

MAKE YOUR OWN

BOARD GAMES

by

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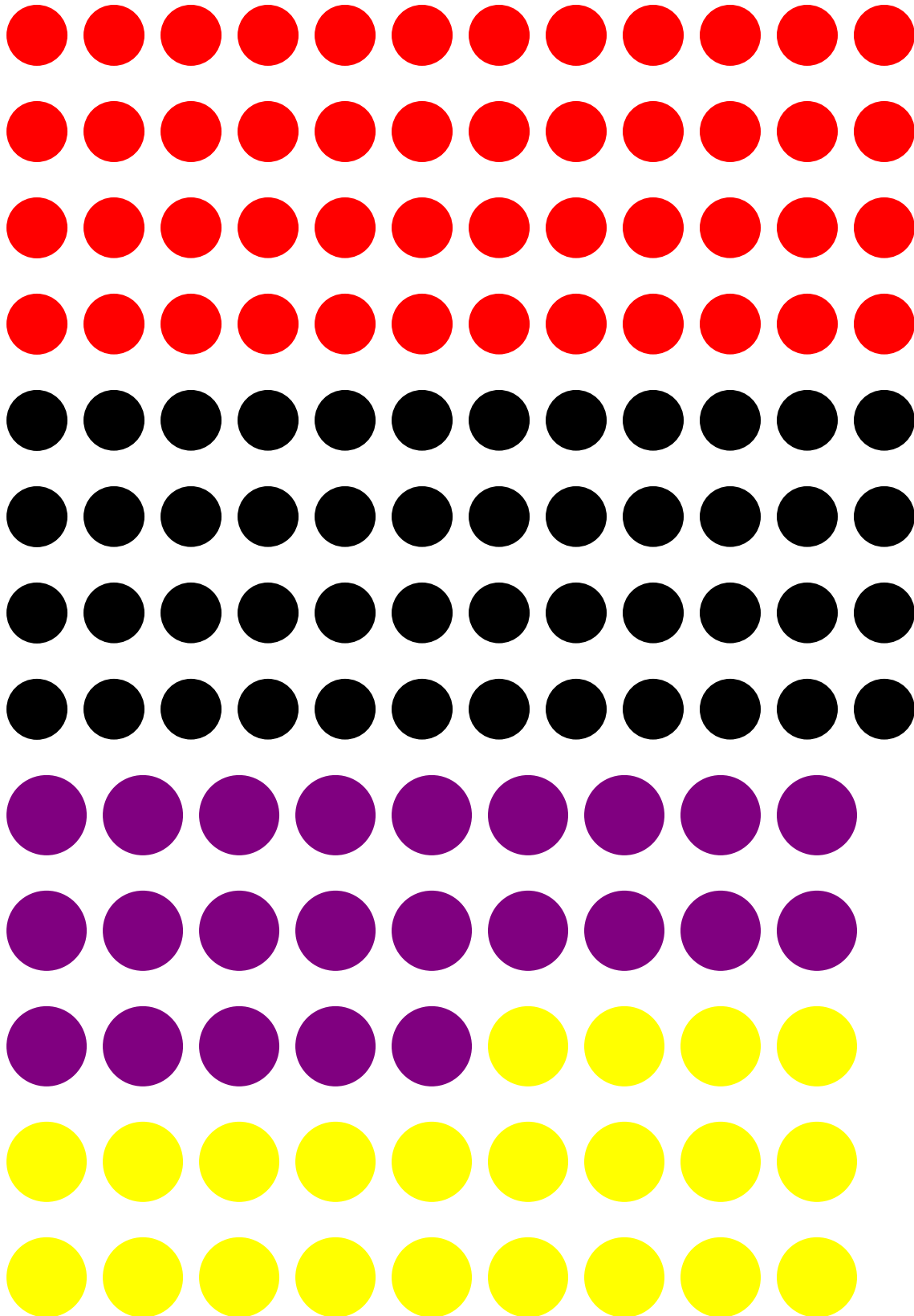
Preparing the Board Games

Board Games can be printed and played in the size provided or printed and enlarged on a photocopier.

Board Games can be printed onto card or printed onto paper and laminated to make them more durable.

Markers are provided for you to print onto card and cut out or use your own plastic markers, buttons or glass beads.

Travel Games can be made by gluing pieces of Velcro onto a laminated board and onto the markers.



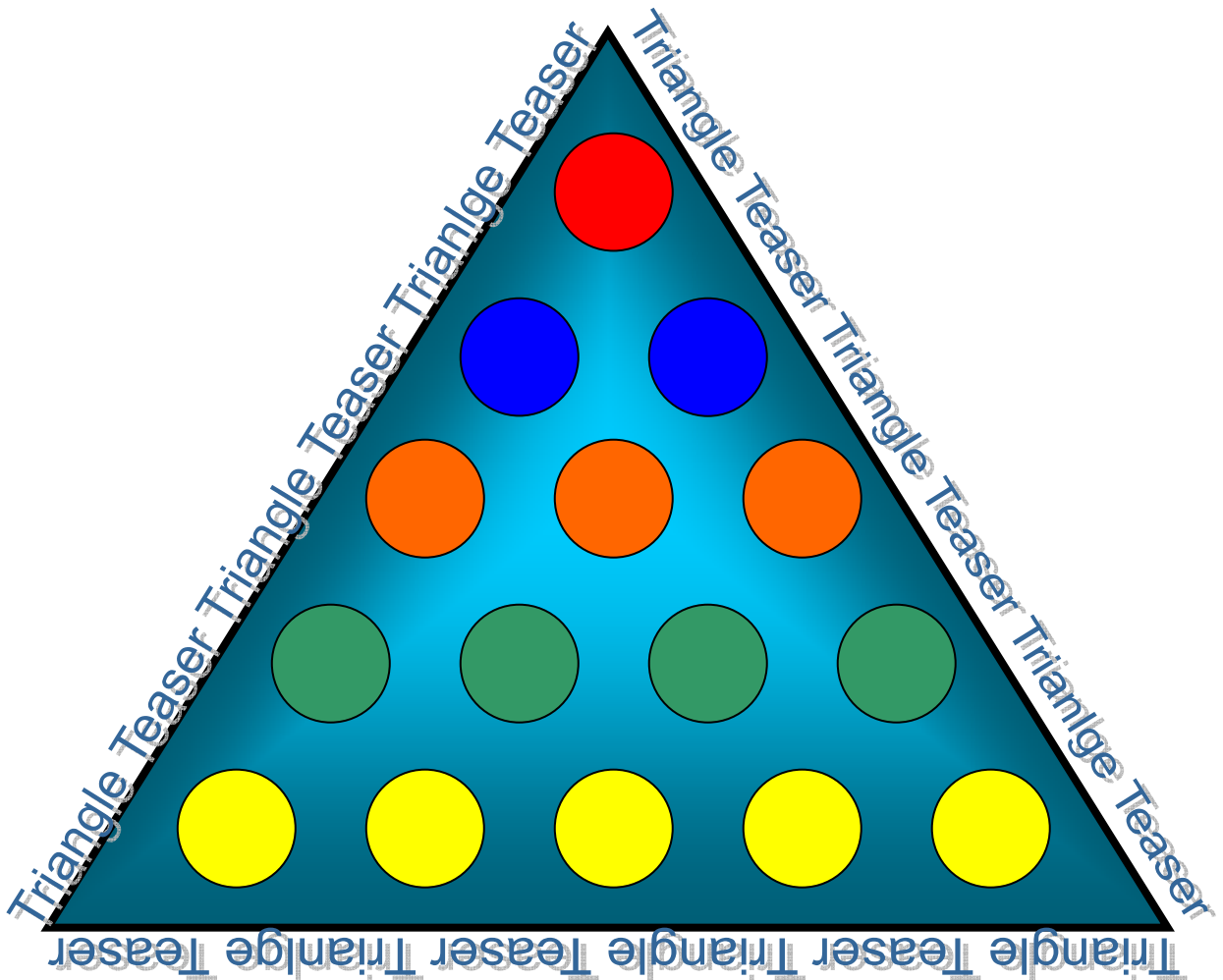
Print and cut out markers to use for games.

Triangle Teaser

2 players

Need – 15 markers

Place a marker on each circle.
Take turns removing 1 or more markers from a row.
From the bottom row you could take 1, 2, 3, 4 or 5 markers.
You can only take markers from one row on your turn.
The player who takes the last marker is the loser.

