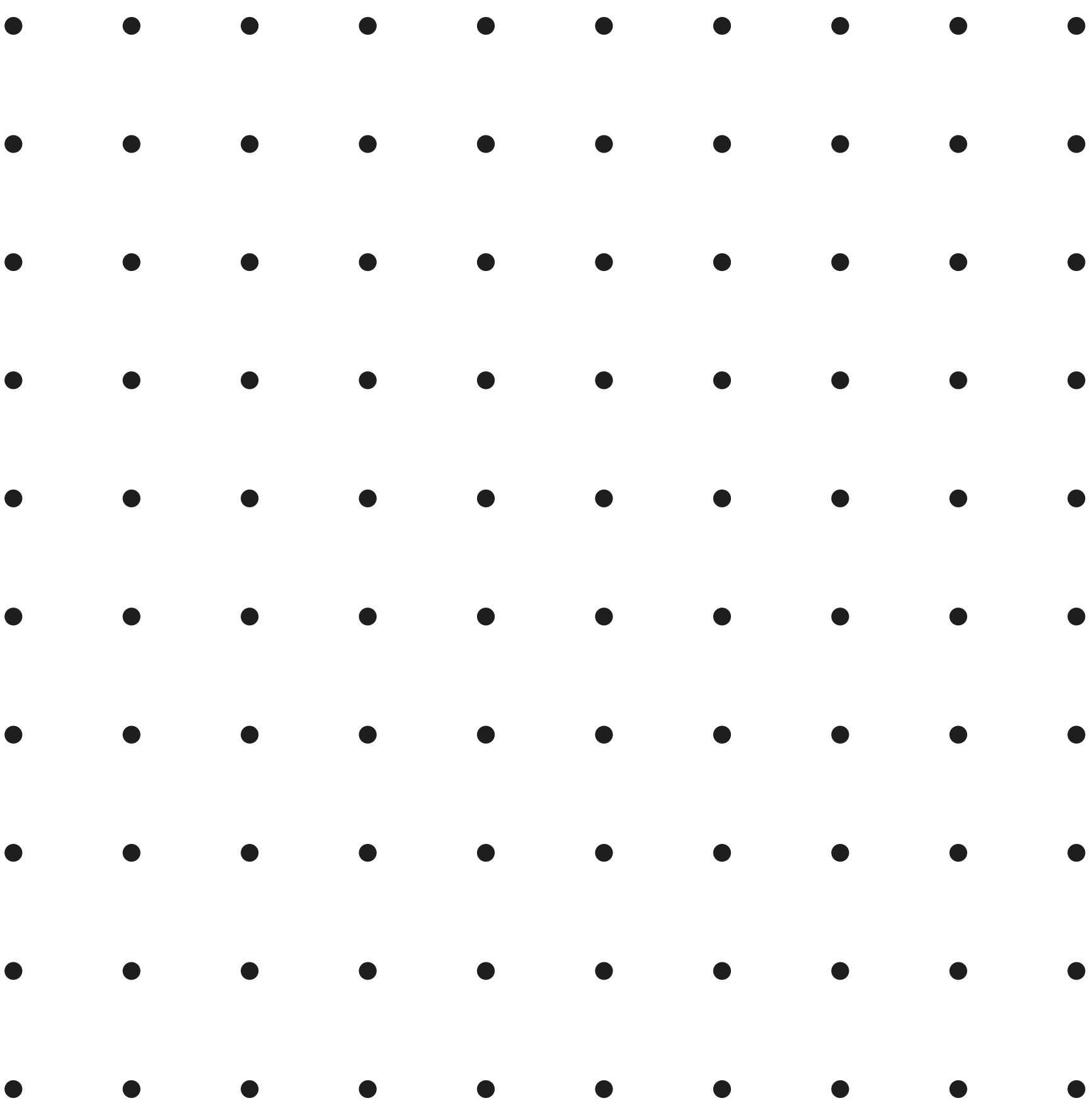


DOTS & BOXES

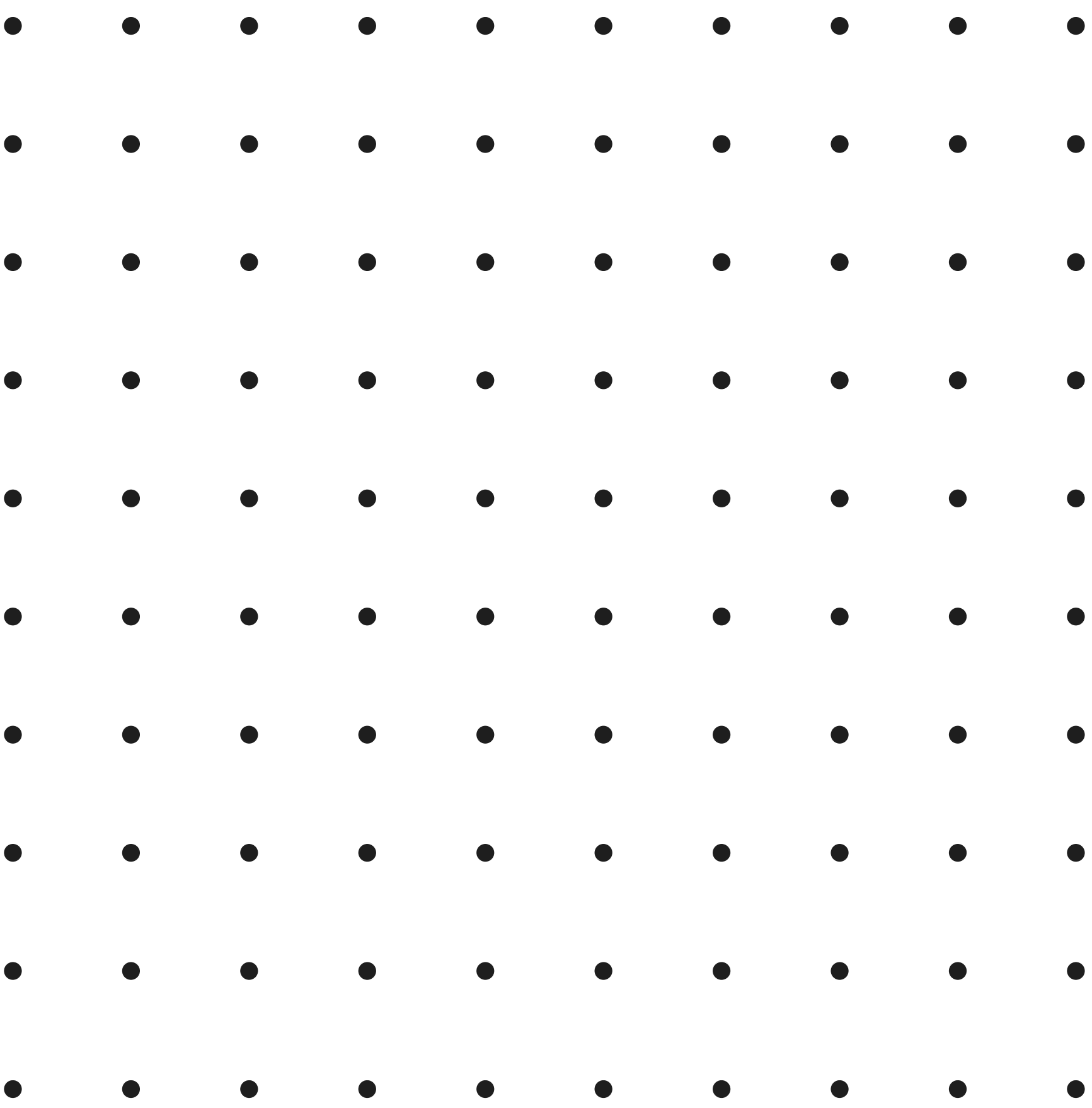
2 PLAYERS · PENCIL AND PAPER

Take turns joining two neighbouring dots with one horizontal or vertical line.
Finish the fourth side of a box, write your initial inside and take another turn.
Most boxes wins.

