

# **PRINT AND PLAY**

# **GAMES MASTERS**

*By*  
*Teresa Evans*

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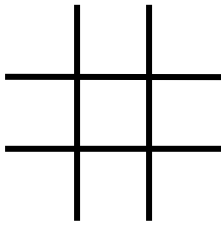
*Word Whiz*

*Alphagrid*

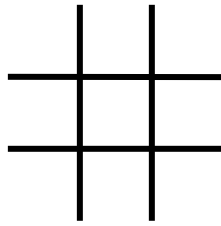
*Pyramid Words*

*Print the games of your choice. All you need to play is pencils or pens.*

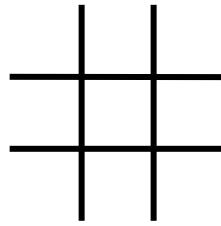
# Tic Tac Toe



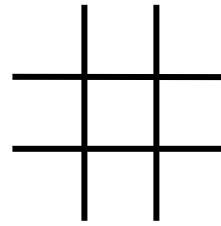
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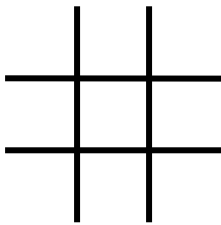
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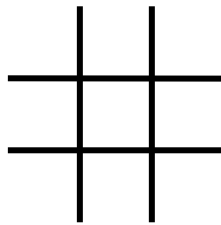
Winner- \_\_\_\_\_



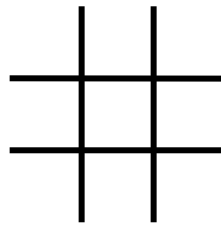
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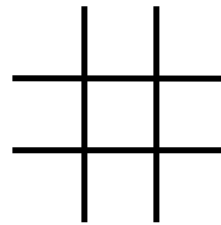
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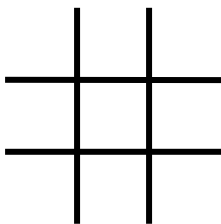
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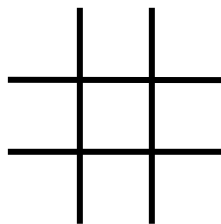
Winner- \_\_\_\_\_



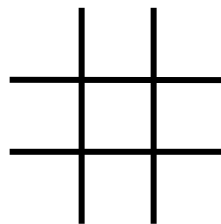
Winner- \_\_\_\_\_



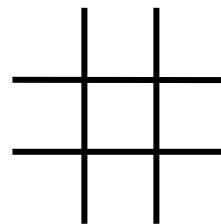
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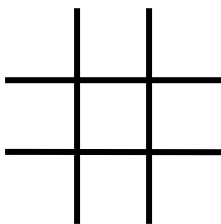
Winner- \_\_\_\_\_



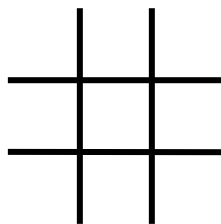
Winner- \_\_\_\_\_



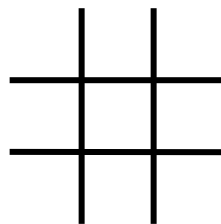
Winner- \_\_\_\_\_



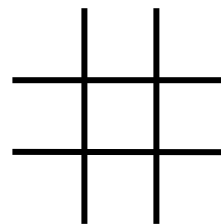
Winner- \_\_\_\_\_



Winner- \_\_\_\_\_



Winner- \_\_\_\_\_



Winner- \_\_\_\_\_

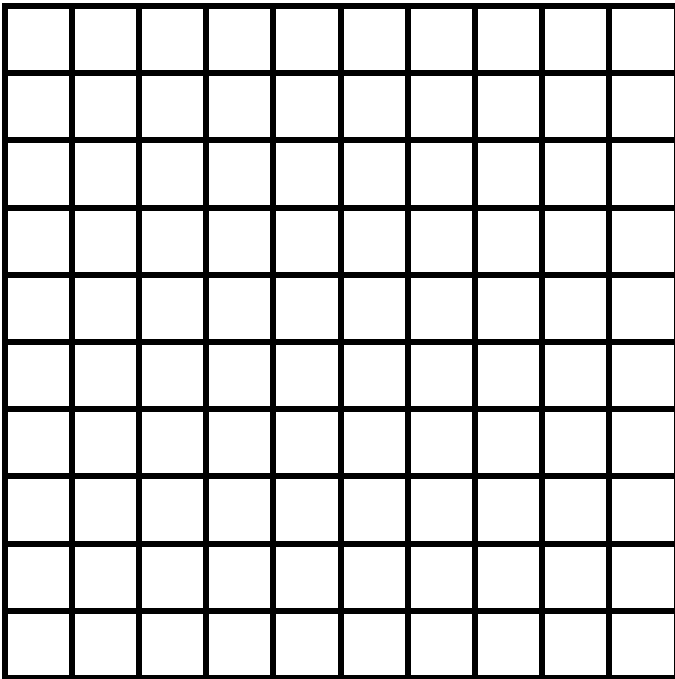
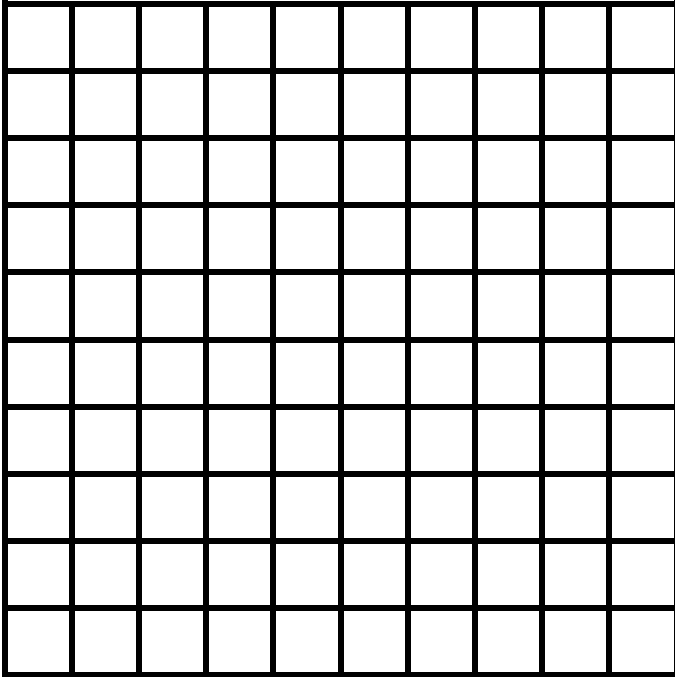
Use the above to play regular Tic Tac Toe or try one of the games below.

**Loser Tic Tac Toe** - In this version the person who gets 3 in a row is the loser.

**Blind Tic Tac Toe** - 3 people are needed for this version. One is the recorder and the others are O's and X's and face away from the recorder. Instructions are given to the recorder without the 2 players looking at the grid, e.g. Put a cross on the upper right corner.

**Number Tic Tac Toe** - One player is odd numbers - 1, 3, 5, 7, 9; the other player is even numbers - 0, 2, 4, 6, 8. Take turns to write your numbers. Odd numbers starts. Use each number only once. The first person to make a line that adds up to 15 is the winner. The line can have both odd and even numbers.

# Battleships



## Battleships

A game for 2 players.

Each player needs a copy of this page.

Label A-J along the bottom and 1-10 down the left side of both grids.

Each player marks in their ships on the top grid.

- 1 battleship (4 squares long)
- 2 cruisers (3 squares long)
- 3 destroyers (2 squares long)
- 4 submarines (1 square).

Use B's, C's, D's and S's. No two vessels may touch.