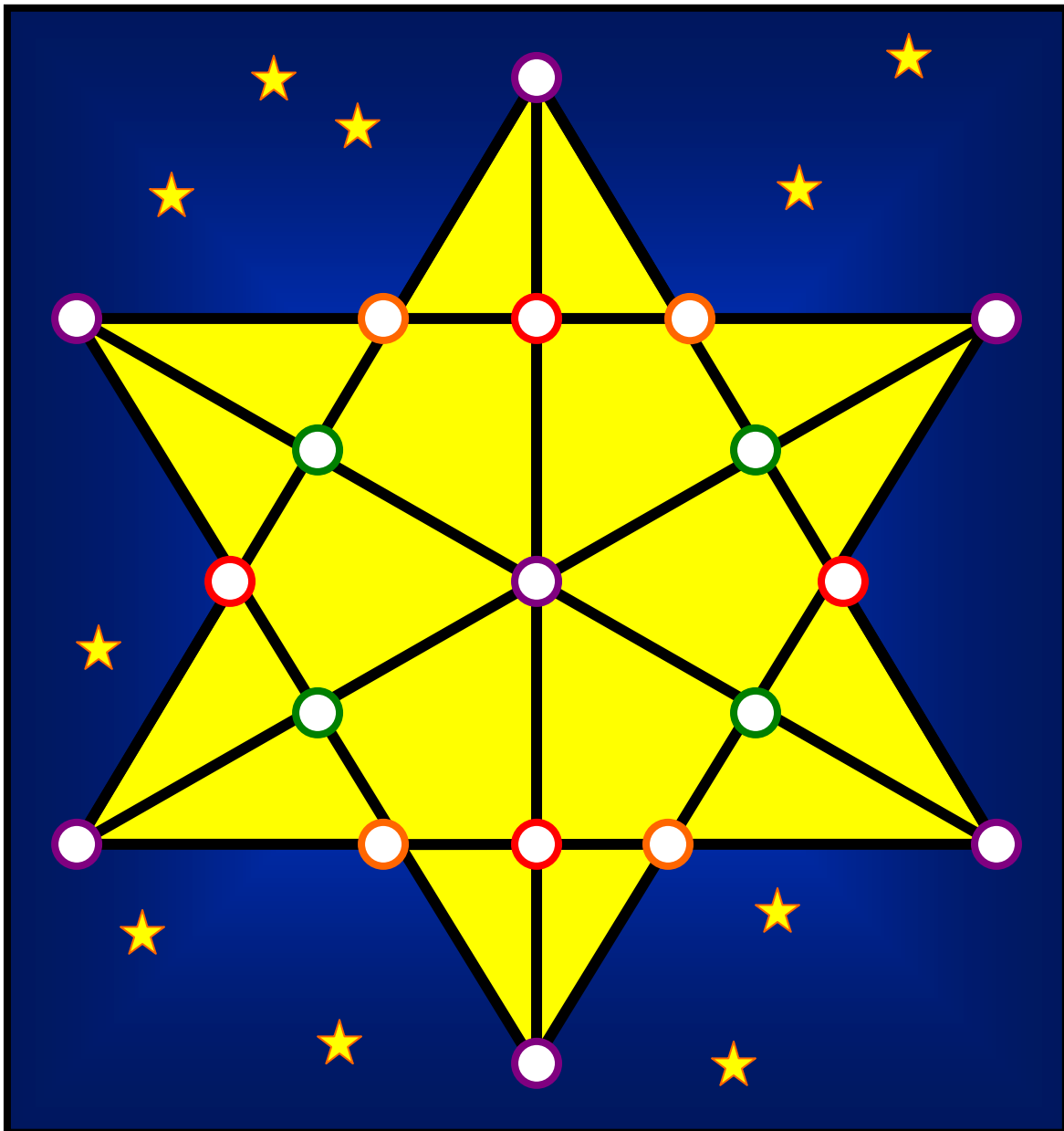


★ Star Board ★

2 players

Need – 20 markers – 10 of one color and 10 of another color

Players take turns to place one of their markers on a circle.
The first player to make a line of 4 markers in a row is the winner.
Only one marker can be placed on a circle.



Four in a Row Add'em

2 Players
Need - 2 sets of
markers in 2 different
colors, 2 dice

Players take turns to roll
the 2 dice. The numbers
shown are then added
together and the player
can cover the number
with one of his counters.
The first player to cover 4
in a row horizontally,
vertically or diagonally is
the winner.

If a player rolls the dice
and adds the numbers
shown but can't find this
number as it has been
covered, the player
doesn't put any marker
on the board for this turn.

4	8	11	3	9	3	6
6	3	6	4	7	8	12
10	9	12	5	2	10	4
5	2	9	7	11	5	7
12	10	10	4	6	8	2
7	11	5	8	3	11	9

Four in a Row Times

Need - 2 sets of markers in 2 different colors, 2 dice

Players take turns to roll the 2 dice. The numbers shown are multiplied together and the player can cover the number with one of his counters.

The first player to cover 4 in a row horizontally, vertically or diagonally is the winner.

If a player rolls the dice and multiplies them but can't find this number as it has been covered, the player doesn't put any marker on the board for this turn.

1	30	5	12	25	6	18	8	3
24	4	15	10	36	30	2	16	9
9	3	16	6	20	12	24	5	10
6	16	12	1	18	3	15	20	4
25	2	8	20	9	30	36	1	25
10	24	20	4	36	2	25	18	8
4	36	15	30	6	24	16	5	12

Alquerque

**A game for 2 Players
Need – Each player has
a set of 12 markers.
Each set is a different
color.**

One player puts her markers on the circles with the x's. The other player put his on the circles with the o's.

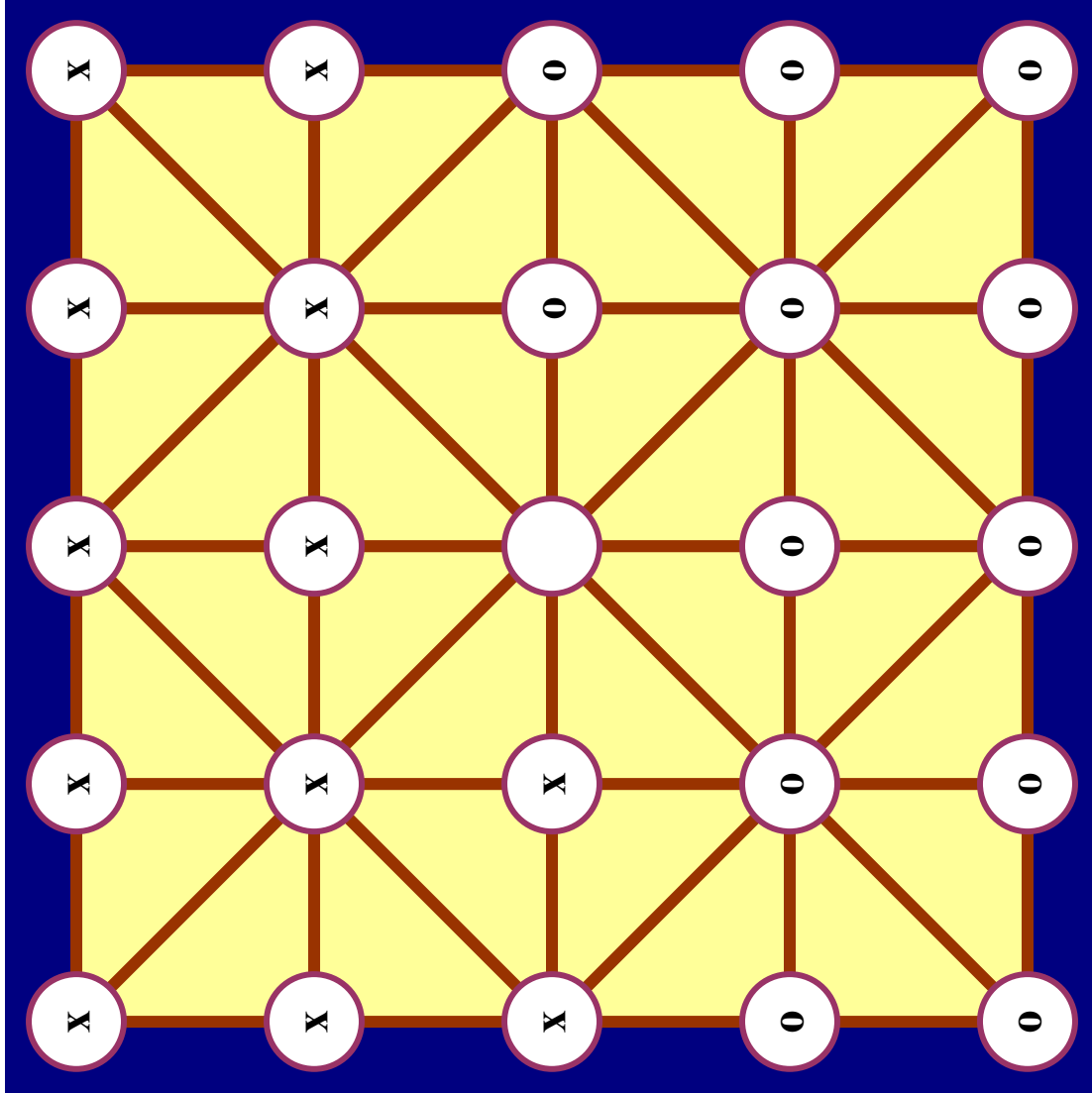
The object of the game is to capture all of the opponent's markers.

Players take turns moving one piece at a time.

Players can move from one circle to another circle but must move along a line and into an empty circle.

Or Players can jump over an opponent's marker and into an empty circle, capturing the opponent's marker.

A player can make several connected jumps in one turn capturing 2 or more pieces in one turn.



