FREE PRINTABLE

Pencil, Paper, Play!

6 GAMES FOR 2 PLAYERS

Six classic games to play with a partner. All you need is a pencil each. Print the page for the game you want and play as many rounds as you like.

Game 1

Dots & Boxes

Join the dots. Close a box and take another turn.



Game 2

Battleships

Hide your fleet. Call a square and sink theirs.



Game 3

X + O's

Three in a row wins. Six boards to play.



Game 4

S-O-S

Make S-O-S across, down or diagonally to score.



Game 5

The 21 Sticks Game

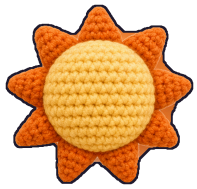
Cross out 1, 2 or 3. Take the last stick to win.



Game 6

Four in a Row

Stack your marks and connect four.



PENCIL, PAPER, PLAY!

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

Try next: **Battleships**

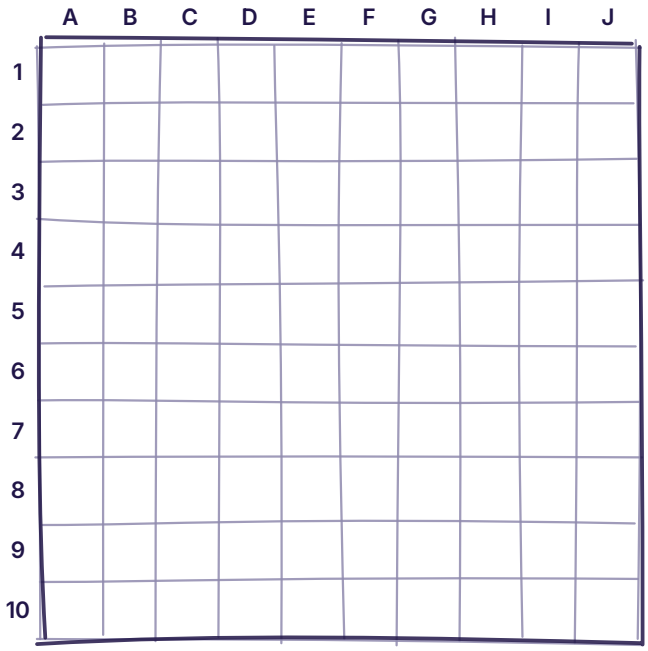
PENCIL, PAPER, PLAY!

Battleships

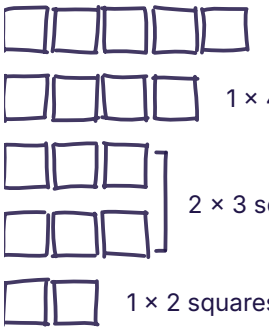
2 PLAYERS · PENCIL AND PAPER

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



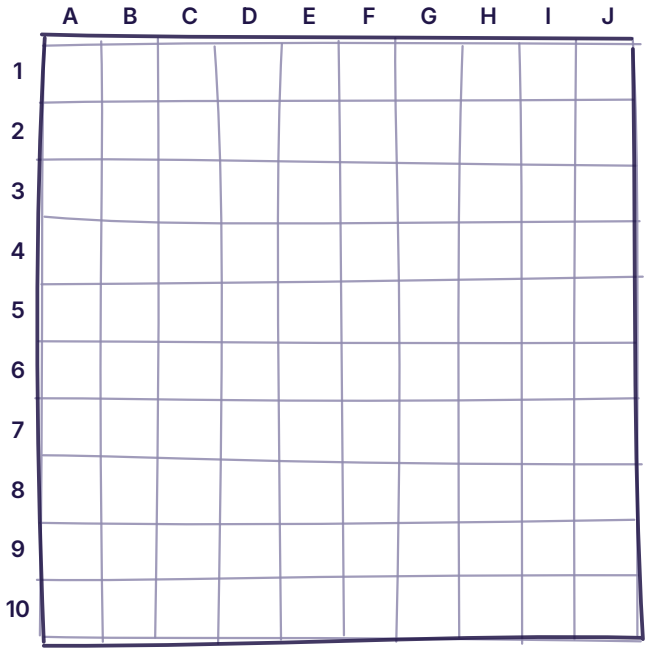
YOUR FLEET



Ships go across or down. Never diagonally or overlapping.