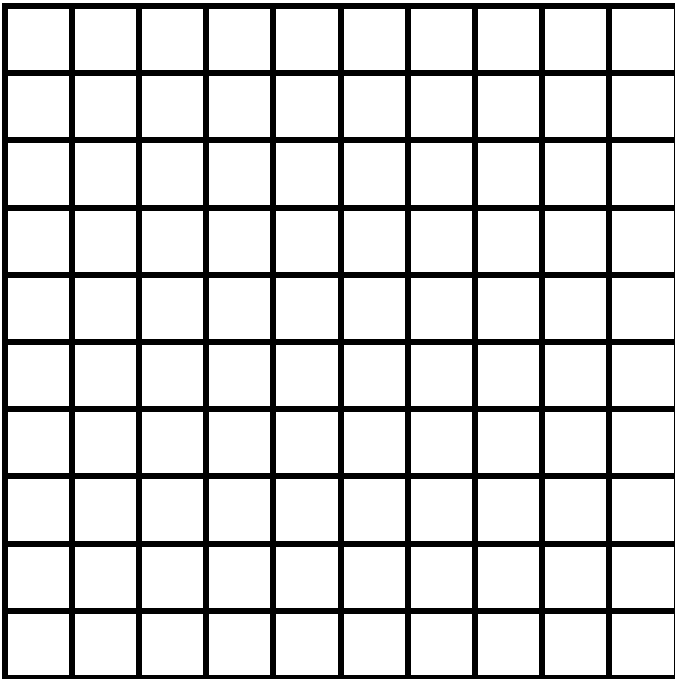
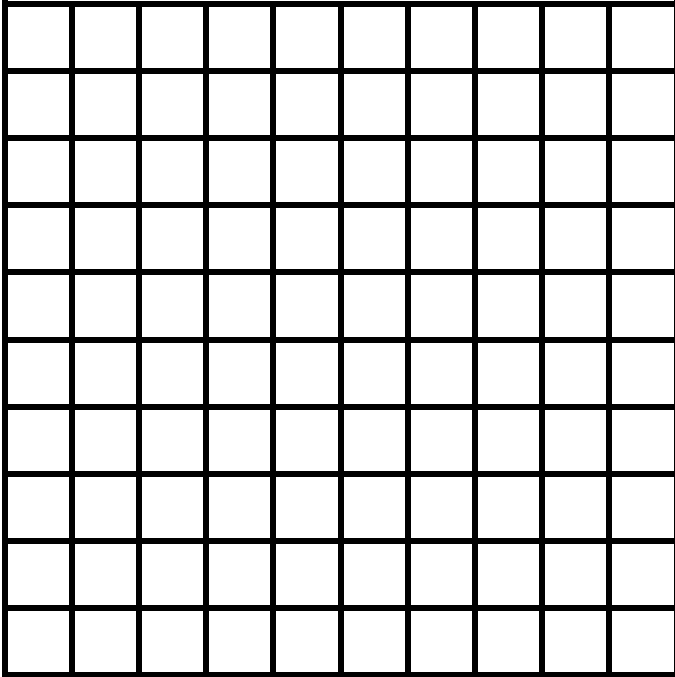
Players take turns to try to hit the opponent's fleet by calling out a grid coordinate, e.g. H4. Keep a record of what is called on the empty grid.

Players tell if it is a miss or a hit. If it is a hit tell the type of vessel.

Players put a X on their fleet when it is hit. Players mark their hits on the enemy with a letter to show the type of vessel. Misses can be marked with a --.

First person to destroy the enemy's fleet is the winner.

# Pirates



## Pirates

A game for 2 players

Each player needs a copy of this page.

Label A-J along the bottom and 1-10 down the left side of both grids.

Each player marks 2 treasure chests on their top grid. A treasure chest is 3 squares by 3 squares. (Draw the outlines.)

The players then put their treasure into the treasure chests.

Each player has

- 4 pearls (put P in 4 squares)
- 3 rubies (put R in 3 squares)
- 2 emeralds (put E in 2 squares)
- 1 diamond (put D in 1 square)

Spread the treasure over the 2 treasure chests. All treasure must be inside a treasure chest.

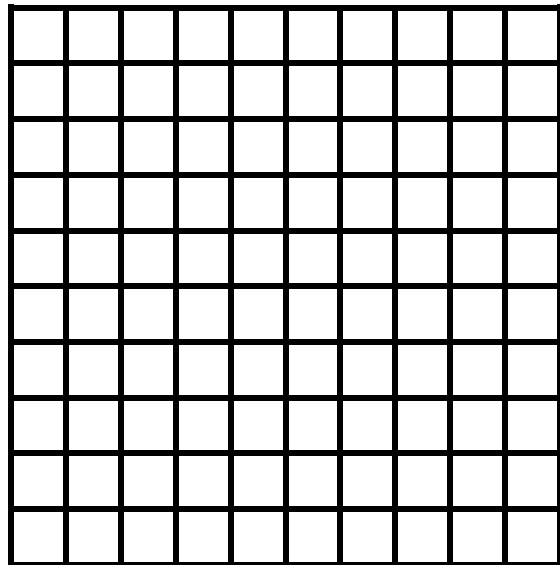
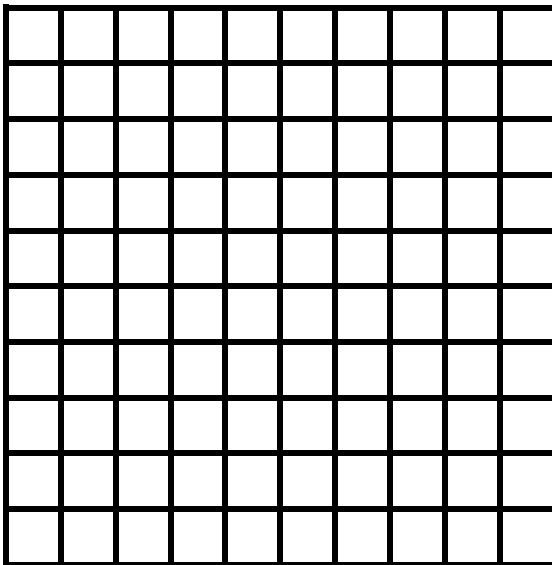
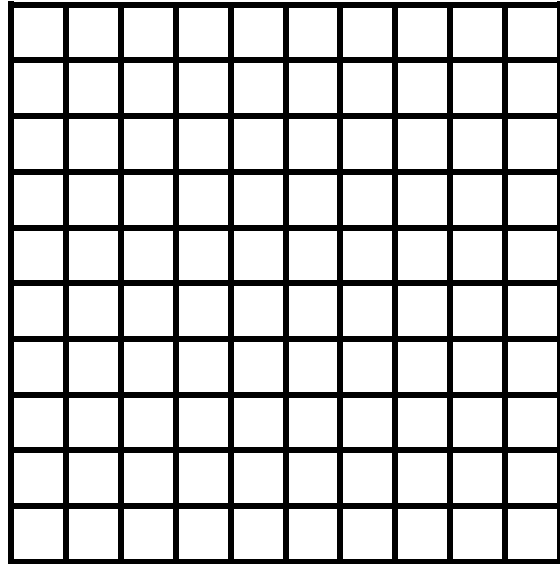
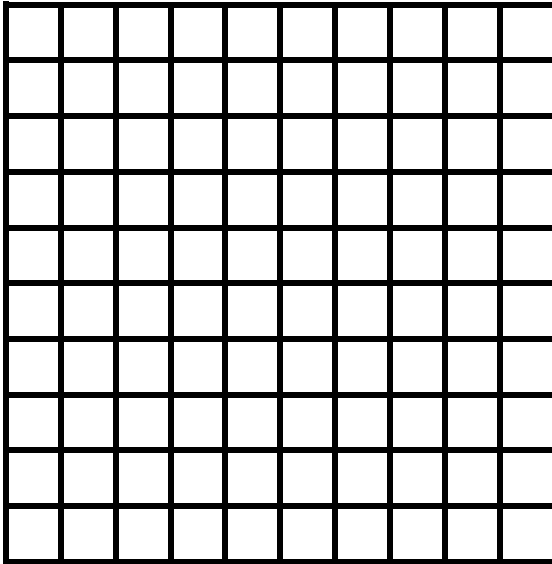
Players take turns to try to find the opponent's treasure by calling out a grid coordinate, e.g. H4.