Double Take

2-4 players

Need – 25 markers

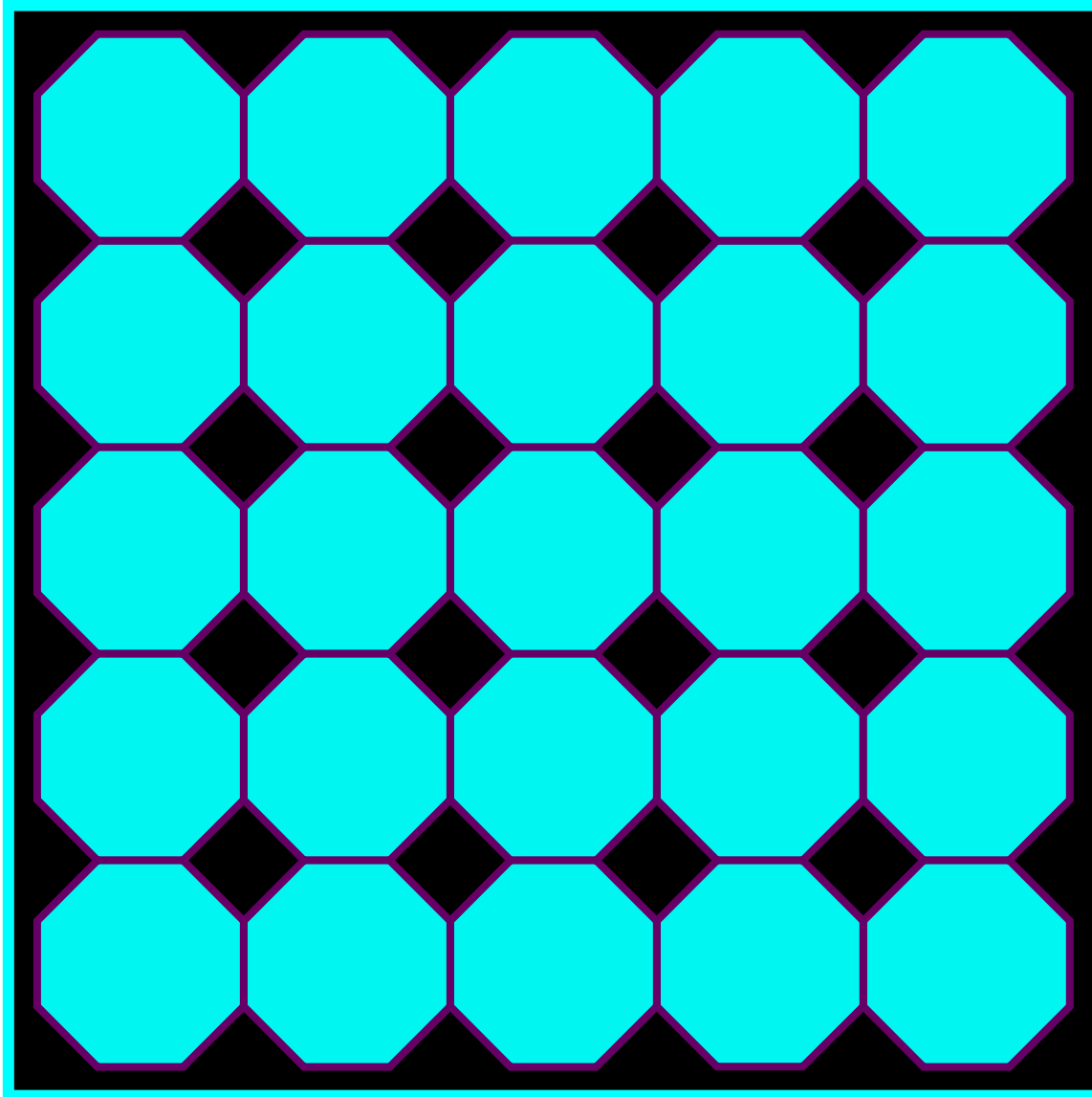
One marker is placed on each octagon.

Players take turns taking 2 markers off at a time.

The markers that are taken must be from

octagons that are joined along one edge.

The last player to remove a pair of markers is the winner.



Black and White

2-4 Players

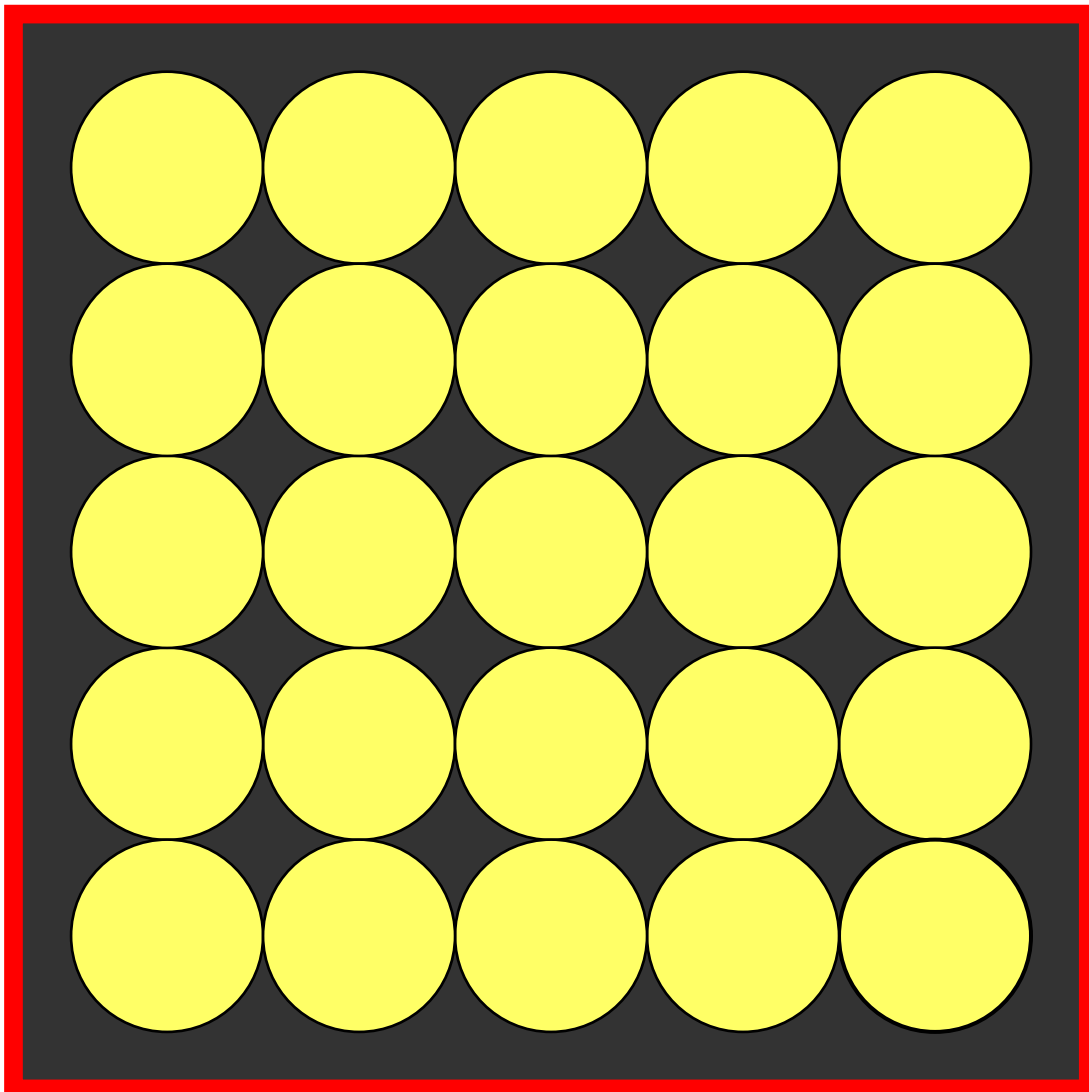
Need – 2 sets of markers in black and white (or any 2 different colors)

Players take turns placing a marker onto an empty circle.

Players can choose any colored marker during their turn.

A marker cannot be placed onto a circle that is touching another circle that contains the same colored marker.

The last player to place a marker is the winner.



Nine Men's Morris

2 Players

Need – 9 black markers and 9 white markers

The object of the game is to be the first to capture all but 2 of your opponent's men or to block your opponent from moving.

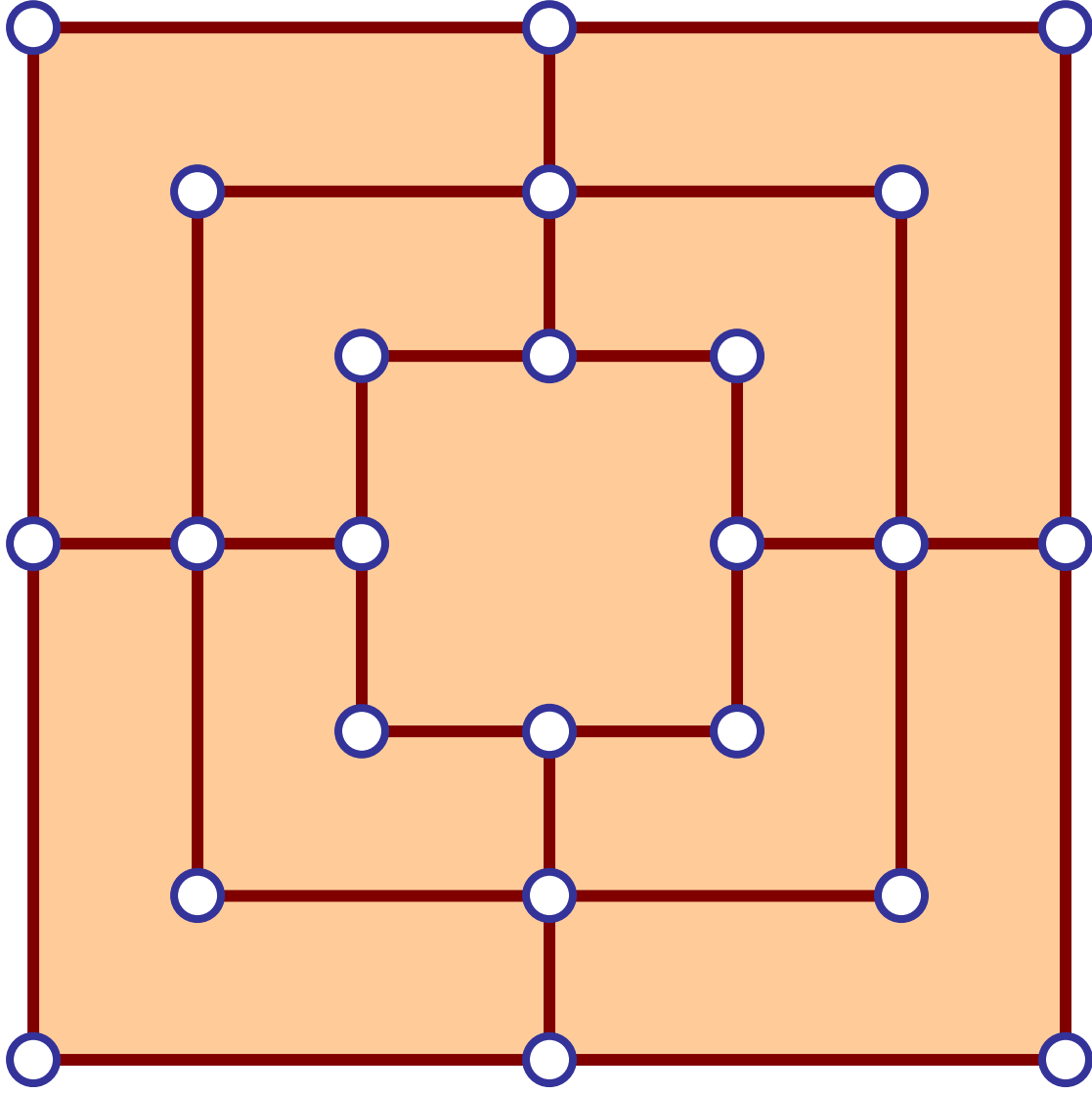
One player is black and one is white.