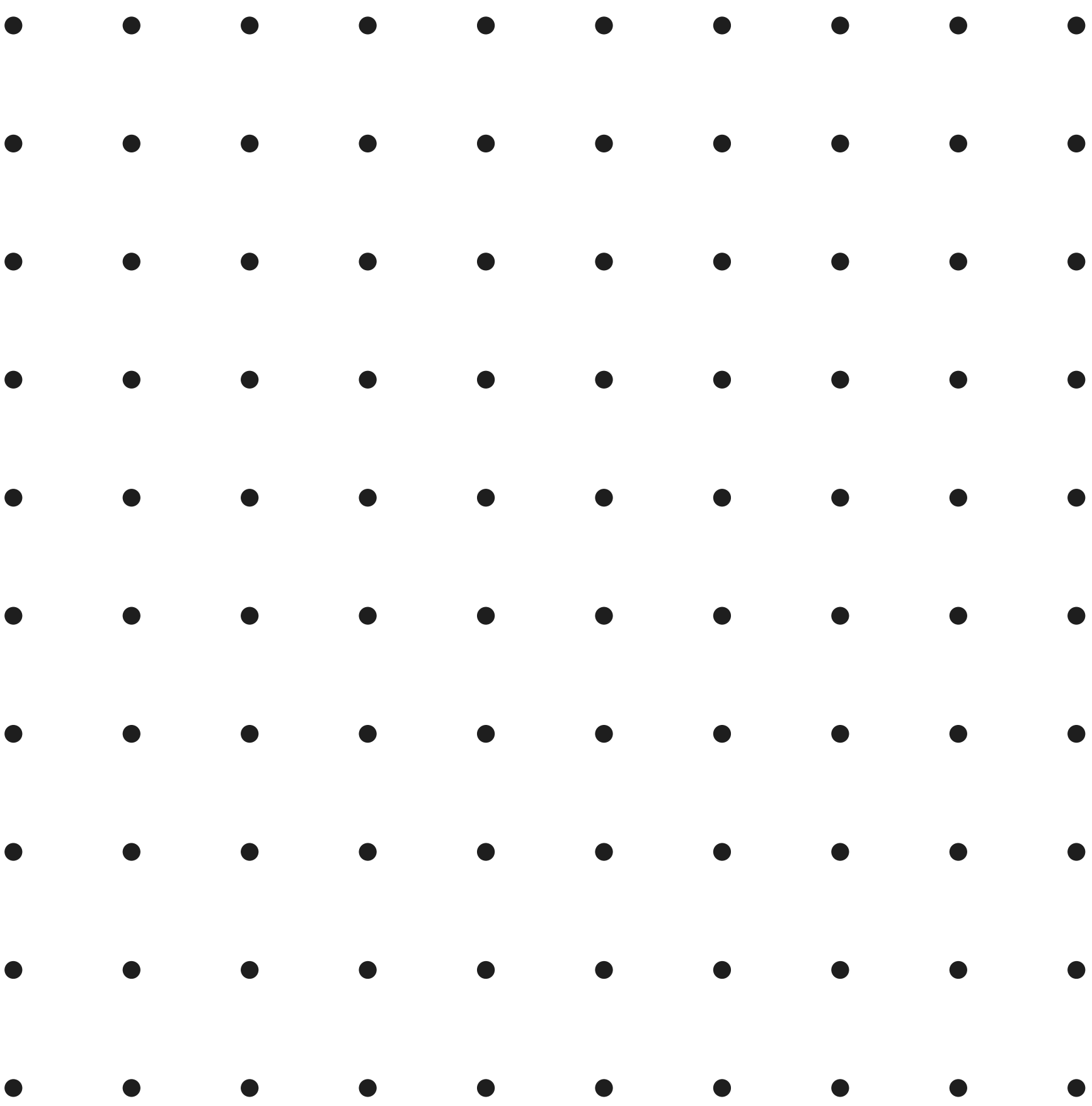
GAME 1



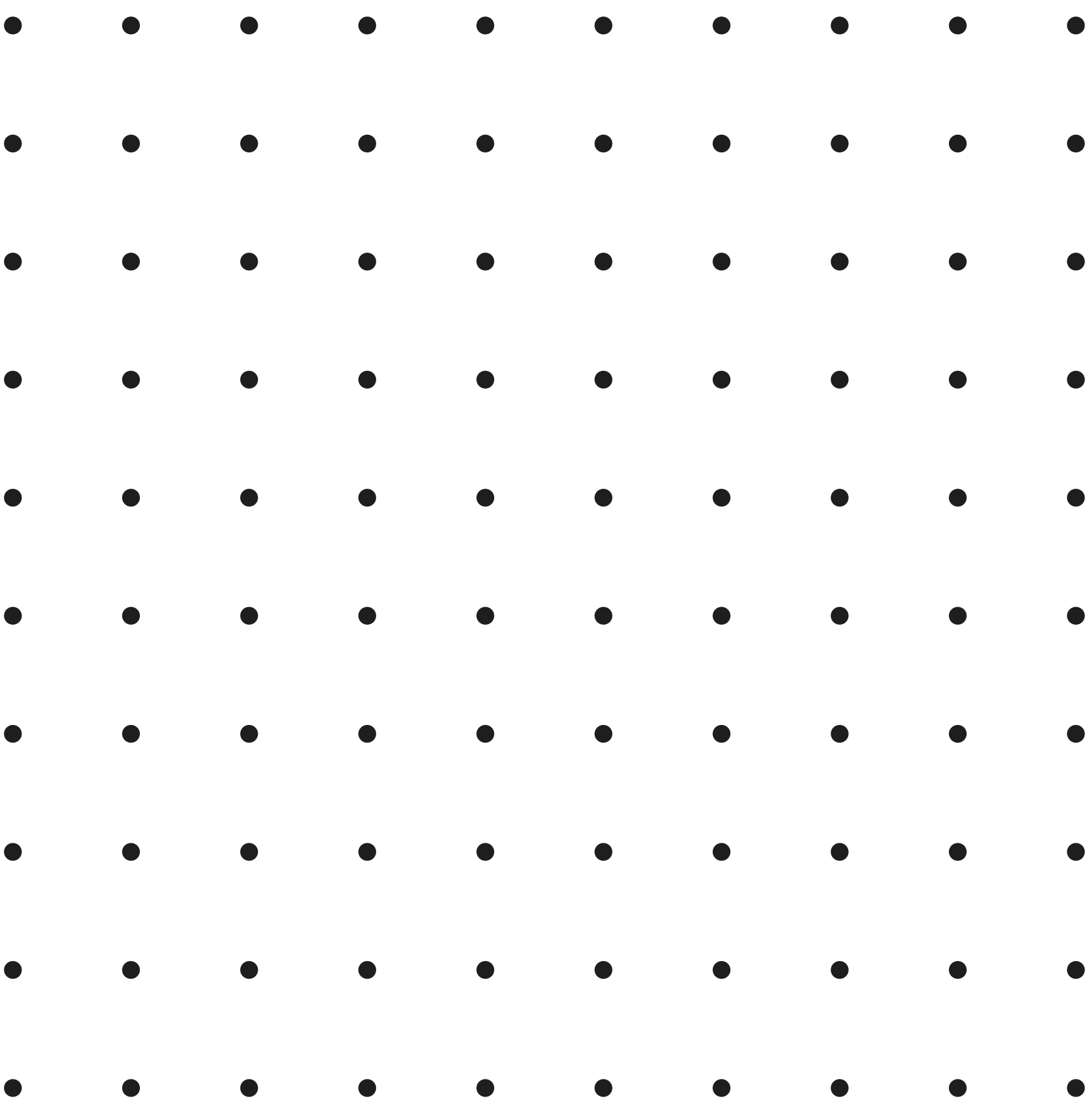
GAME 2



GAME 3



GAME 4



BATTLESHIPS

2 PLAYERS · 1 SHEET AND 1 PENCIL EACH · KEEP BOARDS HIDDEN

Each player secretly draws the fleet on MY SHIPS, then hides their page. Take turns calling a square (e.g. B4). Mark a hit X or a miss O on MY SHOTS. First to sink every opposing ship wins.

MY SHIPS