Keep a record of what is called on the empty grid. Mark X when you miss and P, R, E or D when you find a piece of treasure.

Players put a X on their own treasure when it is found.

The first person to find all of the opponent's treasure is the winner.

## Corners



### **Corners - A game for 2 players**

**Need – 2 different colored pencils or markers.**

Both players start in opposite corners.

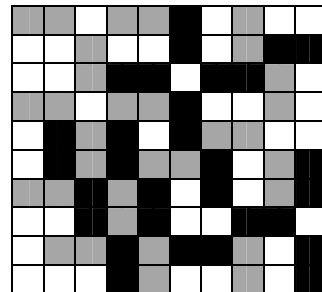
Players take turns at coloring a block of 2 squares.

Every block that you color after the first one must join to one of your other colored blocks, but only at the corner.

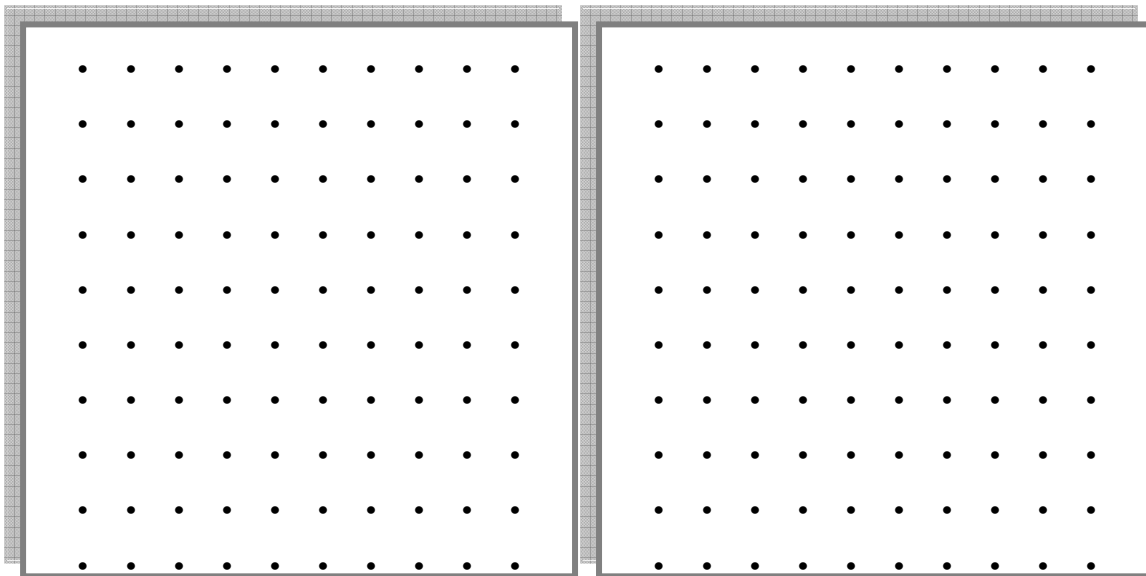
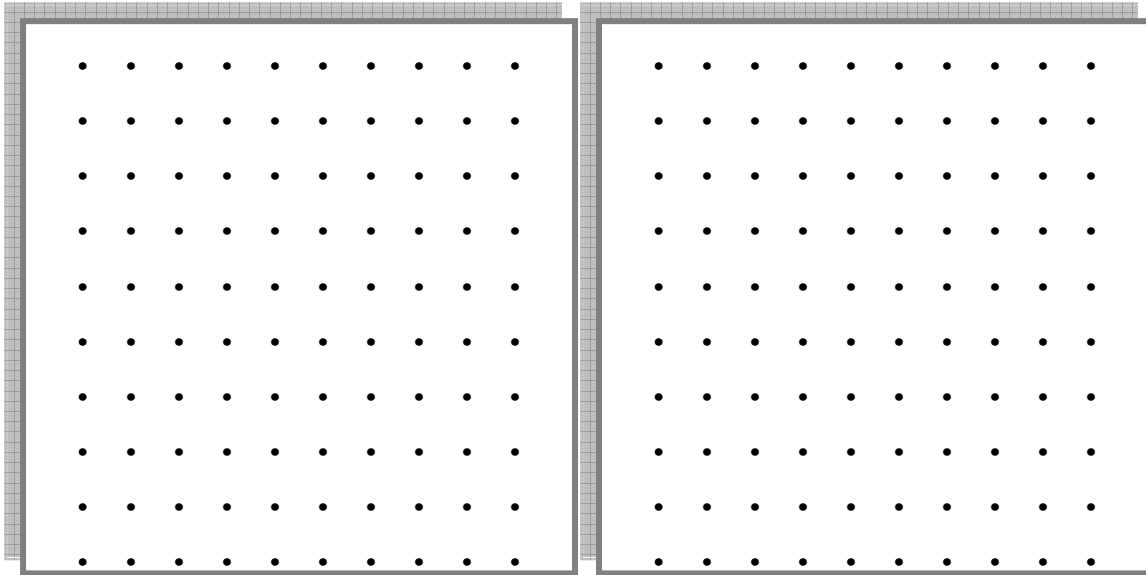
A player can not have 2 of their colored blocks joined side by side.

When a player has nowhere to go, he is out and the other player is the winner.

An example of a game is shown. Grey is the winner as black cannot make another move.