Players take turns placing one man at a time on a circle. If a player makes a row of 3 men – joined by a line - this is called a MILL. When a player makes a MILL, he then chooses one of his opponent's men to remove from the board. A player cannot remove a man from a MILL unless no other men are available.

When all pieces have been put on the board, players then move their men from circle to circle but only along a line. Players continue trying to make MILLS and removing their opponent's men from the board.

Once a player has only 3 men left, he is allowed to move his men to wherever he chooses on the board, still moving only one man at a time.

The first player to block their opponent and stop them from moving or to take all but 2 of their opponent's men is the winner



TWO GAMES IN ONE

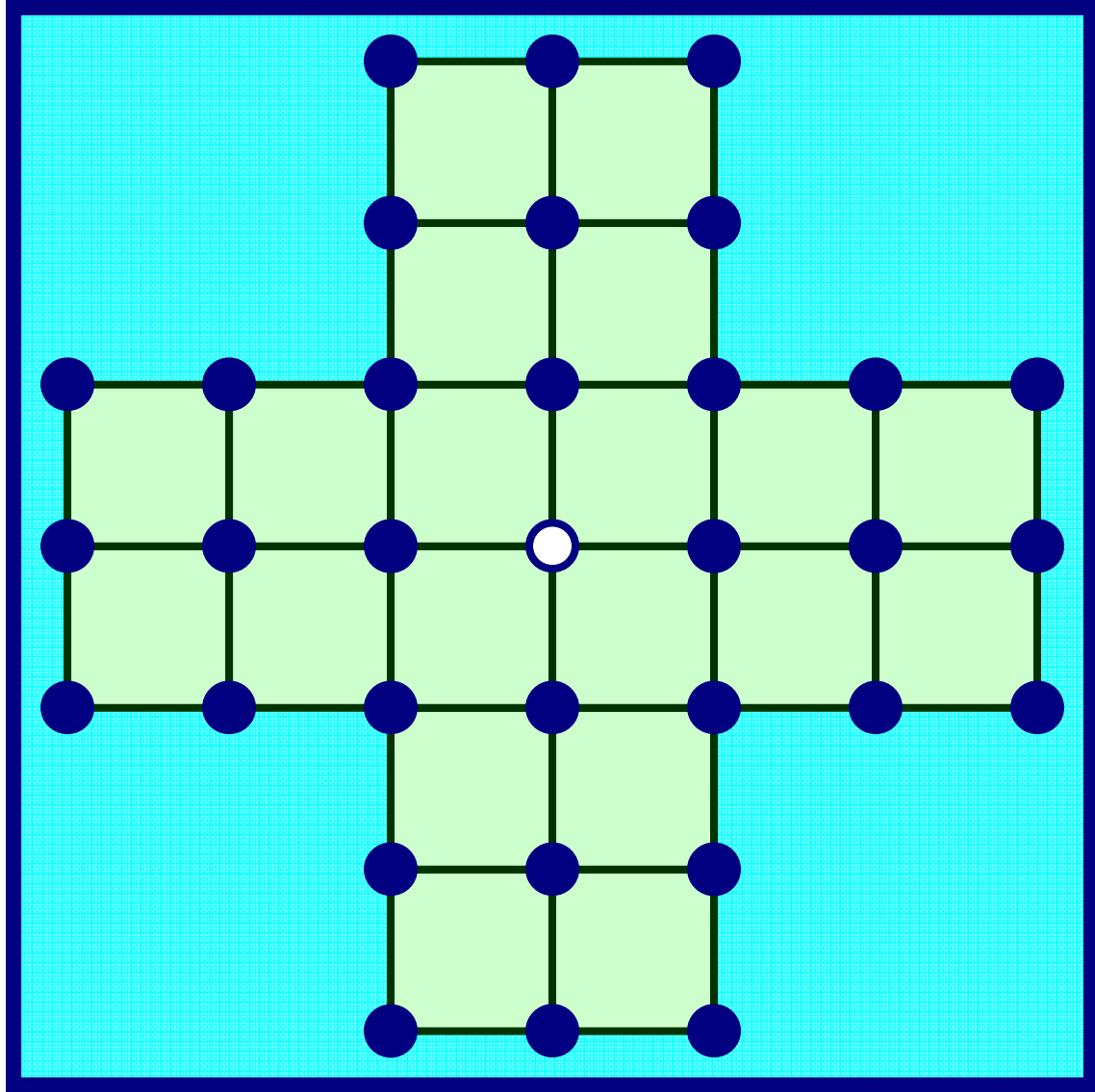
Need – a marker on each dark circle.

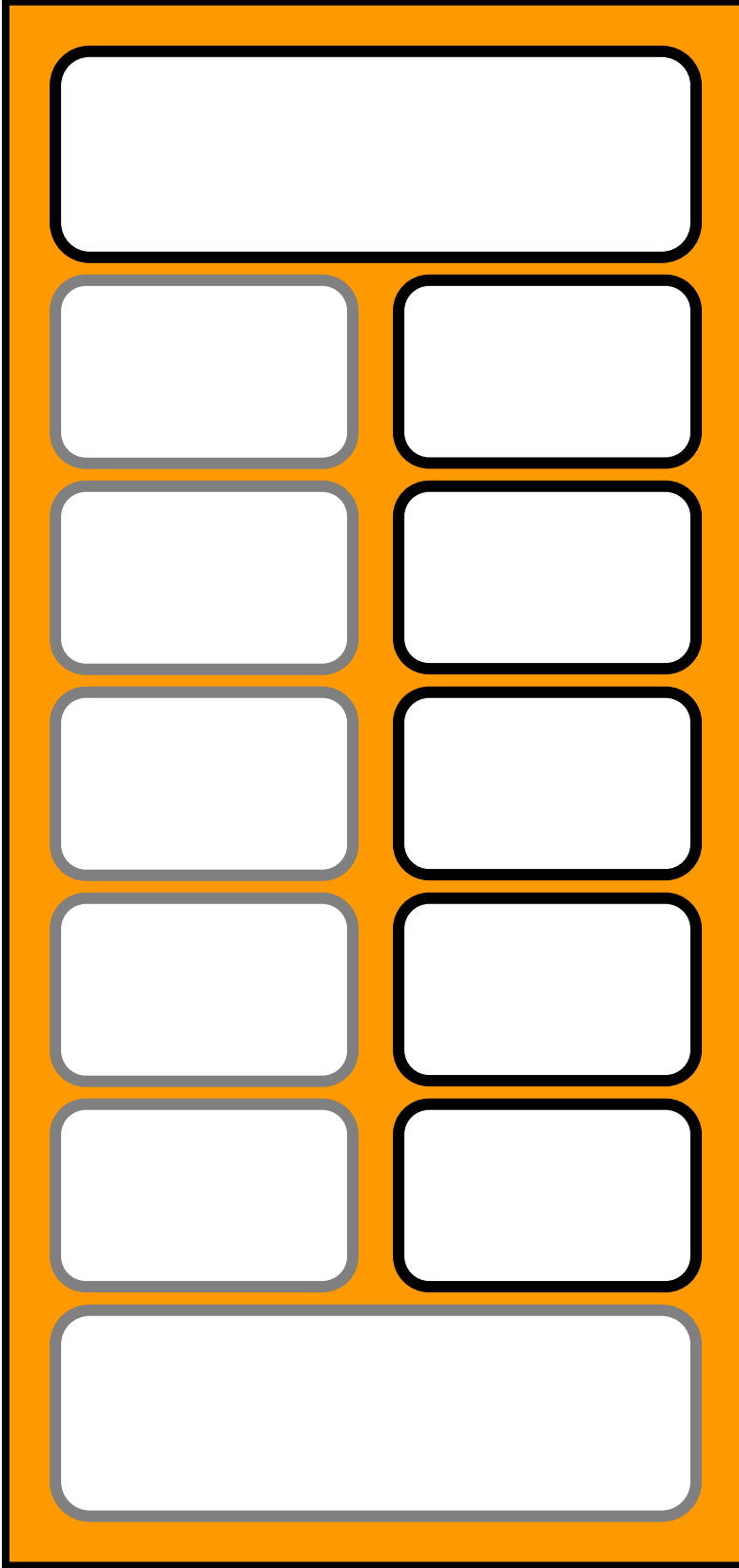
Solitaire Game

The object of the game is to be left with one marker in the centre circle. Moves are made by jumping a piece over another piece and into an empty circle. The piece that is jumped is then removed. Jumps can be vertical or horizontal but not diagonal.

2 Player Game

Players take turns jumping as above in the Solitaire Game. Each piece that is jumped is removed. AA player can make a sequence of jumps in one turn. The last player to make a jump is the winner.





2 Players

Need – 20 small markers (stones)

Place 2 markers in each of the small rectangles (bowls). One player owns the black bowls and the other the grey. The large bowl is the player's Mancala. Players take turns picking up all of the stones in a bowl and dropping one into each of the bowls to the right (moving clockwise).