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

YOUR FLEET

1 × 5 squares

1 × 4 squares

2 × 3 squares

1 × 2 squares

Ships go across or down. Never diagonally or overlapping.

MY SHOTS

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

MARK YOUR GUESSES

X = hit

O = miss

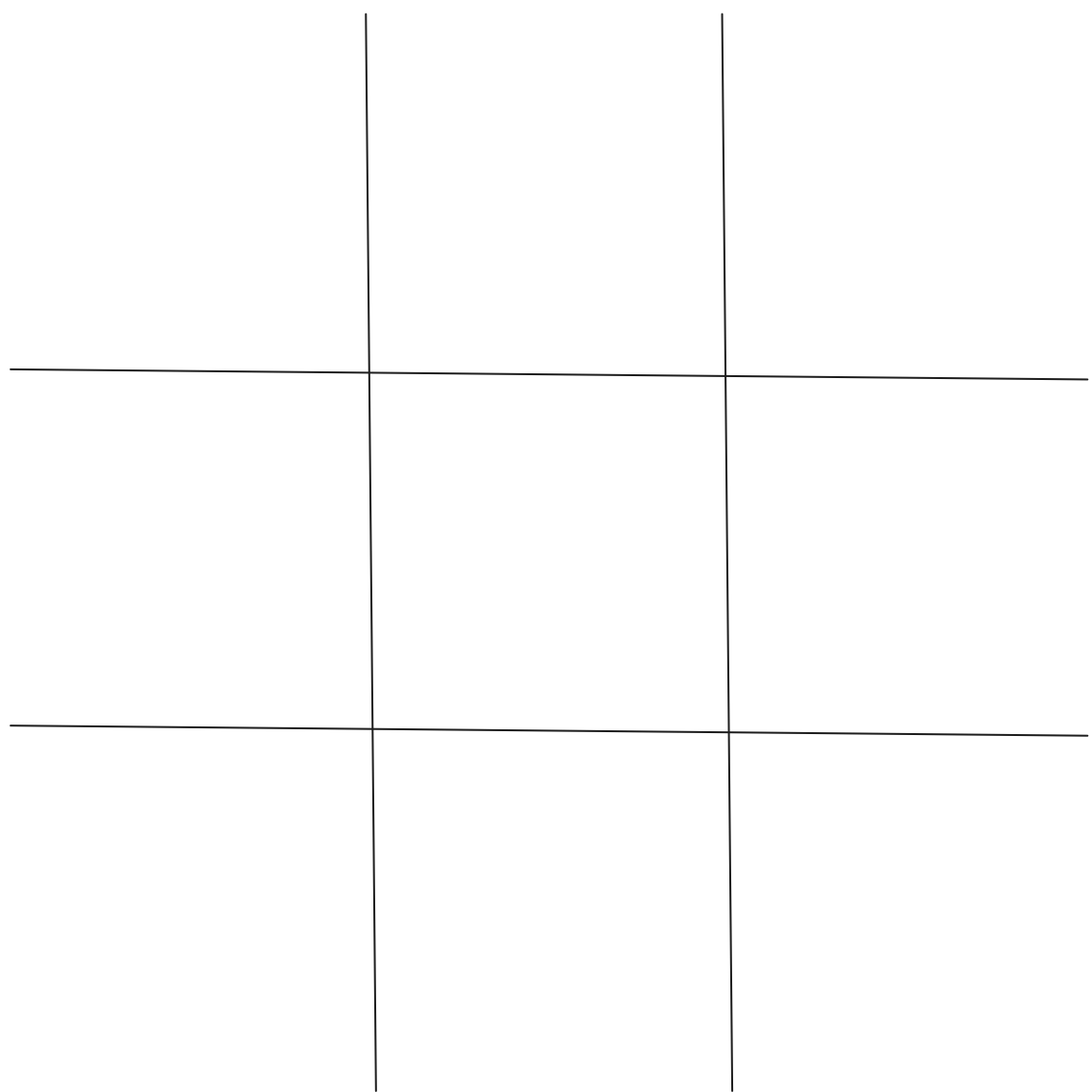
When every square of a ship is hit, tell your partner that it has sunk.