My shots



MARK YOUR GUESSES

X = hit

O = miss

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

Try next: X + O's

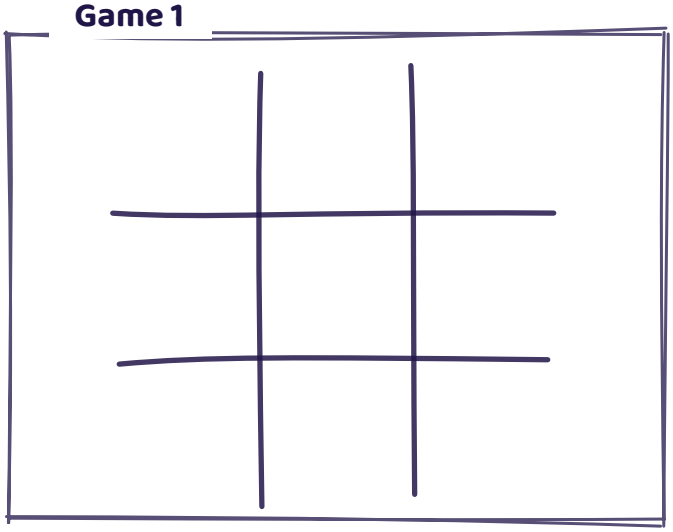
PENCIL, PAPER, PLAY!

X + O's

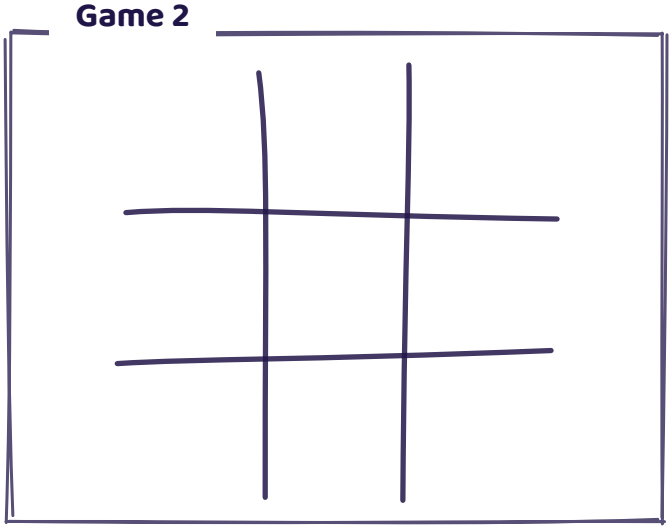
2 PLAYERS · PENCIL AND PAPER

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.