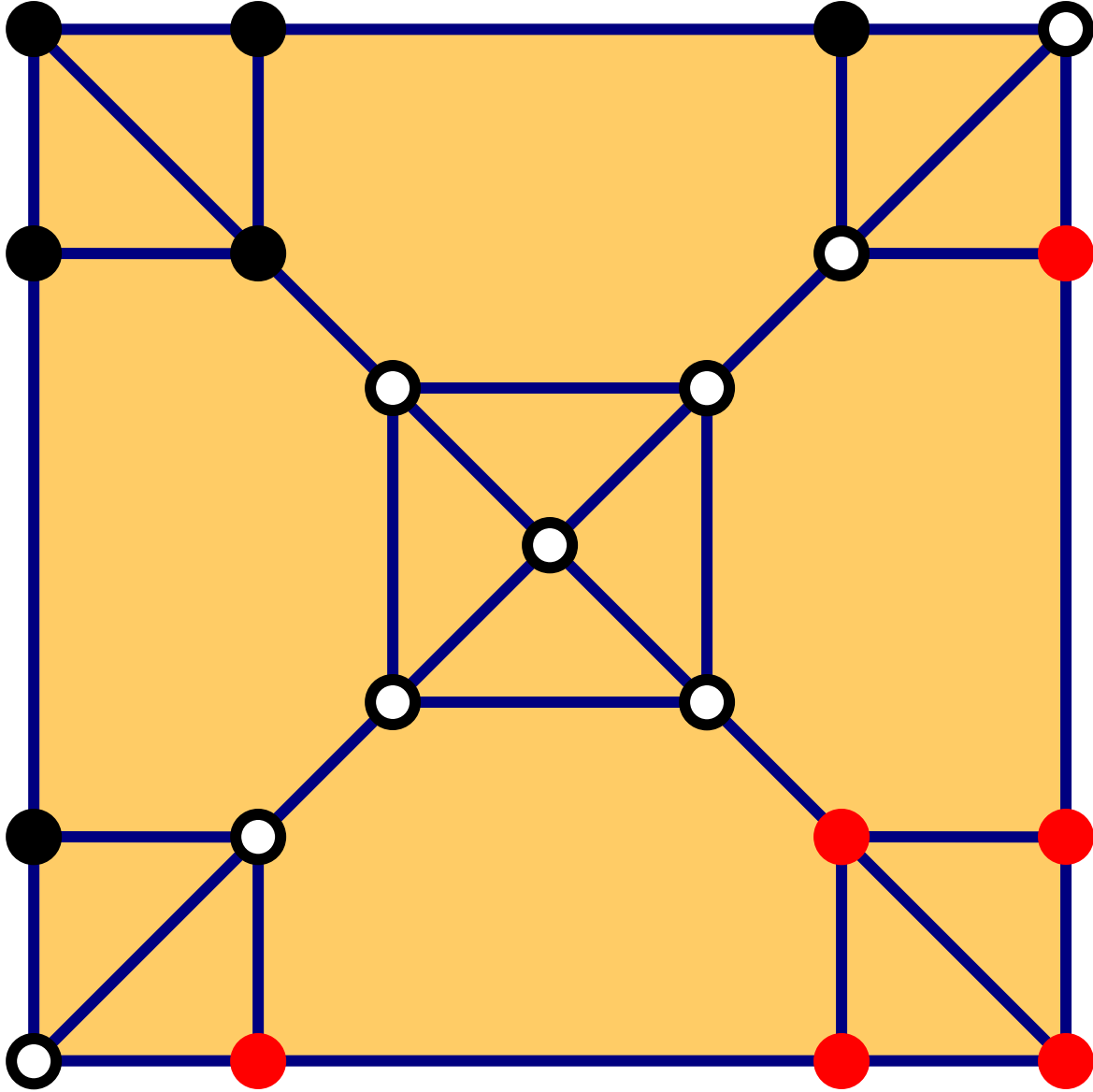
Mancala

When a player reaches his Mancala, he drops a stone into it. When a player reaches his opponent's Mancala he skips it and doesn't drop a stone in. The object of the game is to get as many stones into your Mancala as possible. The game ends when one player has no stones left in his small bowls. Extra rule – if a player has a turn and drops his last stone in his own Mancala, he has another go.

Capture

2 Players
Need – 6 markers of one color and 6 of another color

One player puts her markers on the red circles and the other player on the black circles. Players take turns sliding along a line into another circle. When a player surrounds a marker belonging to her opponent so that it can't be moved, the marker is captured. This marker is removed from the board. More than one marker can be surrounded and removed in a turn. The winner is the first person to capture all of their opponent's markers.

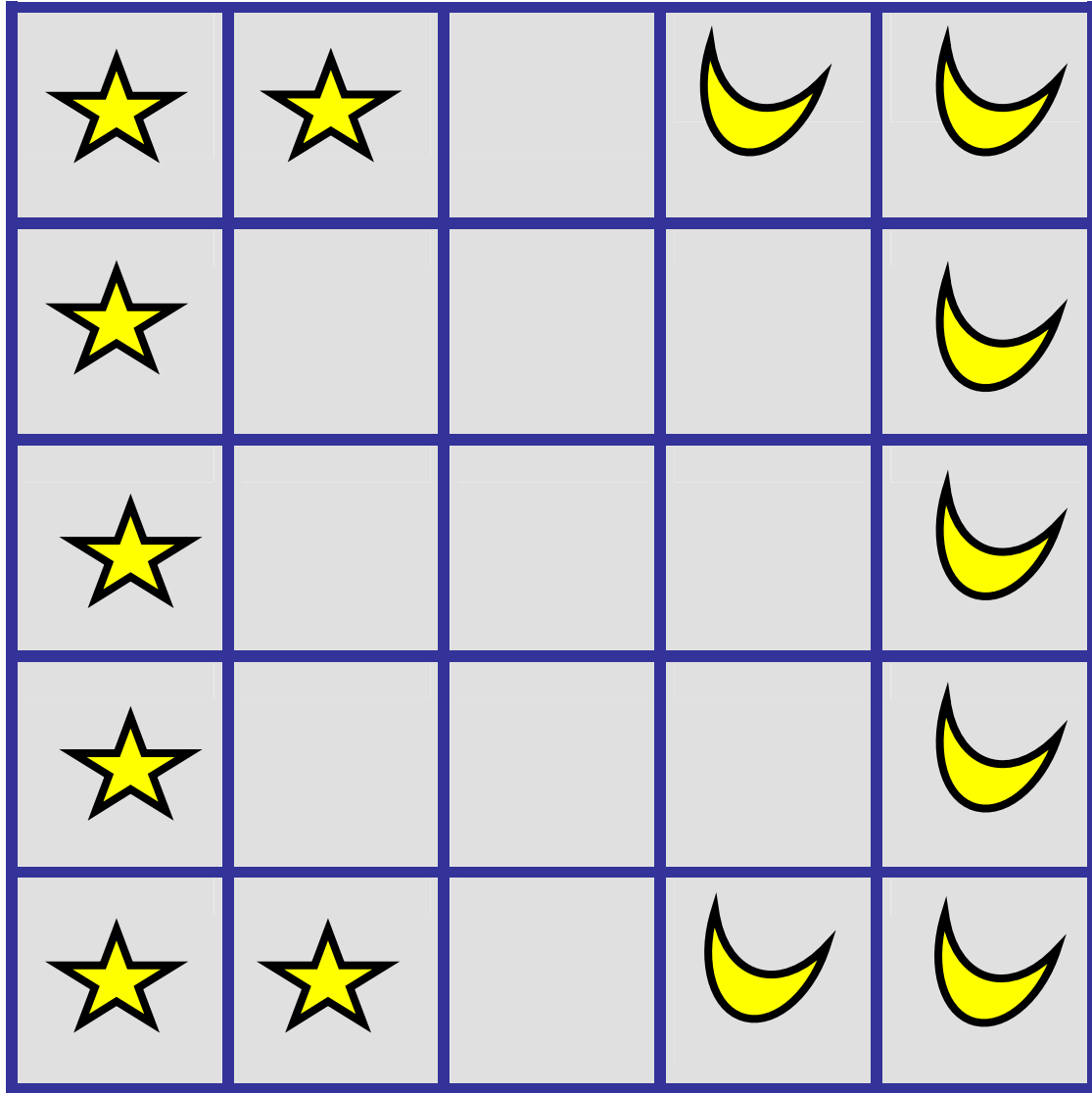


Stars and Moons Kono

2 players

Need – 2 sets of 7 markers

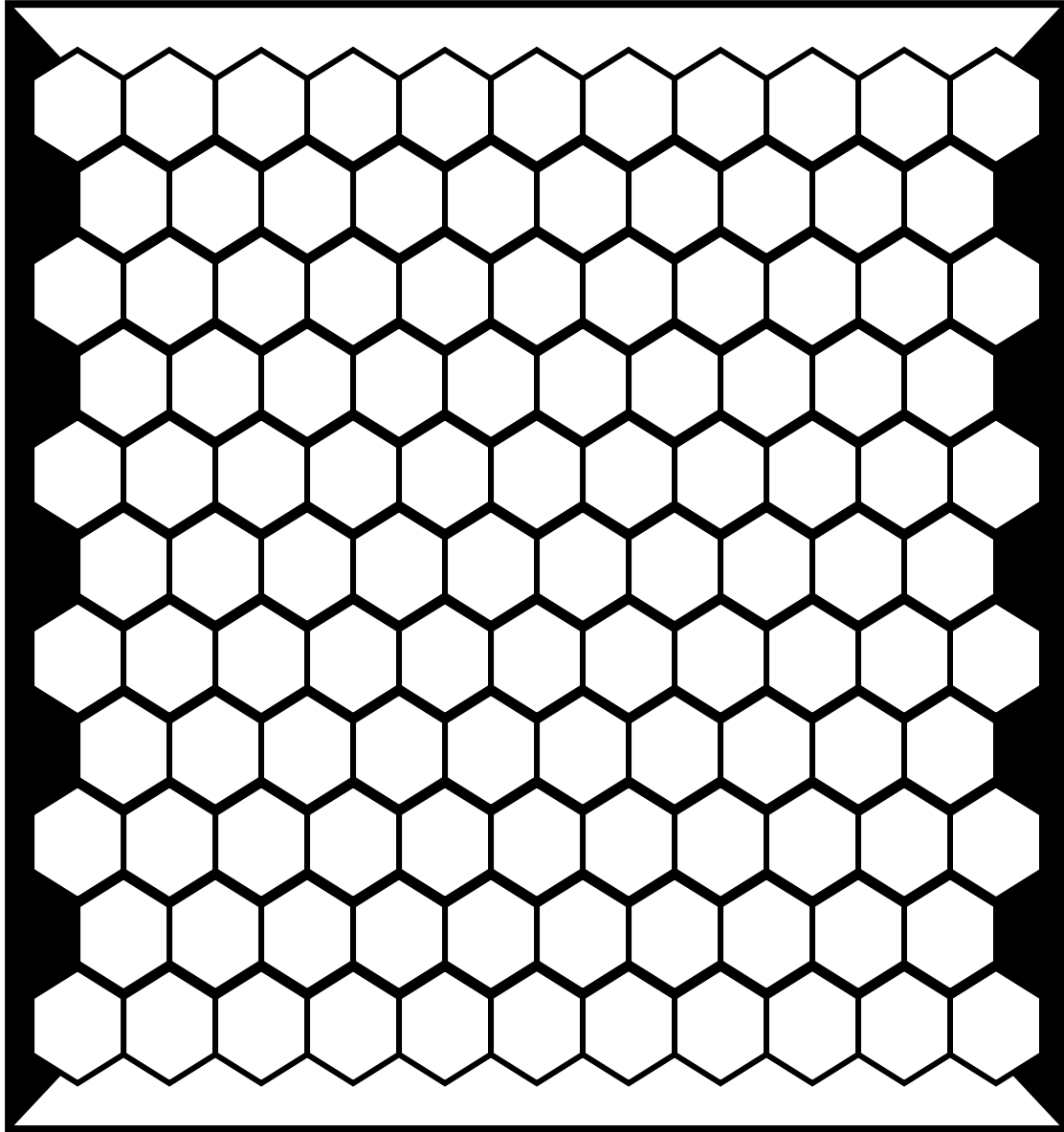
One player puts his markers on the stars and the other on the moons. Players take turns to move one of their pieces one square vertically, horizontally or diagonally. The first player to move all of his pieces to his opponents starting squares wins.