X + O'S

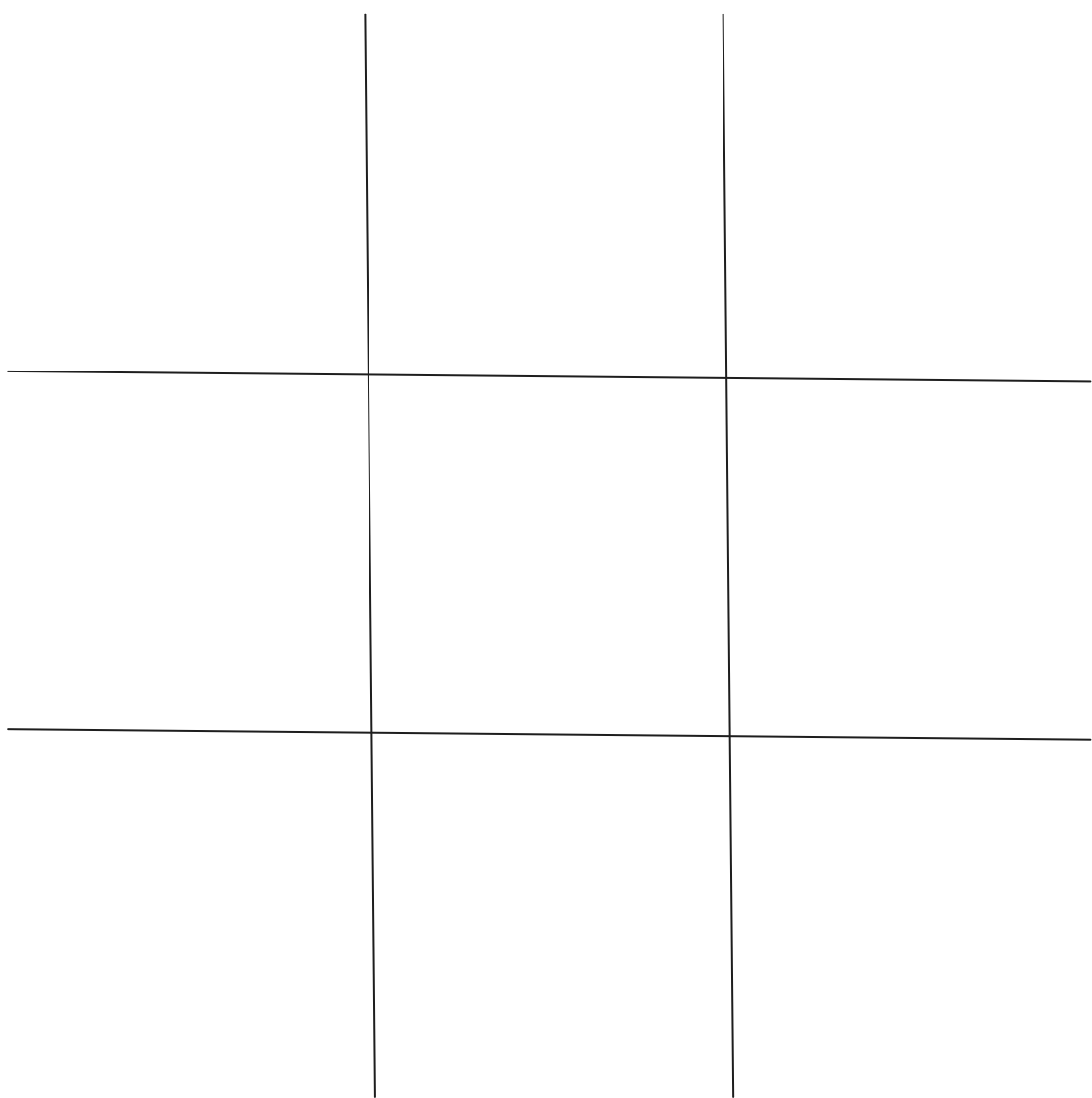
2 PLAYERS · PENCIL AND PAPER

One player is X and the other is O. Take turns putting your mark in an empty square. The first to make three in a row (across, down or diagonal) wins. A full board without a winner is a draw.