## Dots – Squares



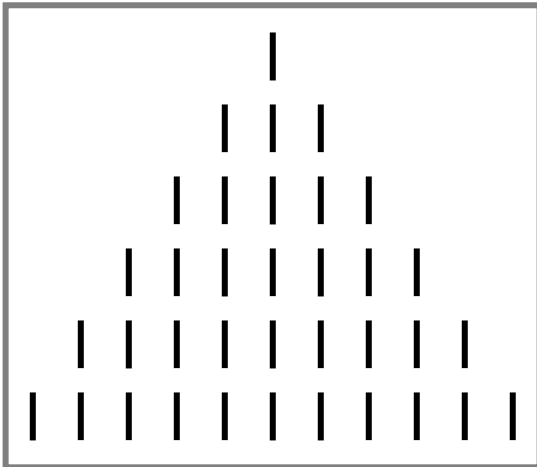
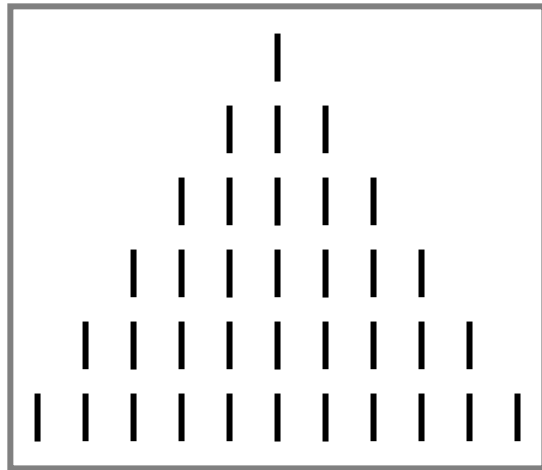
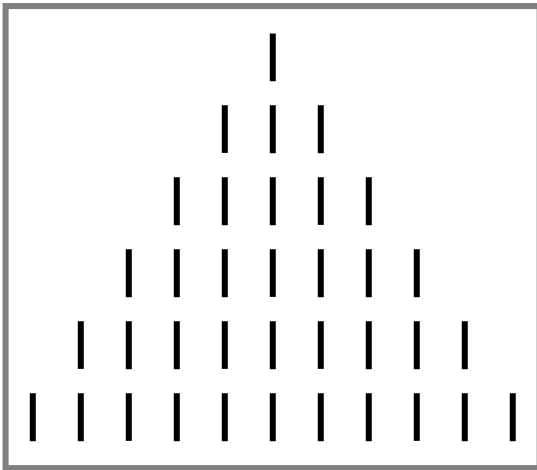
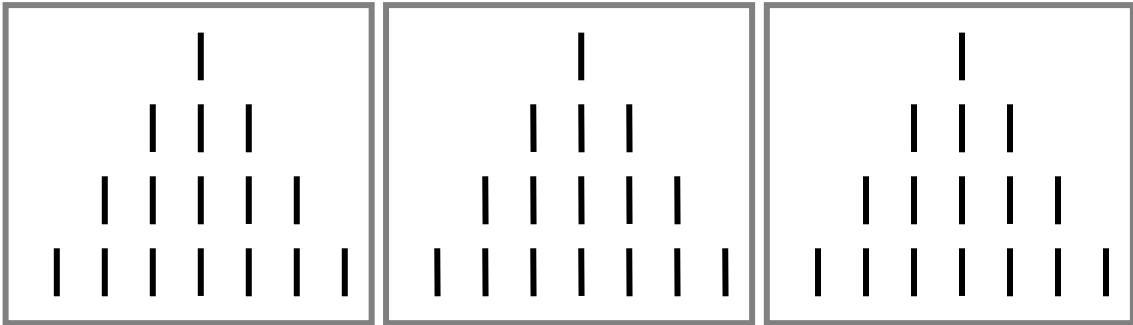
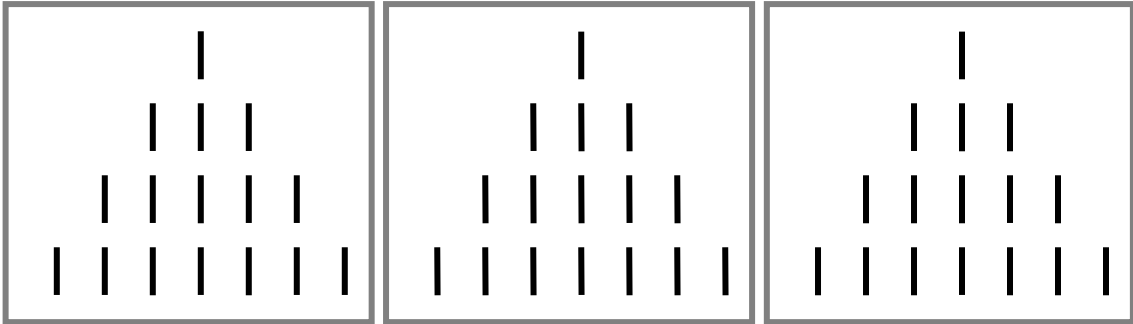
### **DOTS – SQUARES**

#### **a game for 2 players**

Each player takes turns to join two dots with a line (dots must be next to each other, only use lines that go across or down not diagonally).  
When a player puts in the 4<sup>th</sup> line to make a small square he puts his initial in the square and has another turn.

As the grid fills up you may be able to make many squares in one turn.  
Winner is the person with the most squares when the game is finished.

# Last One Loses



## Last One Loses

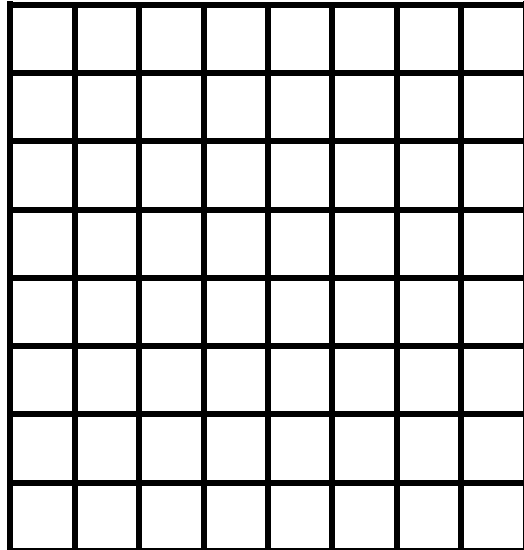
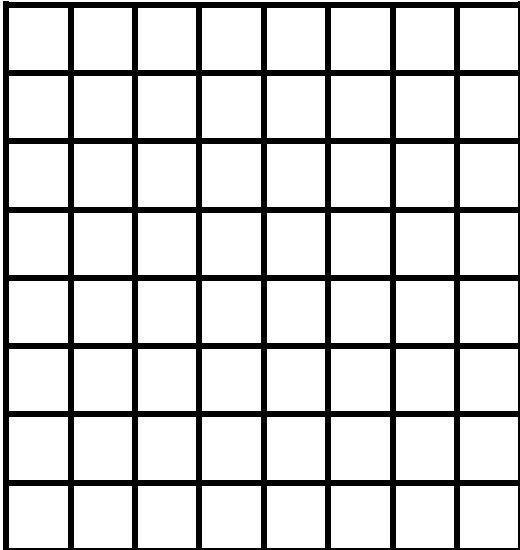
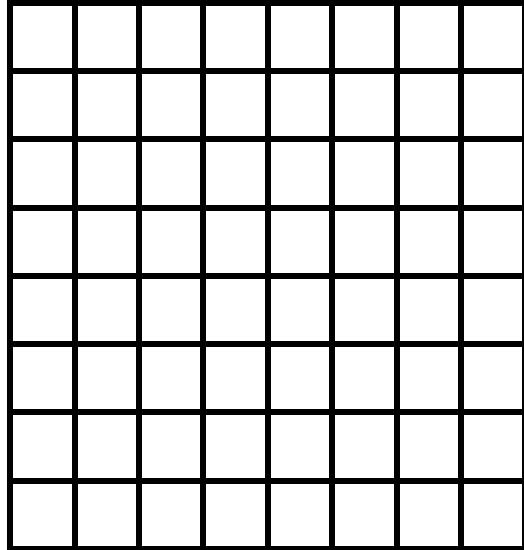
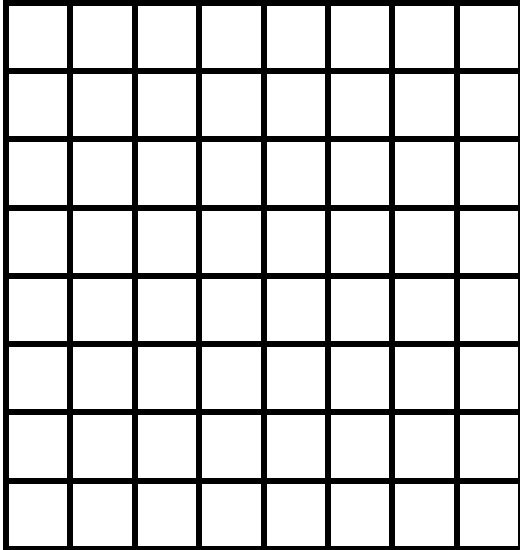
### a game for 2 players

Players take turns to cross out 1, 2, 3 or 4 lines from a row on their turn.

The player to cross out the last line is the loser.