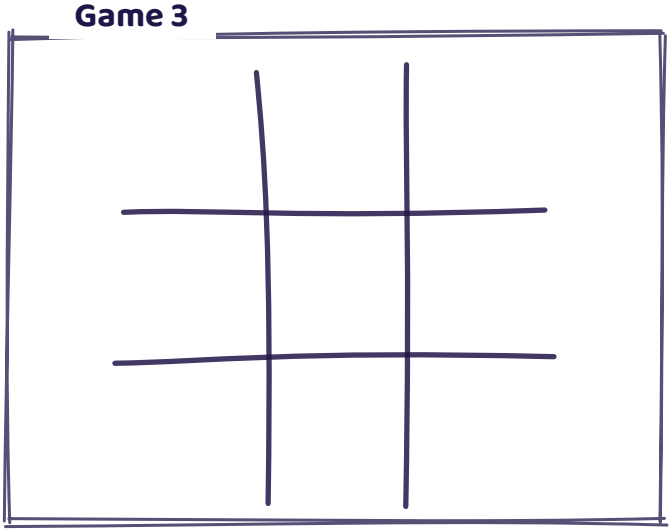
Game 1



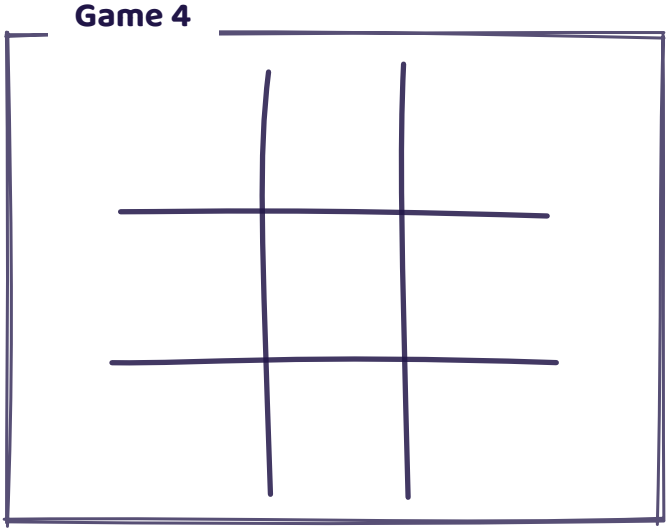
Game 2



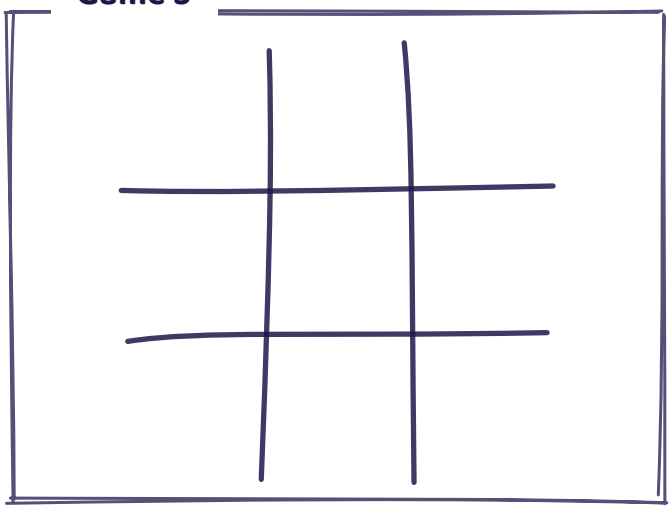
Game 3



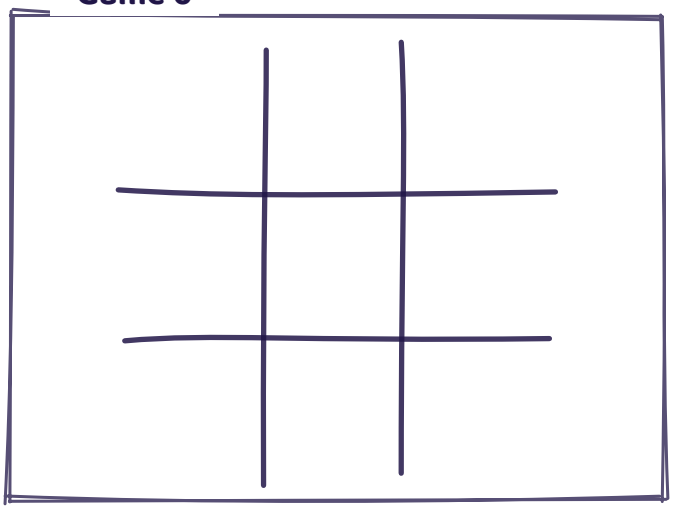
Game 4



Game 5



Game 6



Try next: S-O-S

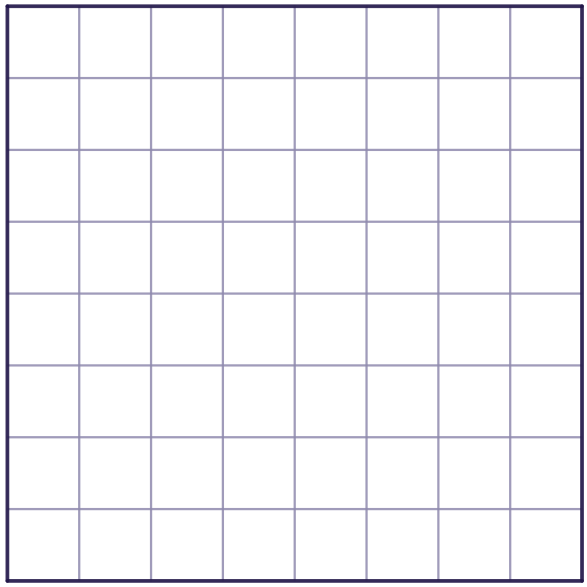
PENCIL, PAPER, PLAY!