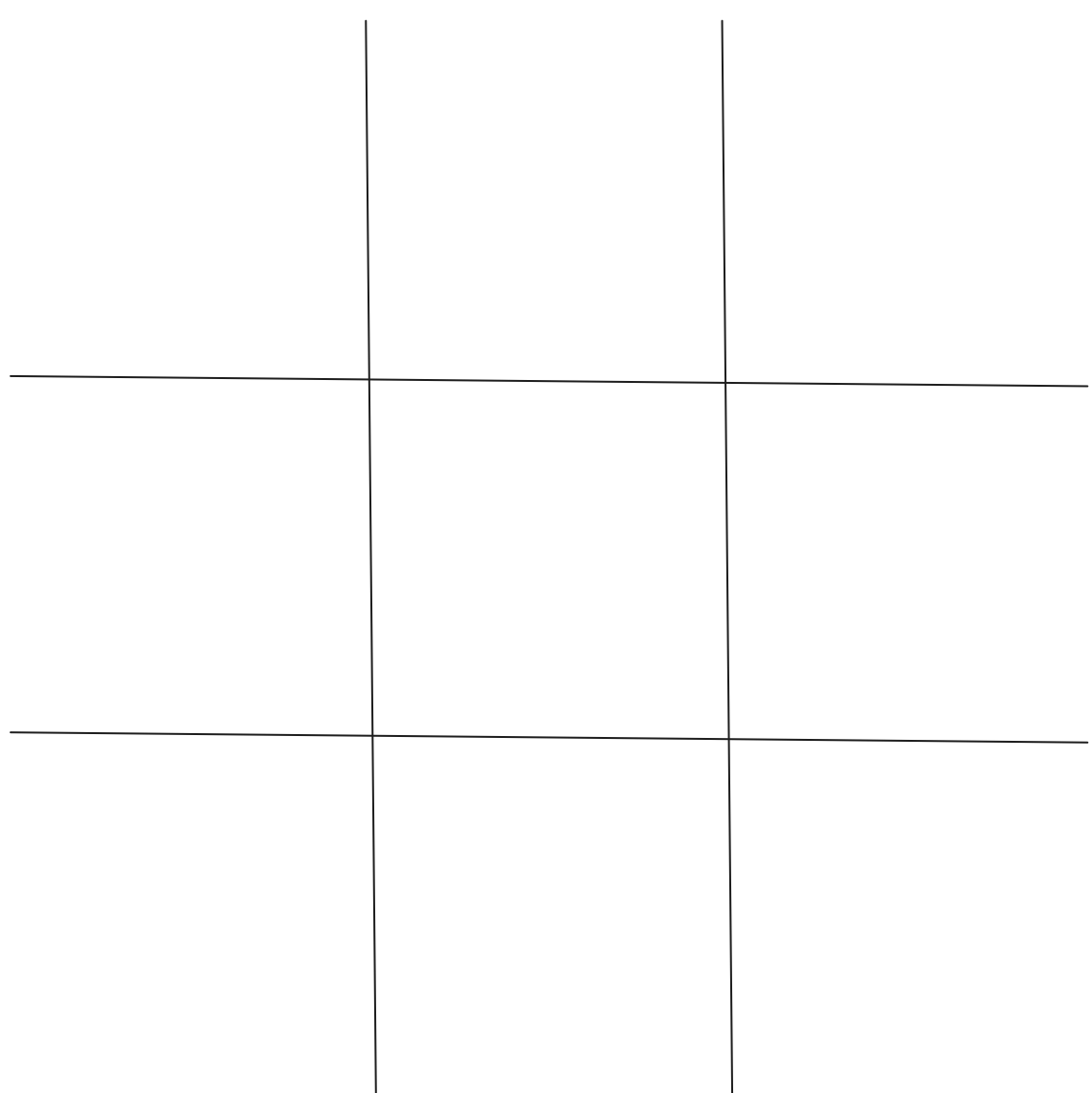
GAME 1



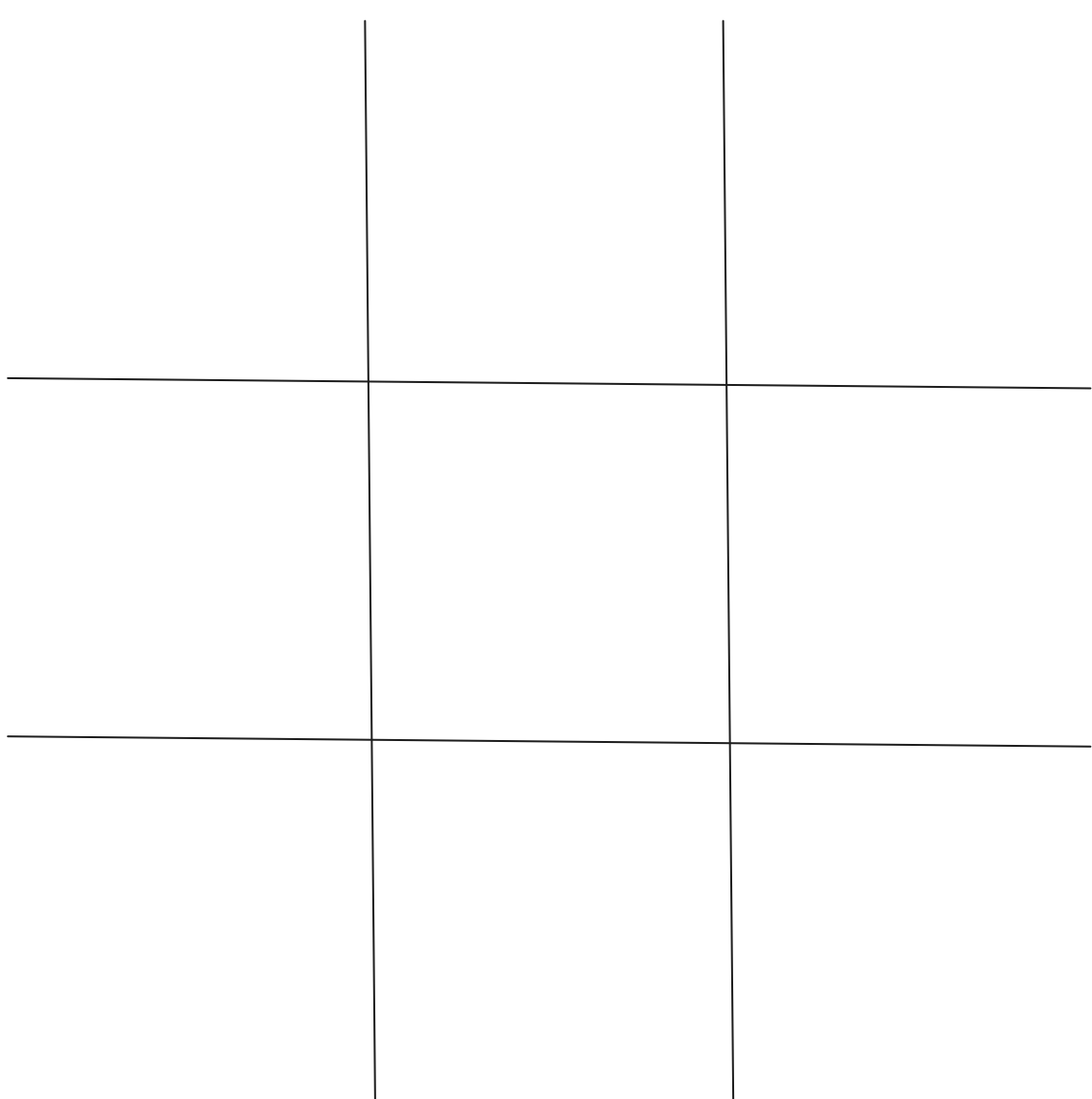
GAME 2



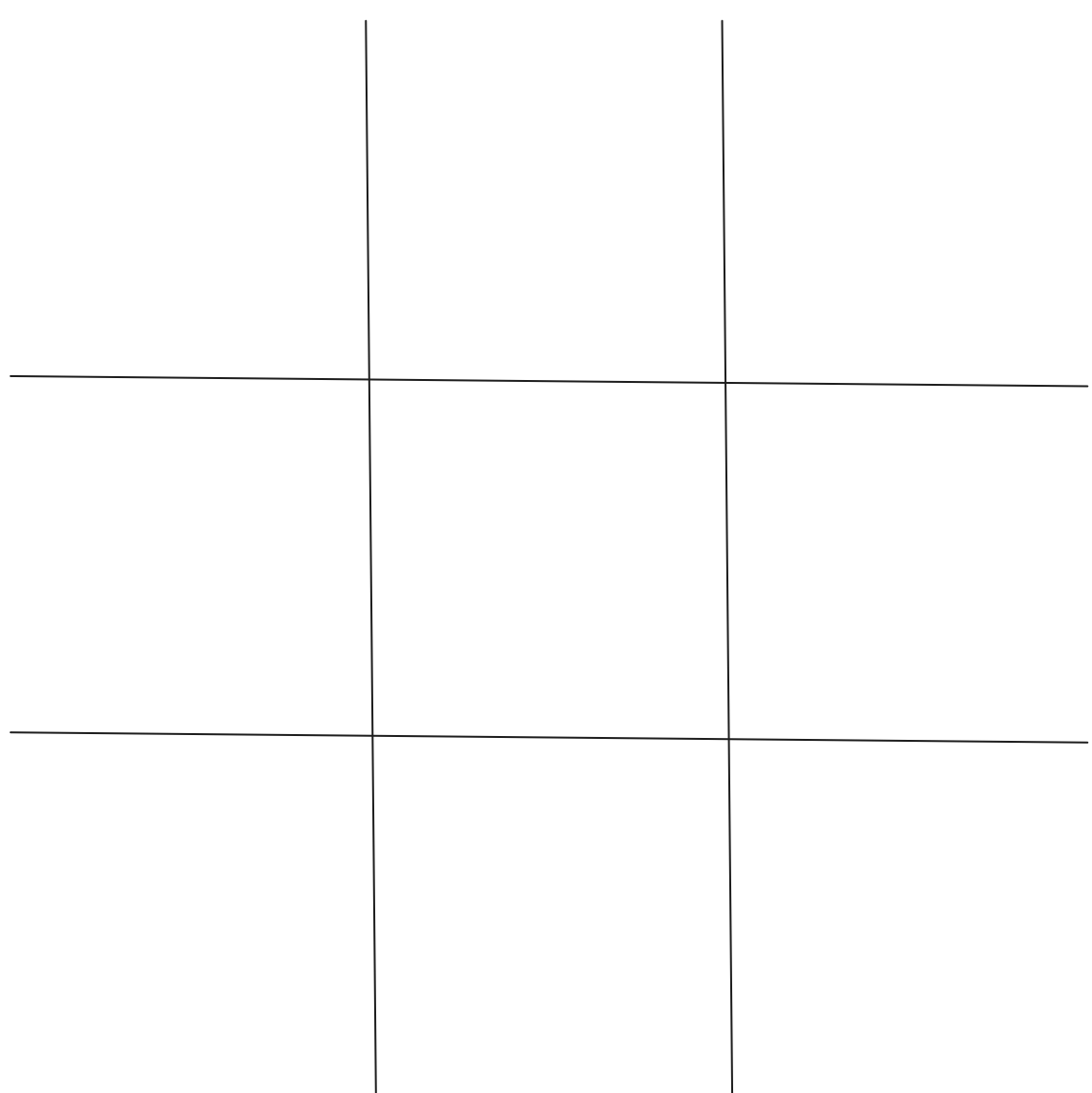
GAME 3



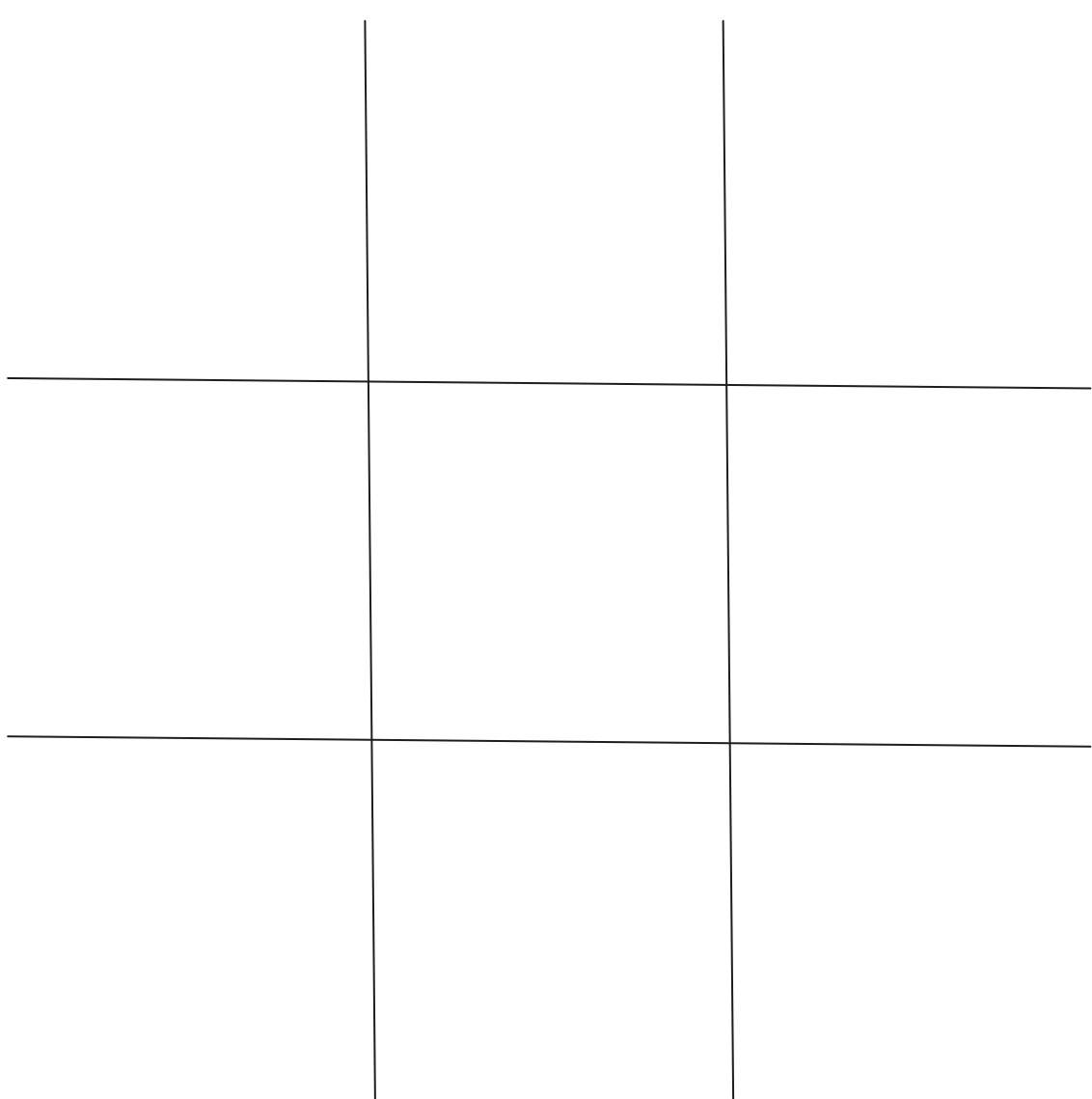
GAME 4



GAME 5



GAME 6



S-O-S

2 PLAYERS • PENCIL AND PAPER

Take turns writing either S or O in any empty square. Make S–O–S across, down or diagonally to score 1 point; mark that sequence and take another turn. Most points when the grid is full wins.