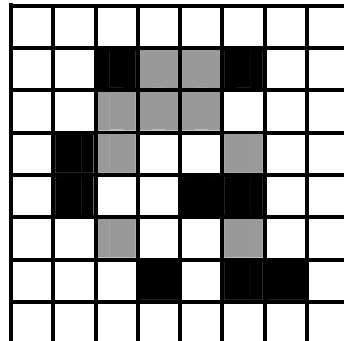


# Square of Four

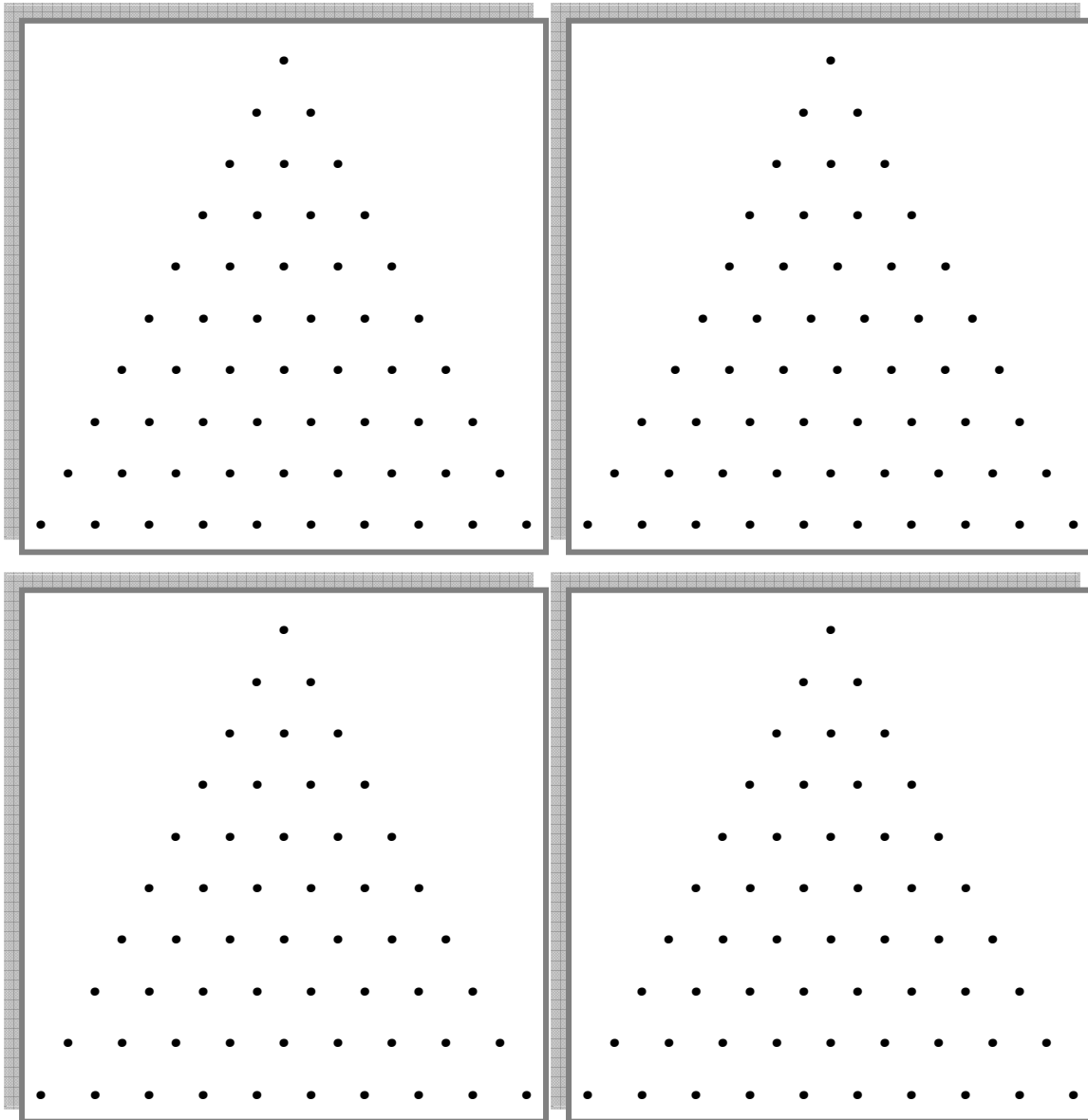


**Square of Four - a game for 2 players**  
**Need – 2 different colored pencils or markers.**

Each player has a different color.  
Players take turns at coloring a square.  
The first player to color a block of 4 squares to make a large square is the winner. Grey is the winner in the game shown.



## Dots – Triangles



### **DOTS – Triangles**

a game for 2 players

Each player takes turns to join two dots with a line (dots must be next to each other, only use lines that go across or diagonally).

When a player puts in the 3<sup>rd</sup> line to make a small triangle he puts his initials in the triangle and has another turn.

As the grid fills up you may be able to make many triangles in one turn.

Winner is the person with the most triangles when the game is finished.

## Count Down

20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1  
Winner \_\_\_\_\_

20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1  
Winner \_\_\_\_\_

20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1  
Winner \_\_\_\_\_

20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1  
Winner \_\_\_\_\_

20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1  
Winner \_\_\_\_\_

20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1  
Winner \_\_\_\_\_

20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1  
Winner \_\_\_\_\_

20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1  
Winner \_\_\_\_\_

20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1  
Winner \_\_\_\_\_

20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1  
Winner \_\_\_\_\_

20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1  
Winner \_\_\_\_\_

### Count Down

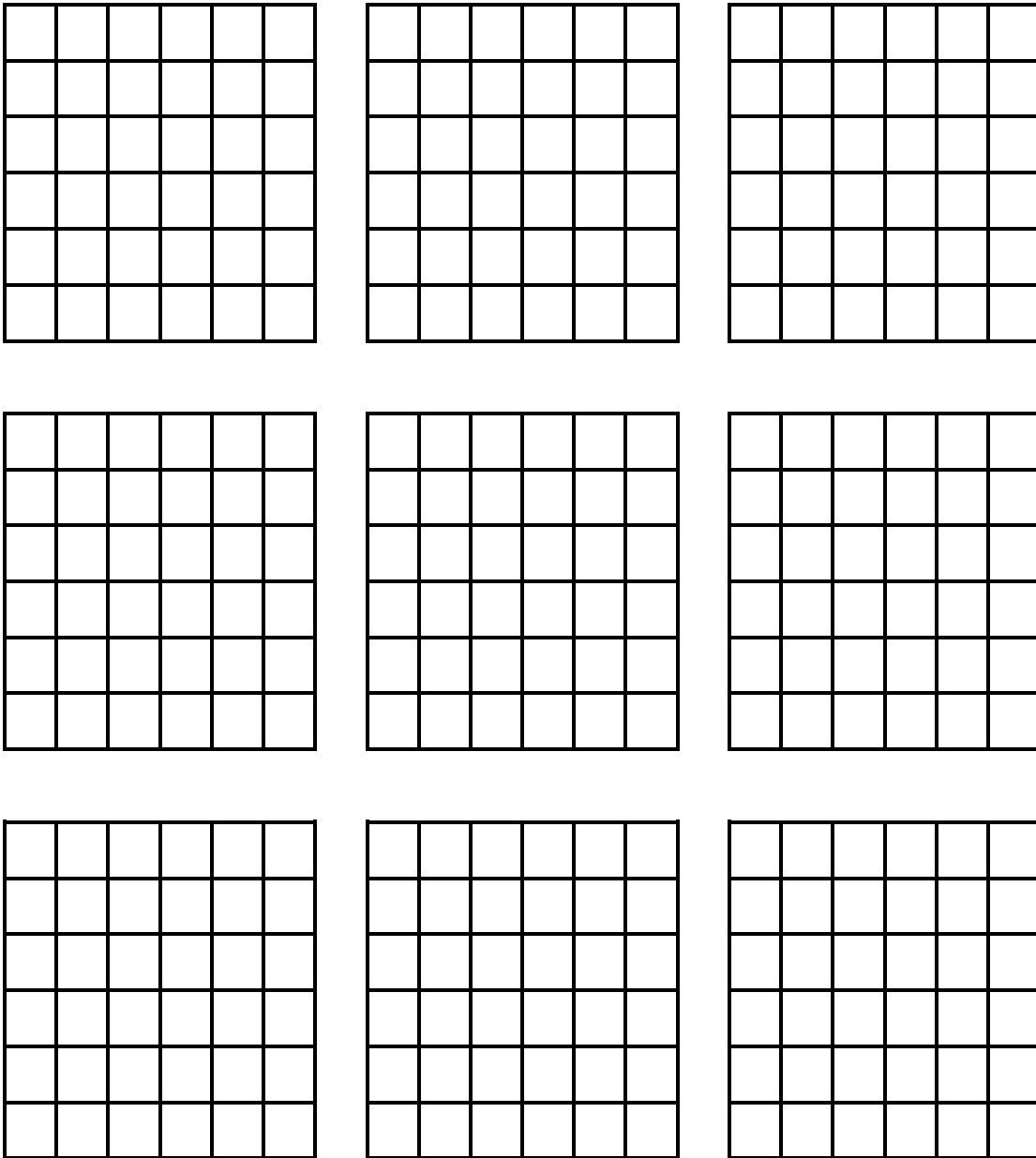
The numbers from 20 -1 are written across a piece of paper.