S-O-S

2 PLAYERS · PENCIL AND PAPER

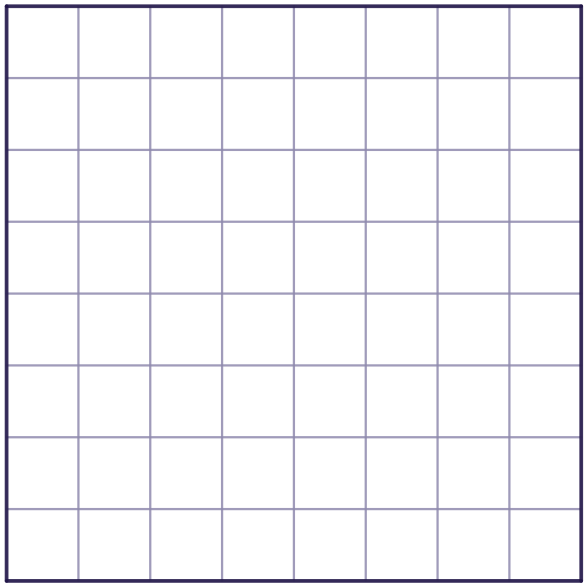
Take turns writing either S or O in any empty square. Make S-O-S across, down or diagonally to score 1 point. Mark that sequence and take another turn. Most points when the grid is full wins.

Game 1



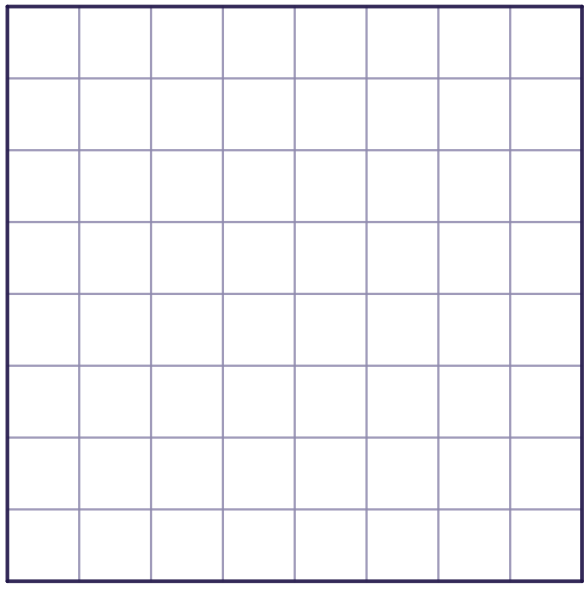
Score: _____ / _____

Game 2



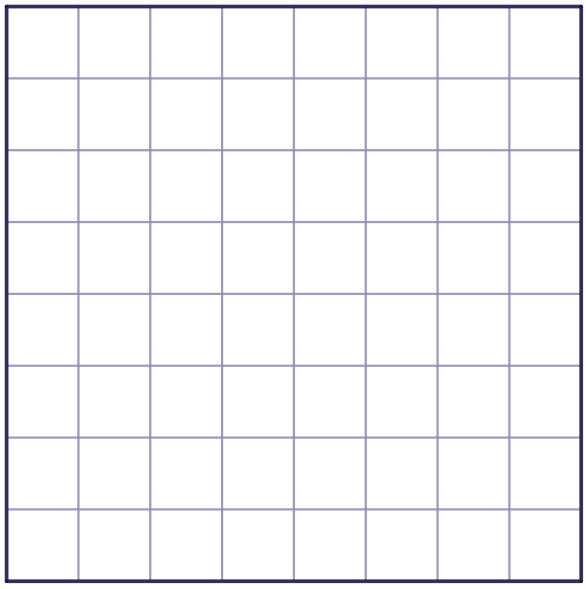
Score: _____ / _____

Game 3



Score: _____ / _____

Game 4



Score: _____ / _____

Try next: **The 21 Sticks Game**

PENCIL, PAPER, PLAY!

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: _____

Round 2

Winner: _____

Round 3

Winner: _____

Round 4

Winner: _____

Try next: **Four in a Row**

PENCIL, PAPER, PLAY!

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

Back to Dots & Boxes