GAME 1 • SCORE: ____ / ____

GAME 2 • SCORE: ____ / ____

GAME 3 • SCORE: ____ / ____

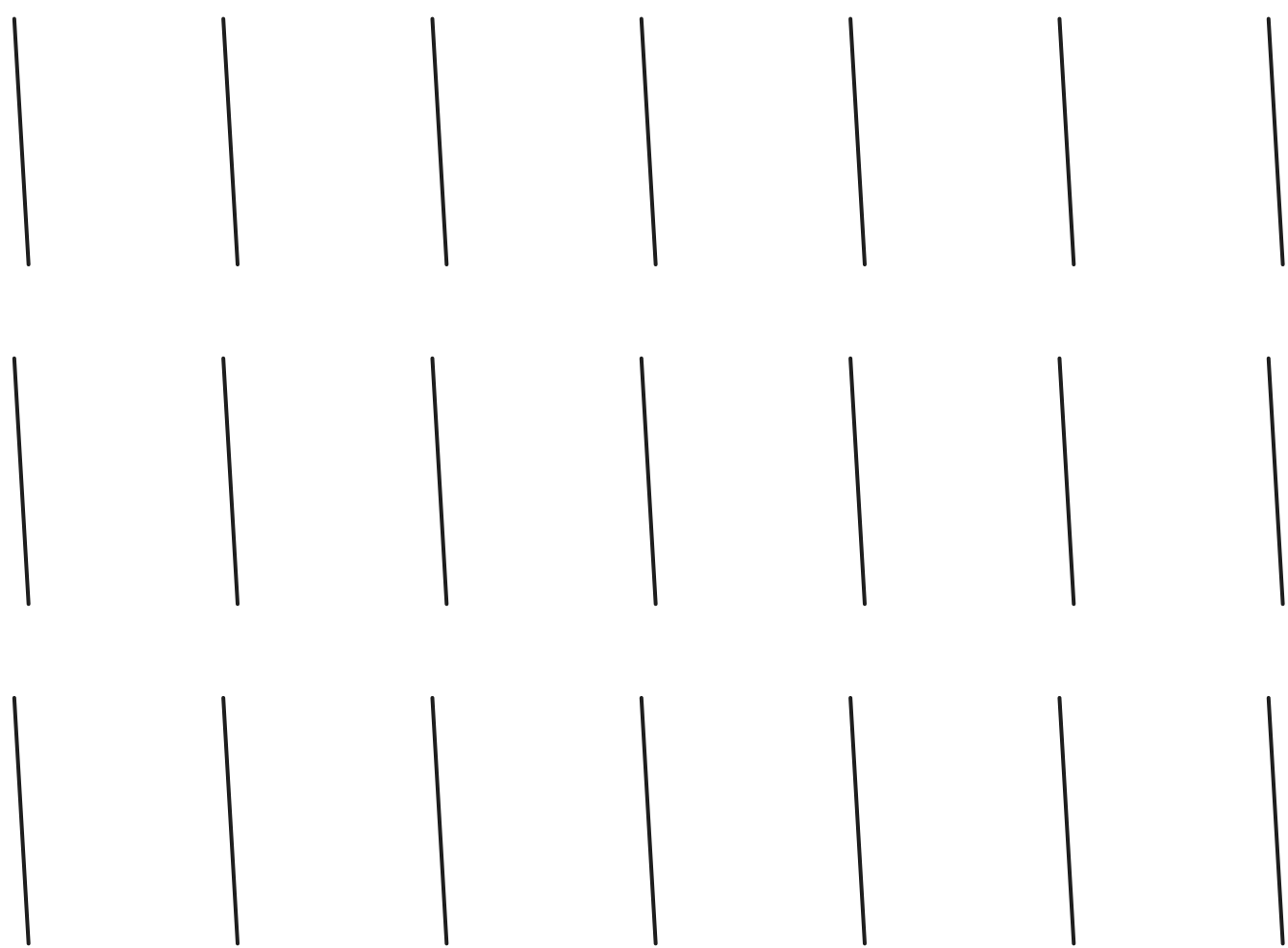
GAME 4 • SCORE: ____ / ____

THE 21 STICKS GAME

2 PLAYERS • PENCIL AND PAPER

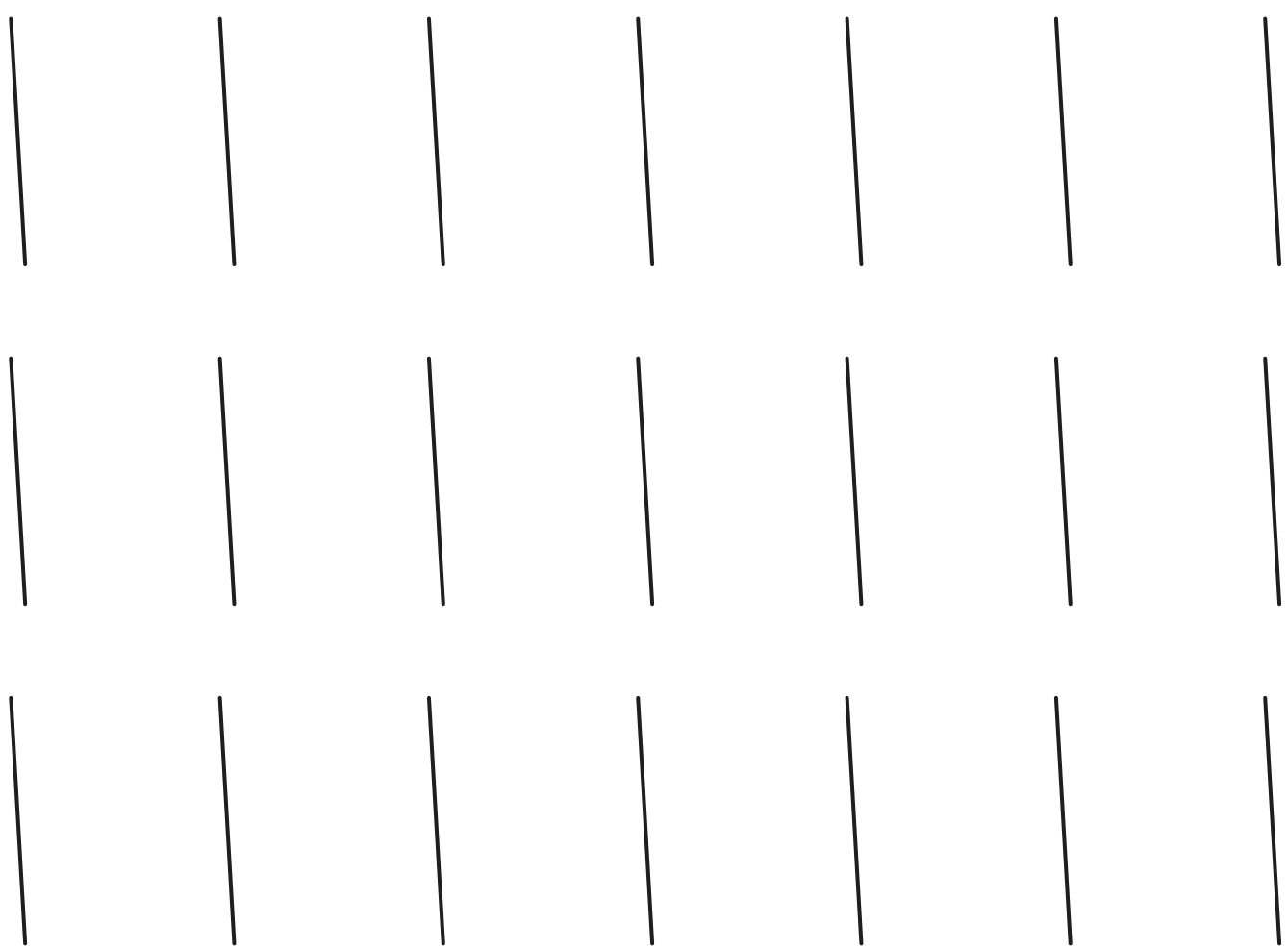
Start with 21 sticks. On each turn, cross out 1, 2 or 3 sticks. You must cross out at least one. The person who crosses out the LAST stick wins. Play again: can you spot a winning strategy?