Players take turns crossing off 1, 2, 3, or 4 of the numbers at a time - always counting down from the highest number left. The player who crosses off the last number, number 1 is the winner.

e.g. ~~20~~ ~~19~~ ~~18~~ ~~17~~ ~~16~~ ~~15~~ ~~14~~ ~~13~~ ~~12~~ ~~11~~ ~~10~~ ~~9~~ ~~8~~ ~~7~~ ~~6~~ ~~5~~ 4 3 2 1

Black is now the winner as black can cross off the last 4 numbers.

## Four In A Row - Shapes



### Four in a Row – Shapes

a game for 2 people

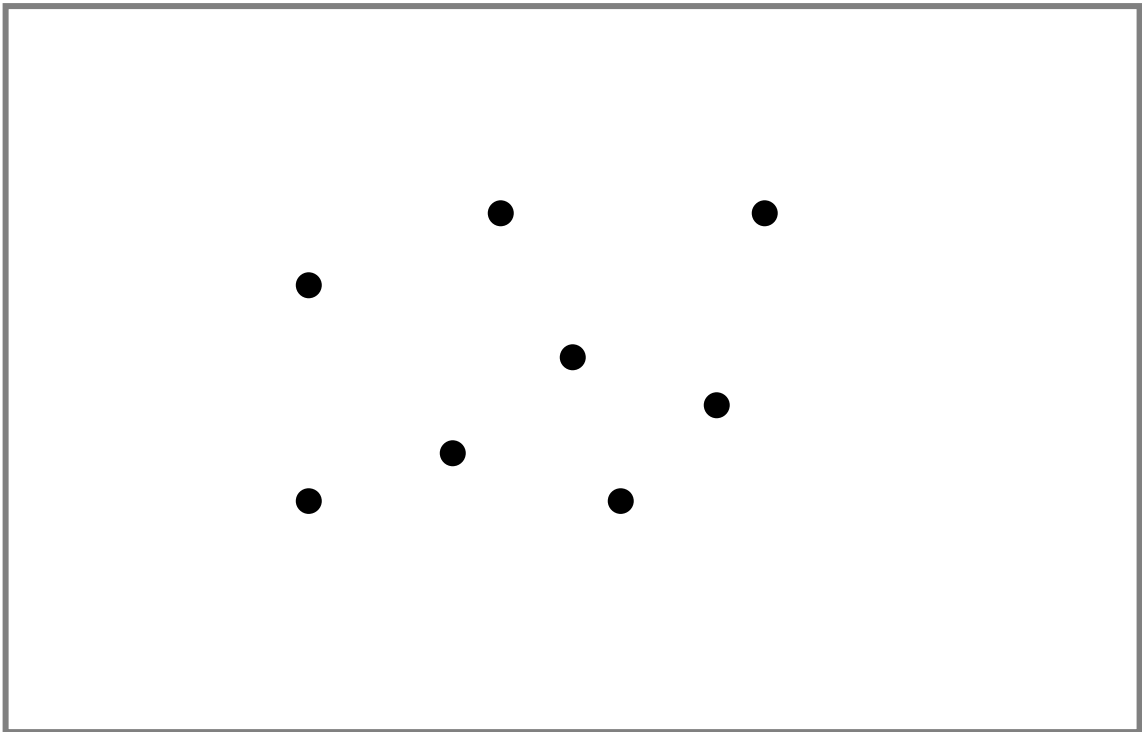
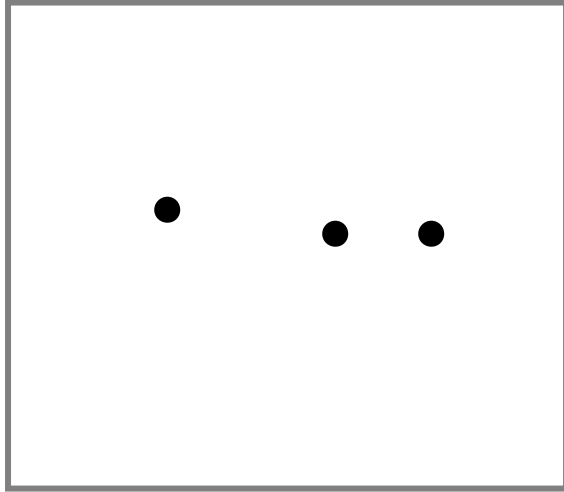
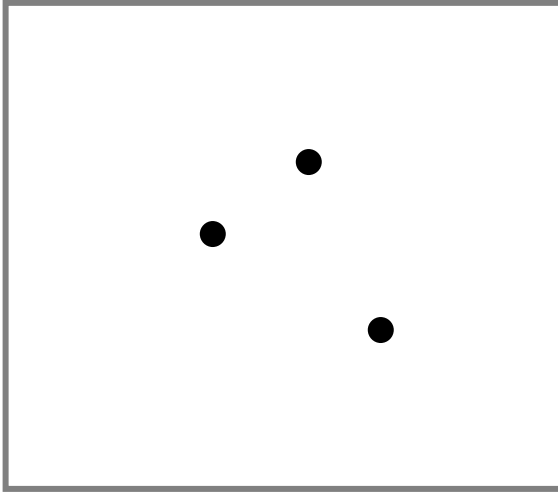
Take turns to draw    or  on the board.

The first player to make a line with all 4 shapes is the winner.

The line can be across, down or diagonal.

The winner doesn't have to draw all of the shapes in his line, only the final one.

## Sprouts



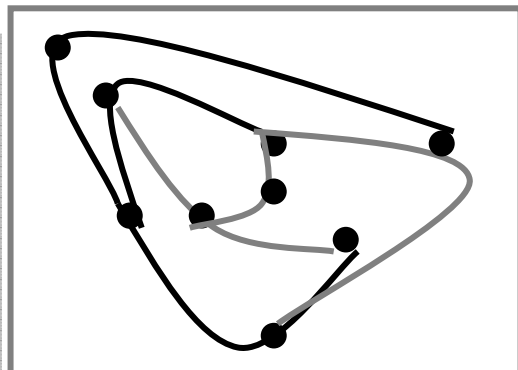
### Sprouts

Each player takes turns at drawing a curved line to link 2 dots then placing another dot somewhere along the line.