HEX

2 Players
Need – 2 sets of markers
in 2 different colors

One player is Black and tries to make an unbroken path from one Black side of the board to the opposite side. The other player is White and tries to make an unbroken path from one White side of the board to the opposite side. Players take turns placing their markers on the hexagons trying to make their path while they also try to block their opponent. Either player can use the corner hexagons. The first player to make his path is the winner.



Tic Tac Toe

Version 1

Use the grid to play regular *Tic Tac Toe* with 2 sets of different colored markers.

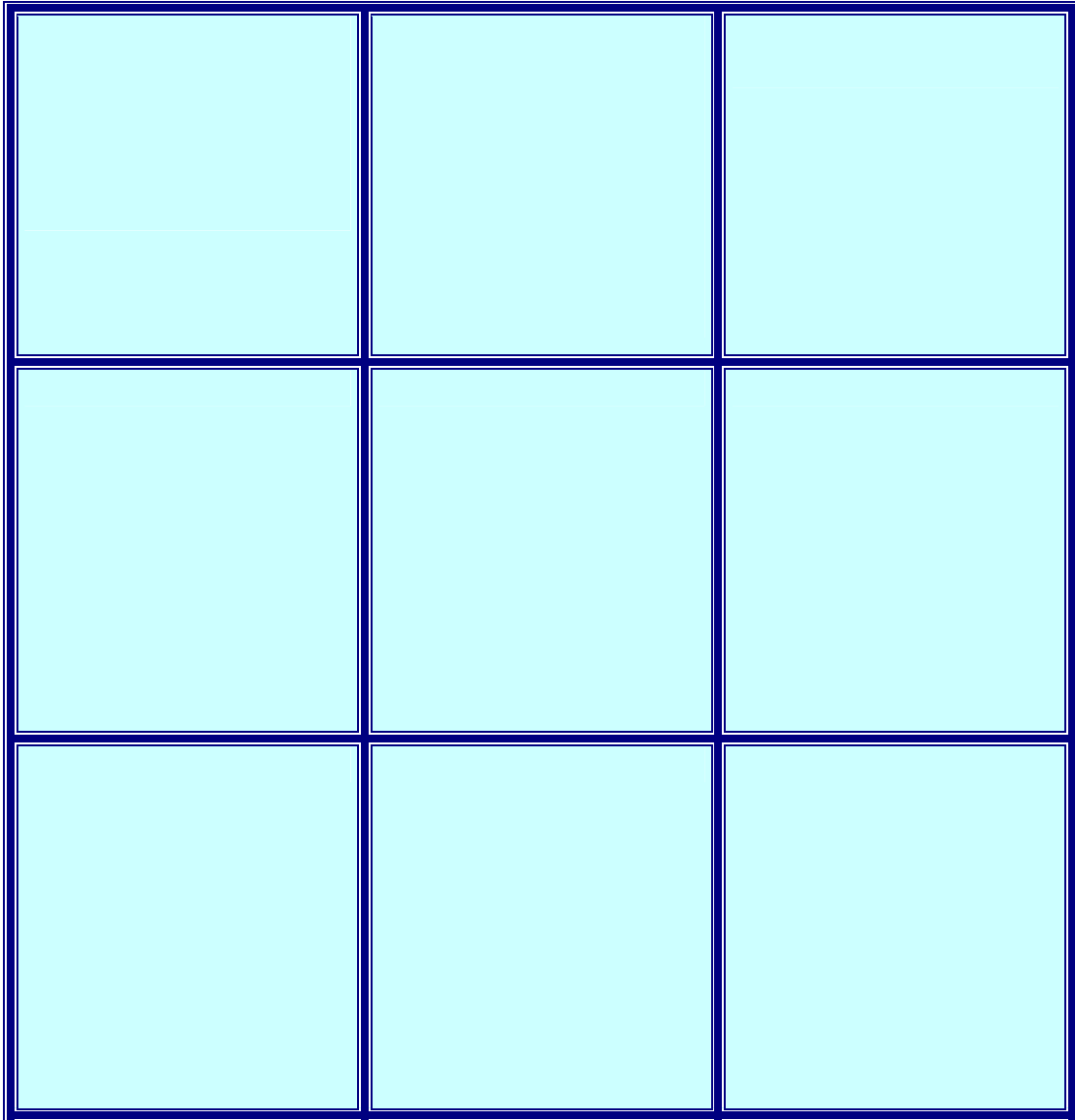
Or use beads, shells, buttons or candy.

Version 2

Use the grid to play *Sliding Tic Tac Toe*.

Each player has 3 markers.

When these have been placed players take turns sliding their markers to a joining square until someone has 3 in row.



Sliders

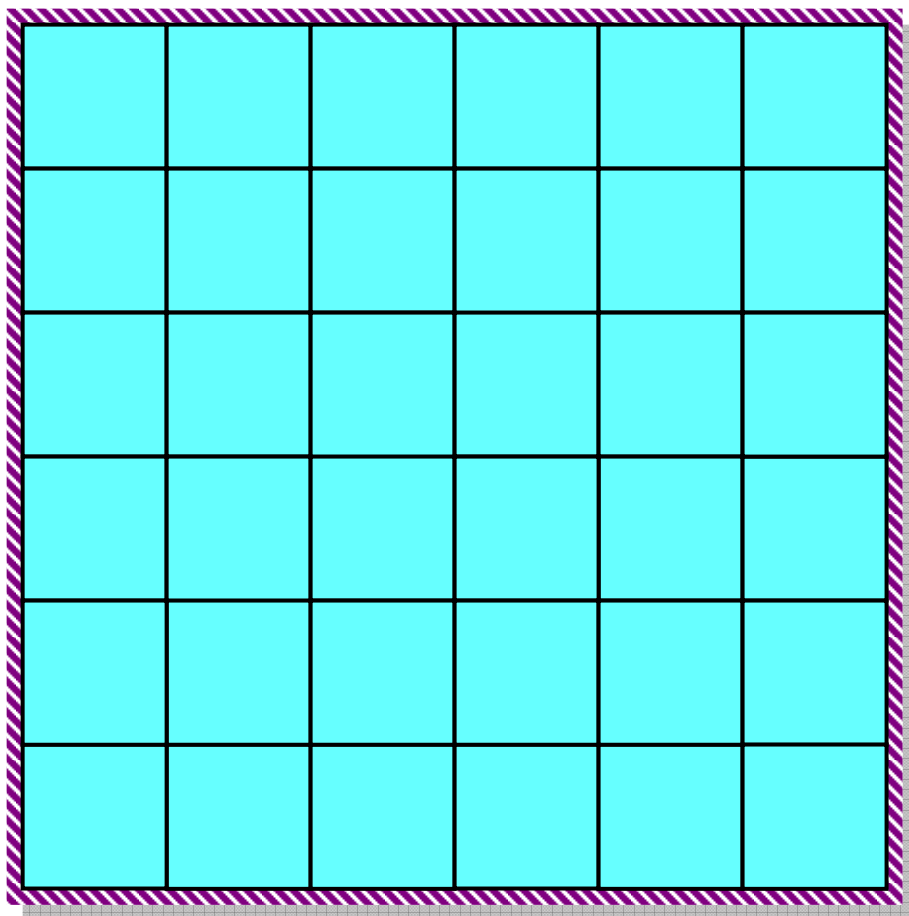
2 Players

Need – 2 sets of 4 markers in 2 different colors

Players take turns at placing one of their markers on the board.

When each player has placed all four of their markers, players then take a turn by sliding a marker. The marker can move any number of places but must move in a straight line – horizontally, vertically or diagonally.

The winner is the first person to place his markers in a straight line.