ROUND 1 • WINNER: _____



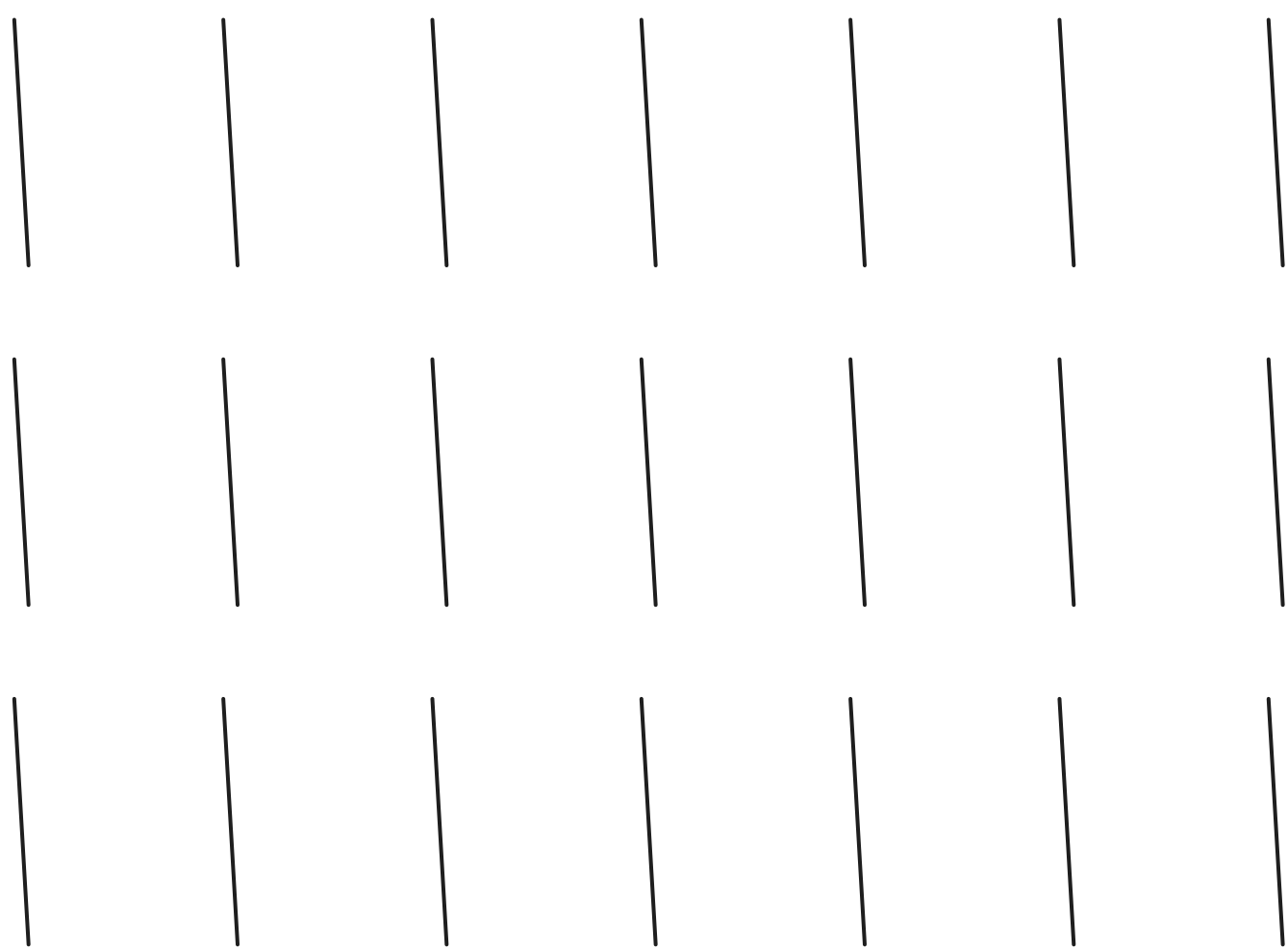
CROSS OUT 1, 2 OR 3 EACH TURN

ROUND 2 • WINNER: _____



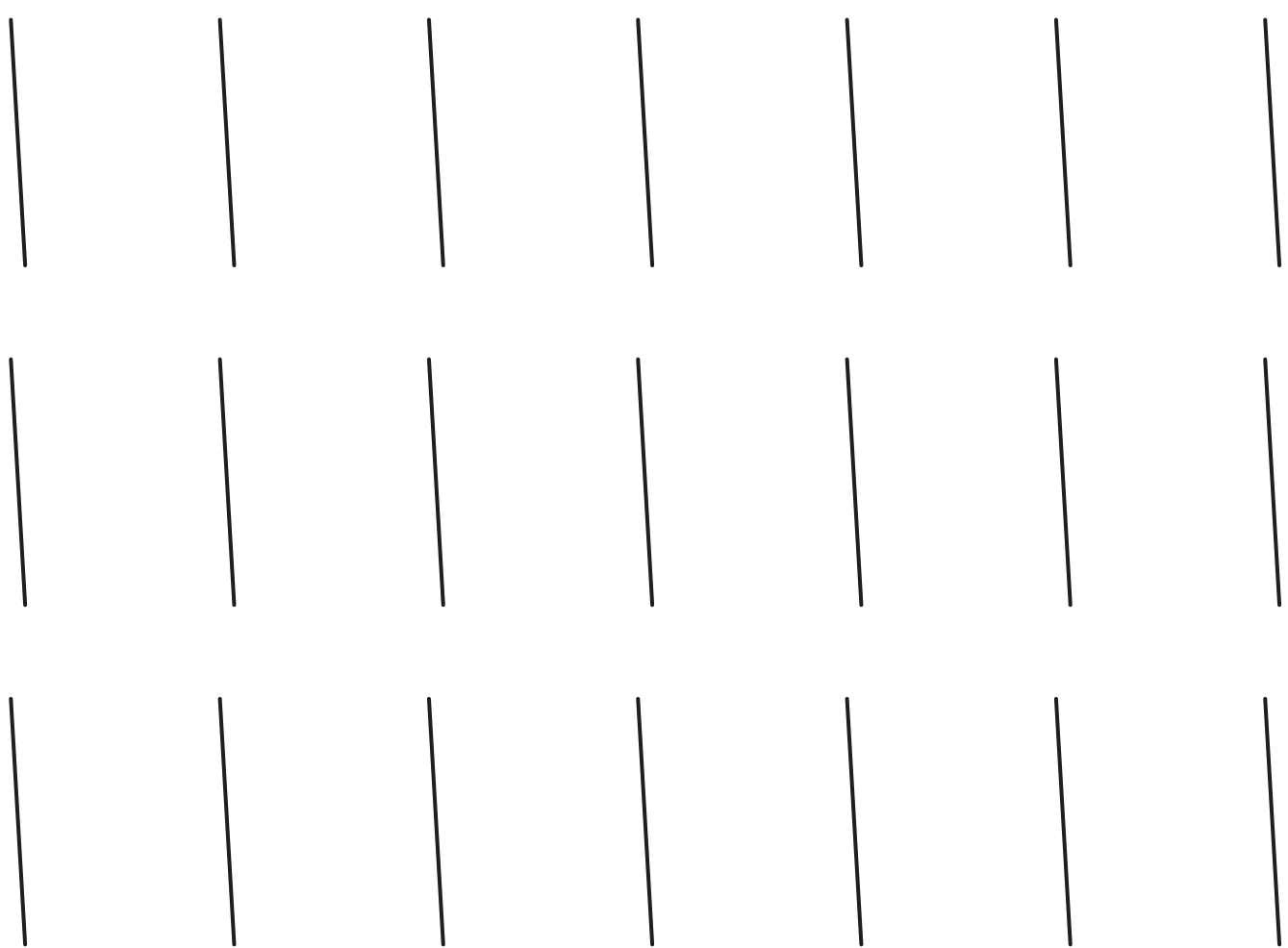
CROSS OUT 1, 2 OR 3 EACH TURN

ROUND 3 • WINNER: _____



CROSS OUT 1, 2 OR 3 EACH TURN

ROUND 4 • WINNER: _____



CROSS OUT 1, 2 OR 3 EACH TURN

FOUR IN A ROW

2 PLAYERS · PENCIL AND PAPER

Choose X or O. Take turns choosing a column and marking the LOWEST empty square. Marks must stack upwards (no floating marks). First to get four in a row (across, up or diagonally) wins. Swap who goes first each game.

GAME 1 X: _____ O: _____

1 2 3 4 5 6 7

↑ FILL FROM THE BOTTOM

GAME 2 X: _____ O: _____

1 2 3 4 5 6 7

↑ FILL FROM THE BOTTOM