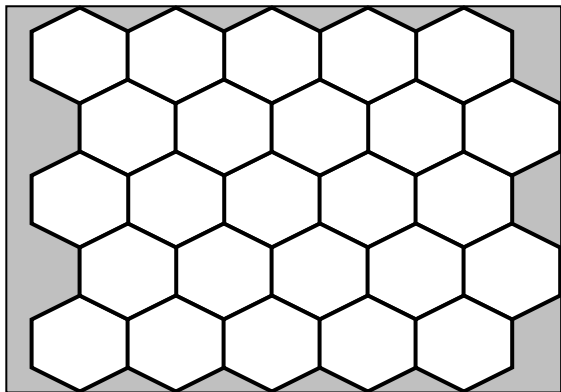
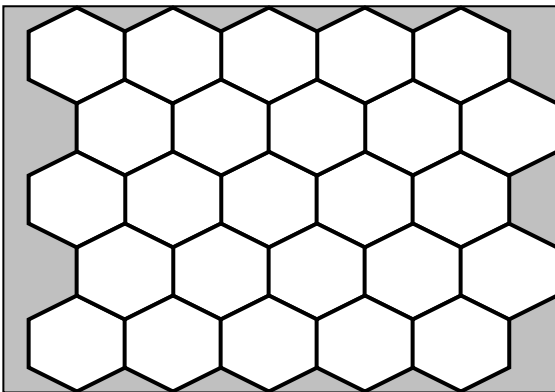
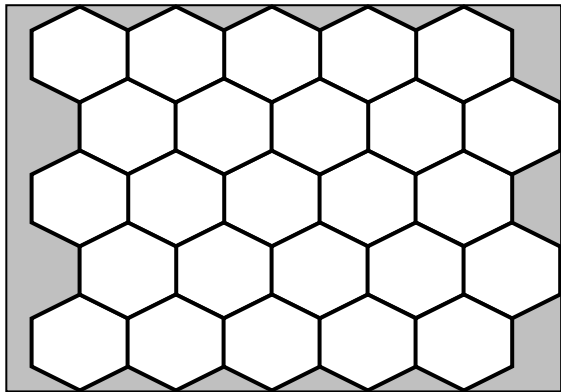
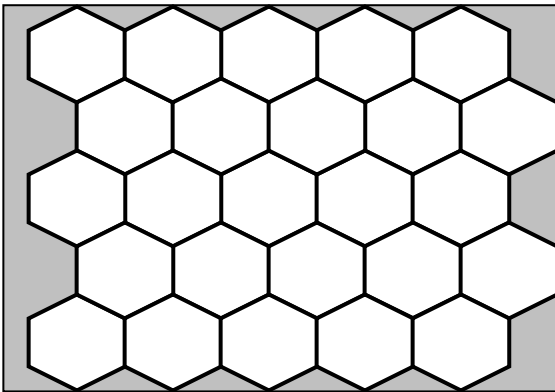
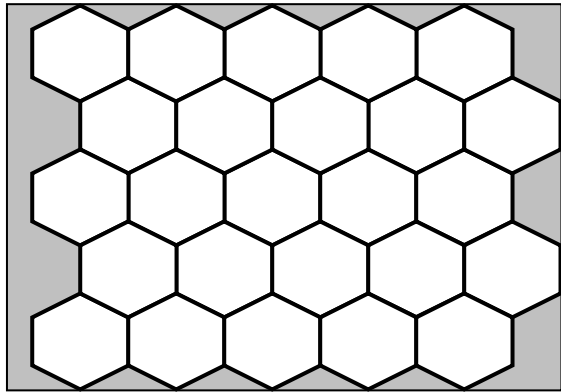
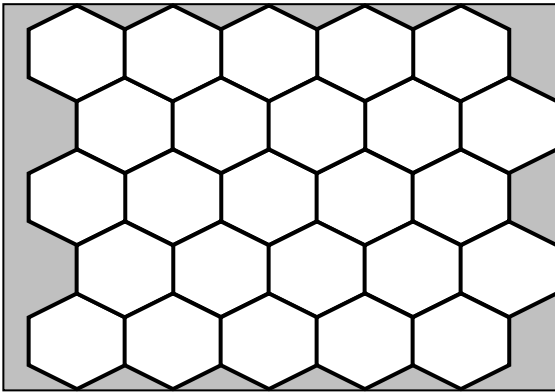
There are 2 rules for this game

- no line can cross another line
- no dot can have more than 3 lines leaving it.

The last player who is able to make a join is the winner.



## Mini Hex



### **Mini Hex a game for 2 players**

Each player uses a different colored pencil or marker.

One player tries to color a path from top to bottom while the other player tries to color a path from side to side.

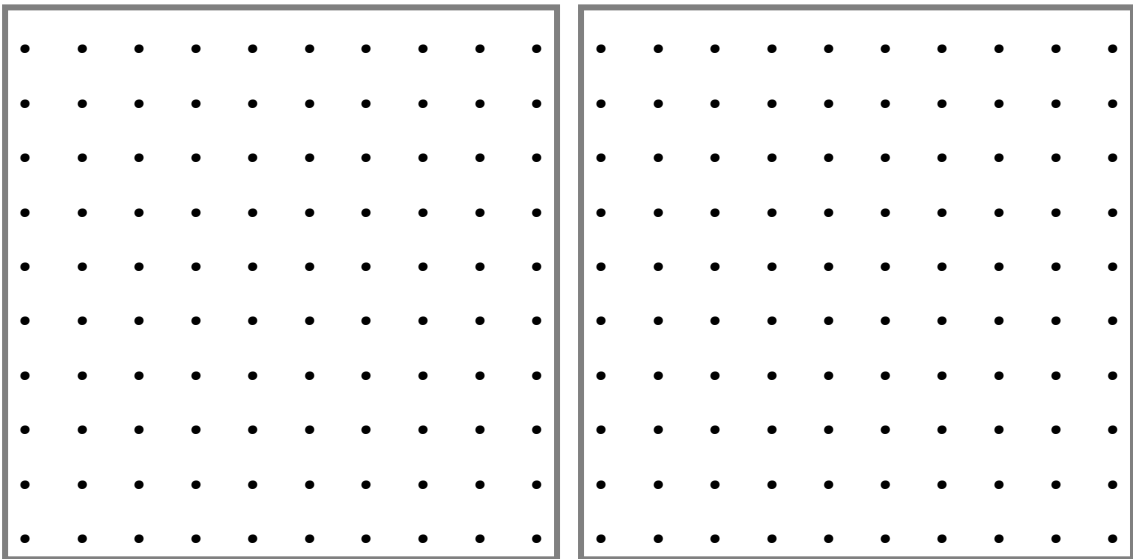
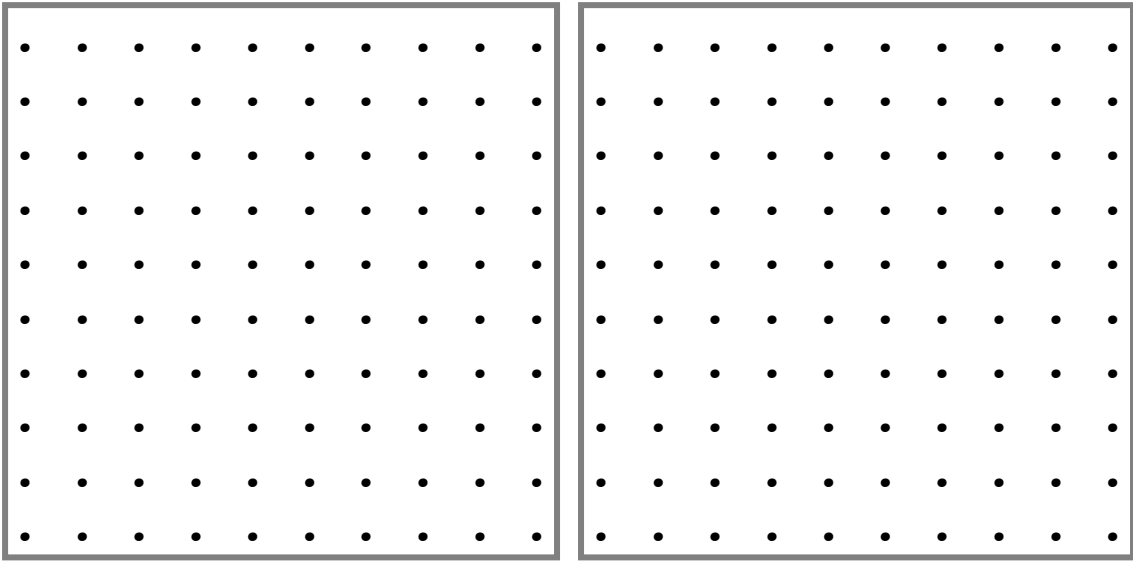
Players take turns at coloring one hexagon anywhere on the board.