Solitude

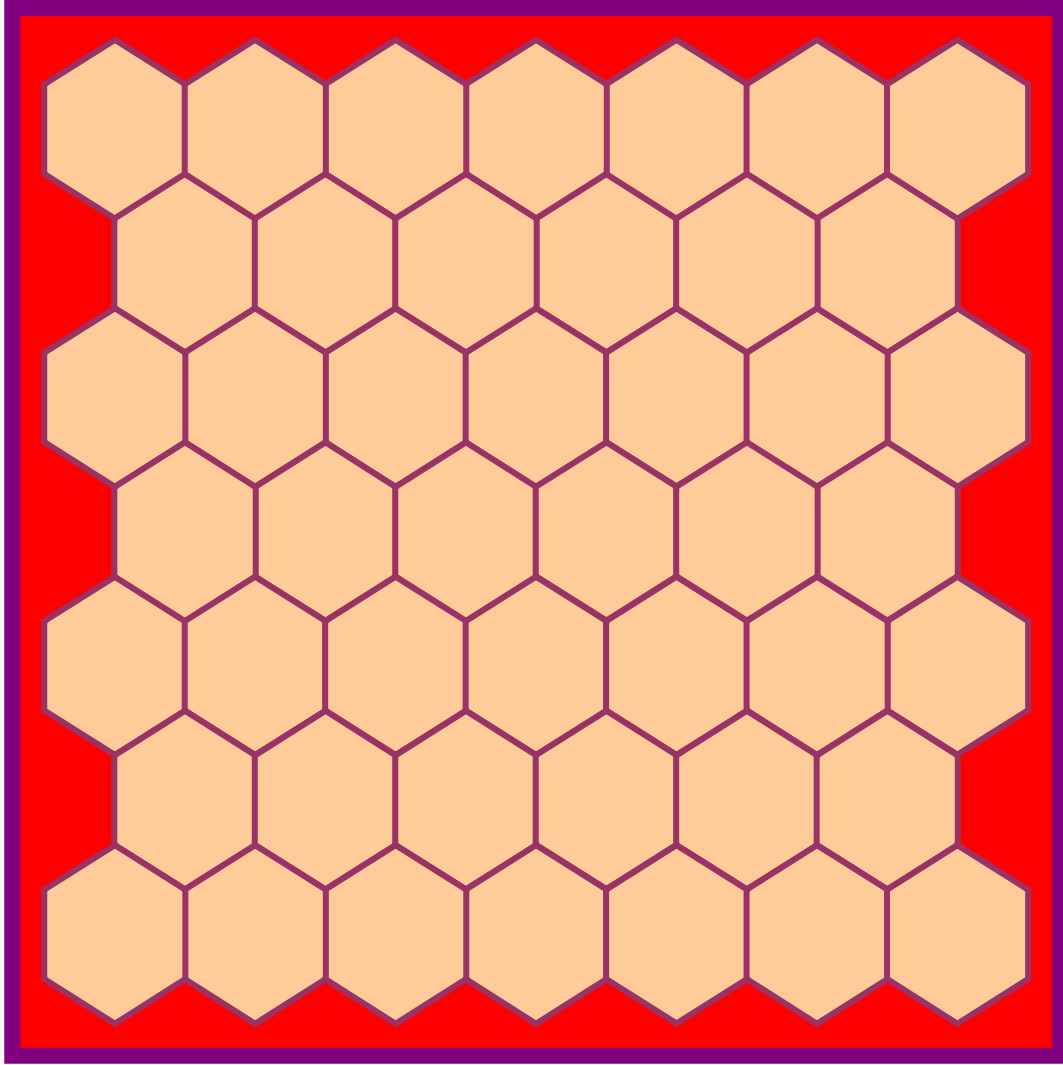
2-4 Players

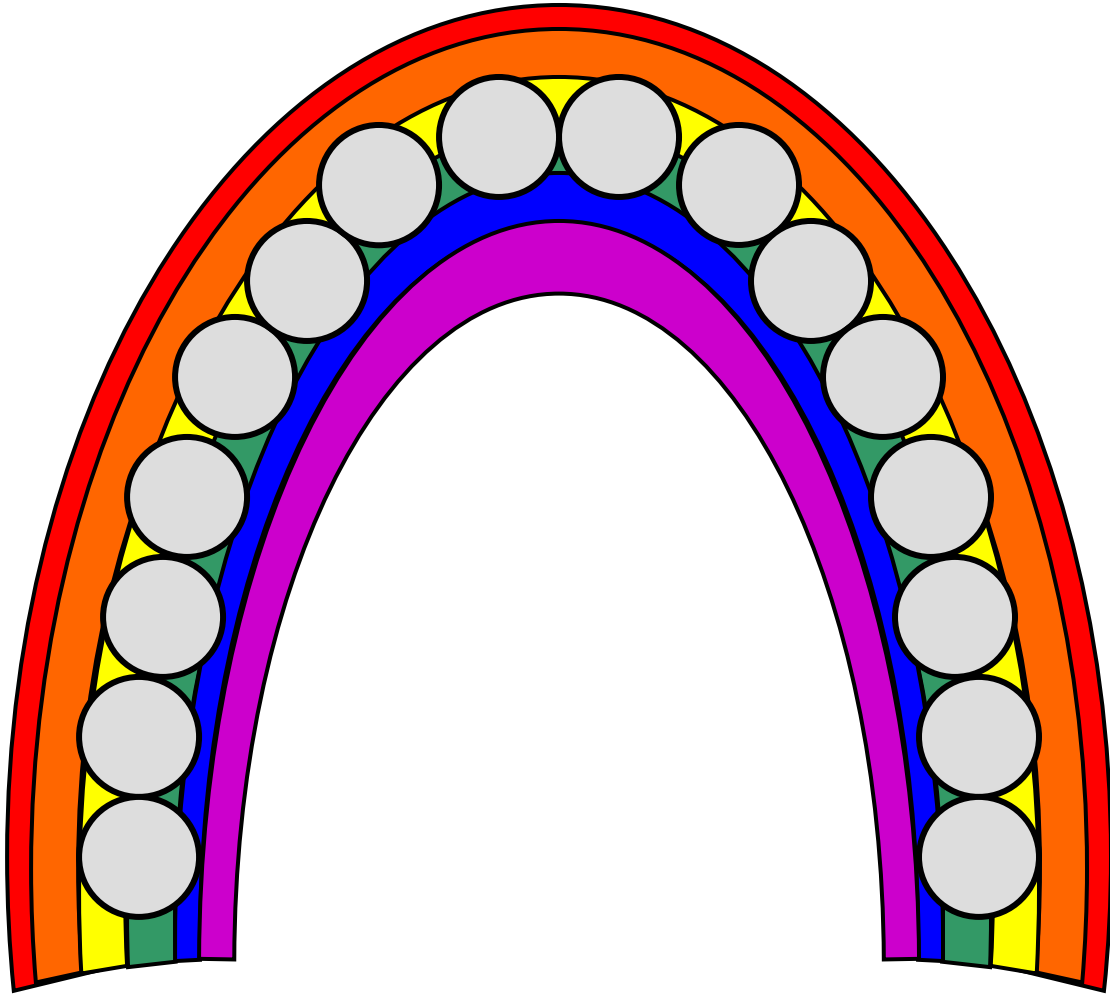
Need – set of markers

Players take turns at placing one of the markers on a hexagon.

A player can only place a marker on a hexagon that does not join one that already has a marker.

The last player to place a marker is the winner.





Rainbow

a game for 2 players
Need – 2 sets of markers in 2 different colors

Players take turns to place one of their markers on a circle.
The first player to make a line of 3 in a row is the winner.

Take Off

a game for 2 players

Need – 12 markers

Place a marker on each space.

Players take turns to remove (Take Off) either

- 1 marker or
- 2 markers that are on spaces that are joined by a side.

The player who takes the last marker is the winner.



Jumping Jacks

2 players **Need – 2 sets of different colored markers**

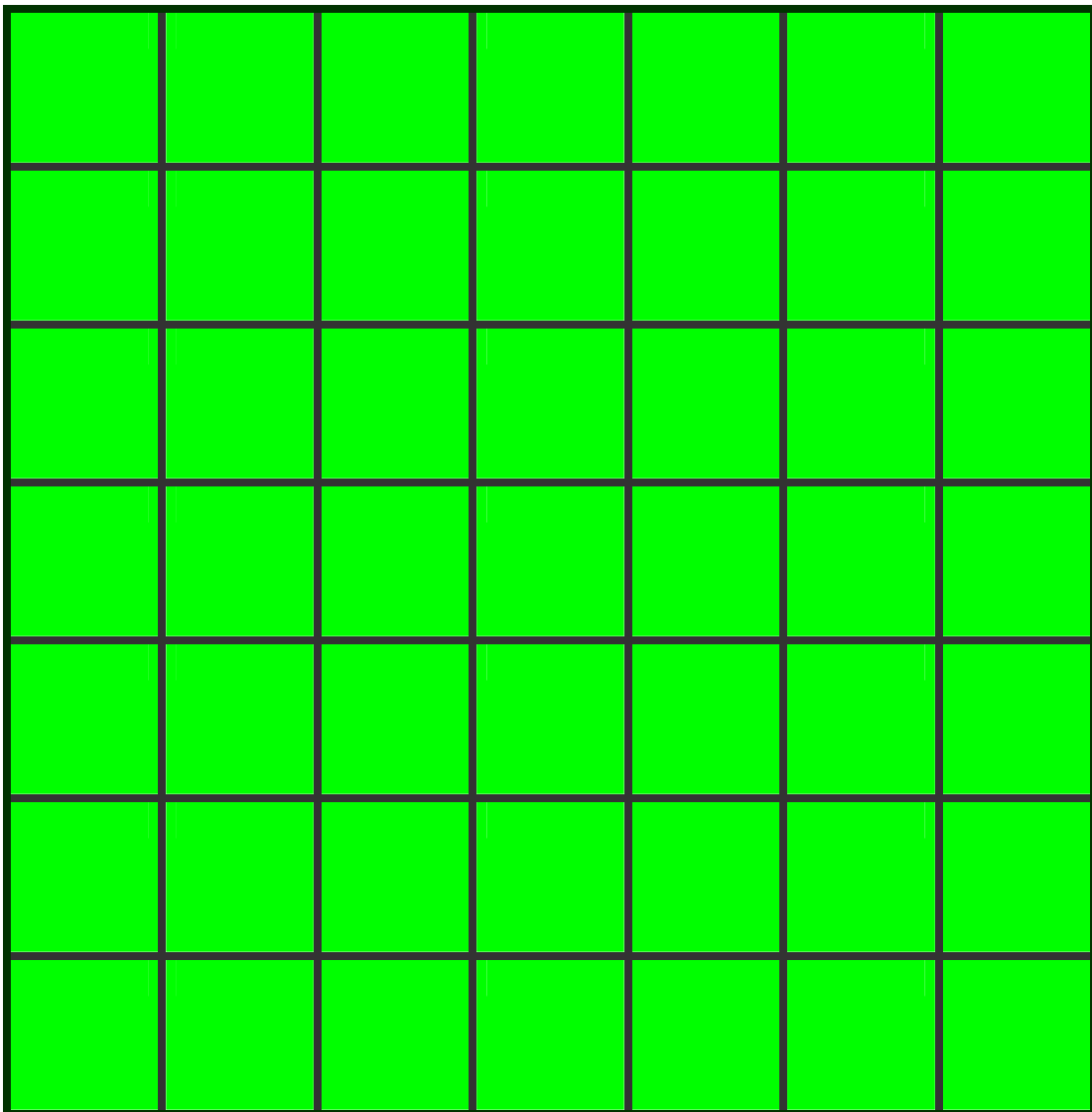
Each player has a different colored set of markers.

Step 1. Players take turns at placing one of their markers on a square until all squares have been filled.

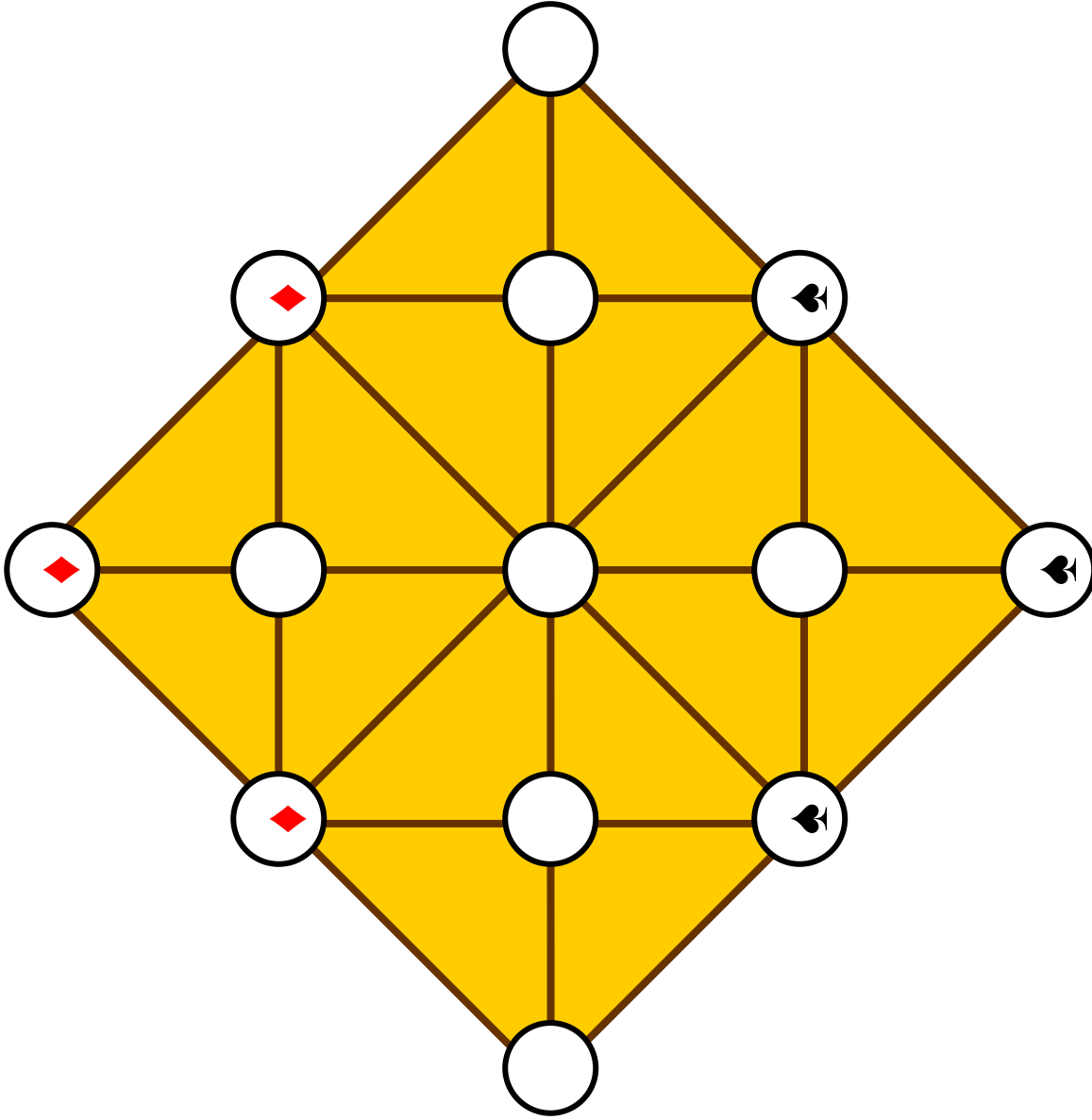
Step 2. Each player then has a turn removing one of their markers from the board.

Step 3. Players then take turns removing their opponent's markers by jumping over them. Jumps can be up, down, across or diagonal. Multiple jumps are allowed.

A player is out when they cannot make a jump on their turn.



DIAMONDS AND SPADES



2 players

**Need – 3 red markers and
3 black markers**

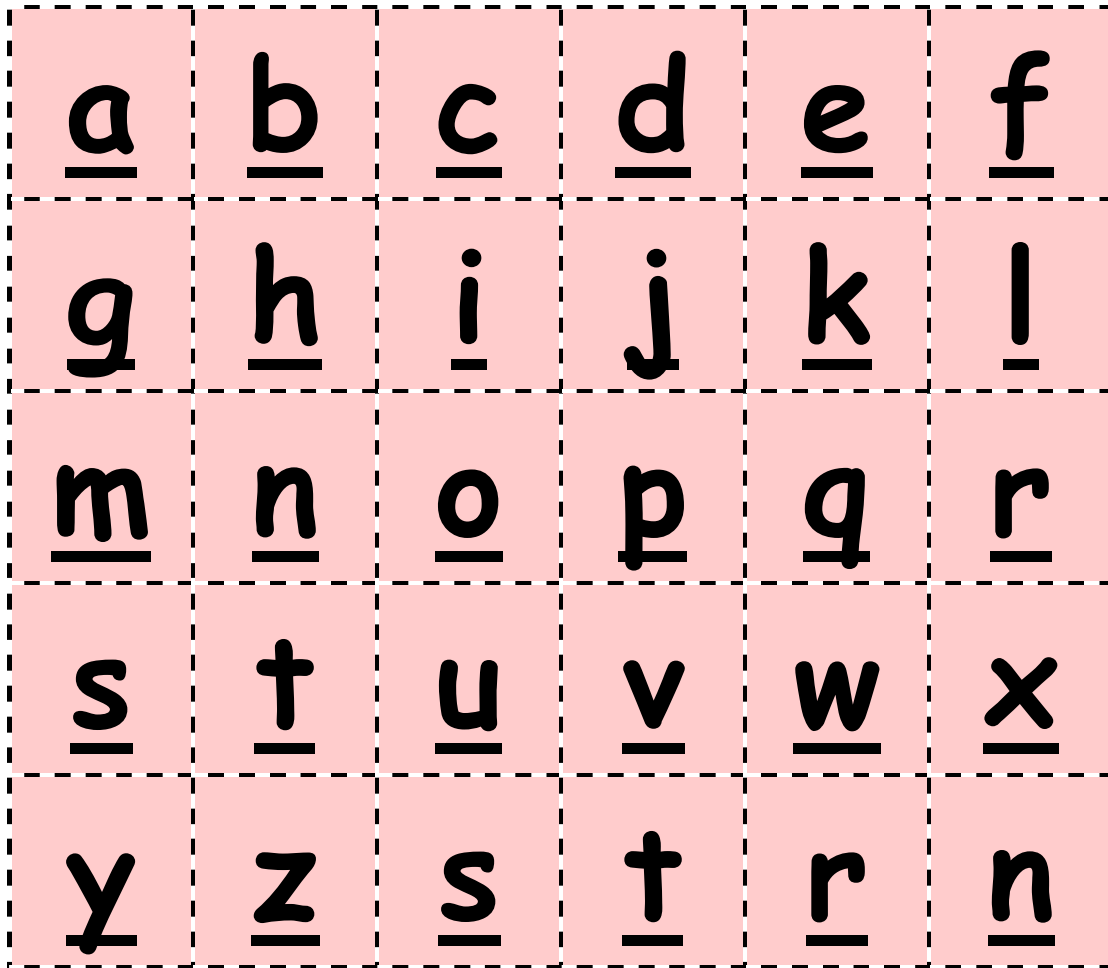
One player places 3 red markers on the diamonds. The other player places 3 black markers on the spades.

Players take turns to slide one of their markers along a line to the next circle. The first player to move all of their markers onto their opponent's spaces is the winner.

If a player is blocked and unable to move any of their markers they lose the game.

A player cannot jump over another player's marker.

Cut out these letter cards to play "Boy, Girl, Animal, Tree".
Game Board is on the next page.



color	food	flower	country	famous person	fruit	car	city	ice cream flavor
vegetable	<p style="text-align: center;">Boy, Girl, Animal, Tree</p> <p style="text-align: center;">Need – dice, markers, letter cards</p> <p>Spread out letter cards, face down beside the board. Each player puts a marker on the start. Players take turns to throw the dice and move ahead that number of spaces. The player then picks up a letter card and must quickly name something from the category that they have landed on beginning with the letter that they drew. If the player can't name something they must move back to the space they started their turn on. The first player to reach the finish and name a bird is the winner.</p>						sport	
tree							occupation	
animal							clothes	
girl's name							movie	
boy's name							farm animal	
							musical instrument	
	dessert	book title	TV show	toy	sea creature			
	<u>Start</u>	<u>Finish</u> bird						