The winner is the first player to complete a path.

HINT – While you make your path also try to block your opponent's path.

This game is like Tic Tac Toe and sometimes there will be no winner.

# Fences



## Fences

a game for 2 players

Each player uses a different colored pencil or marker.

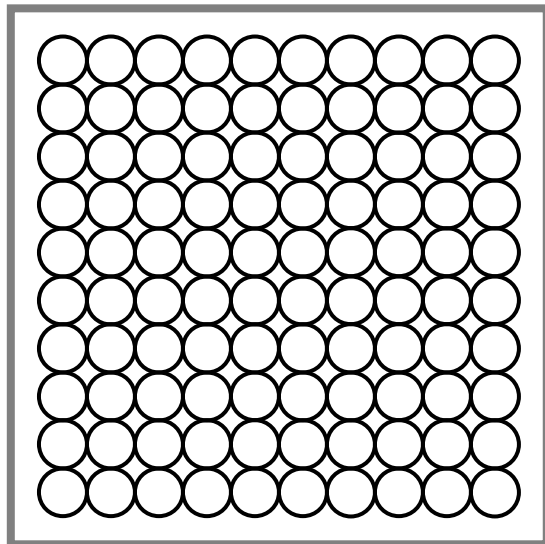
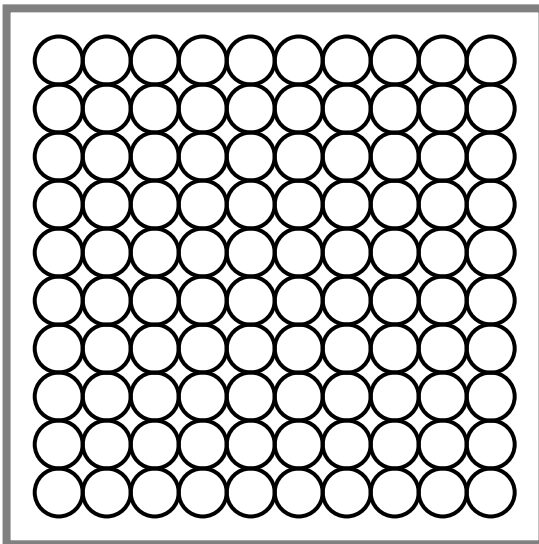
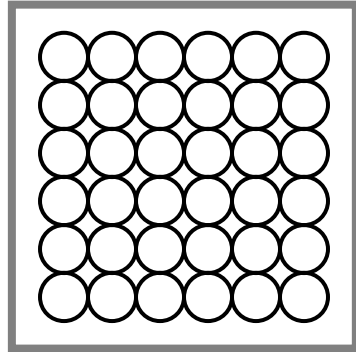
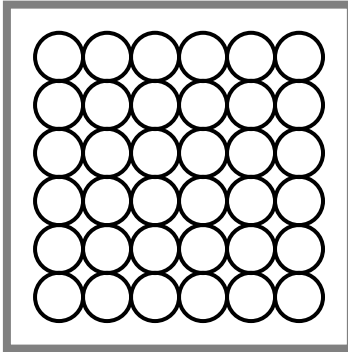
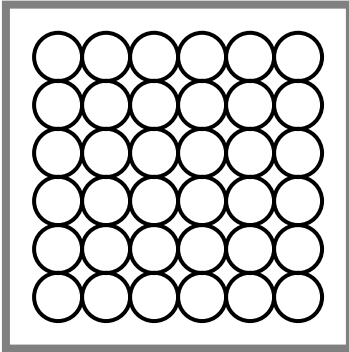
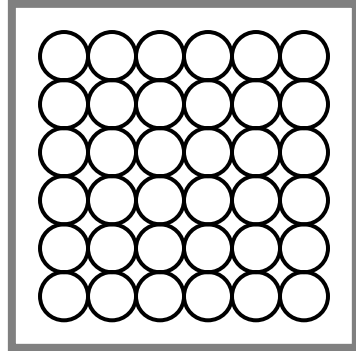
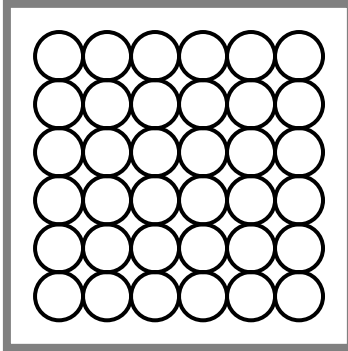
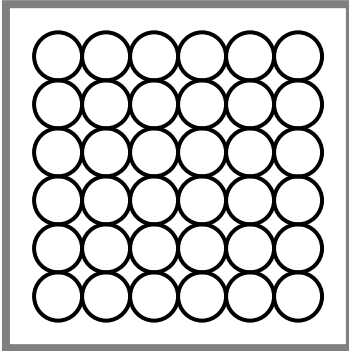
Players start on opposite sides and try to draw a path to the other side by joining dots.

Each player takes turns to join two dots with a line (dots must be next to each other, only use lines that go across or down not diagonally).

Each line that they draw must join onto the last line that they drew.

The first player to reach the other side or to completely block the other player is the winner.

## Cross Off



### Cross Off

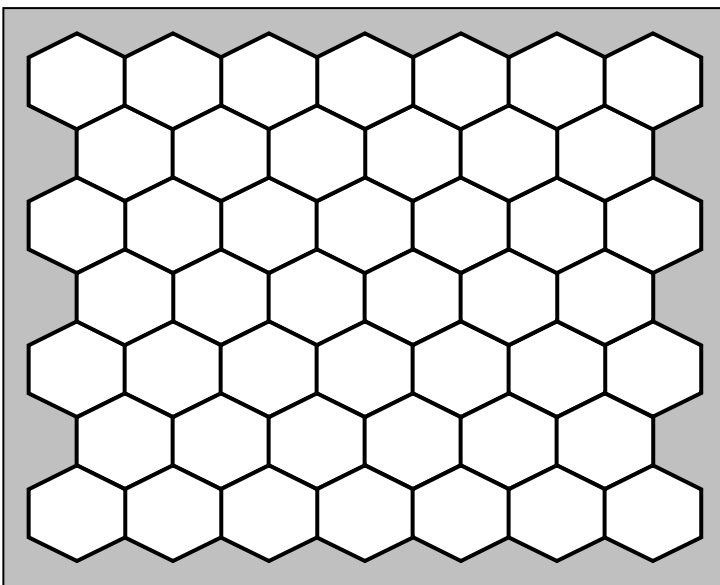
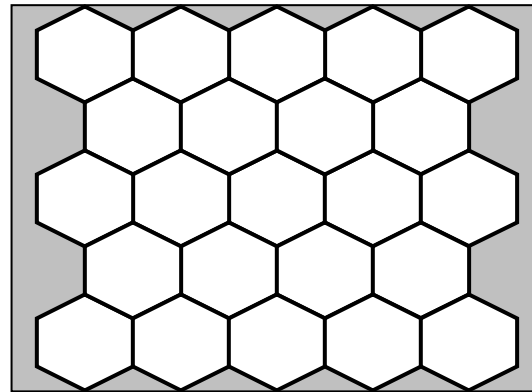
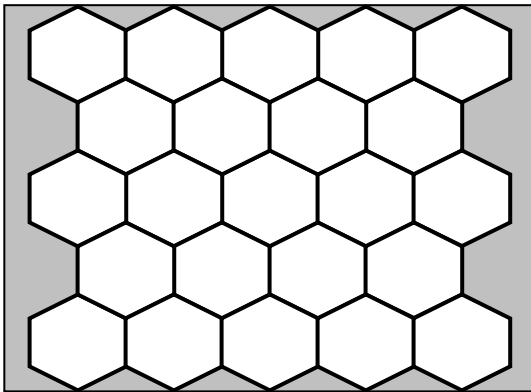
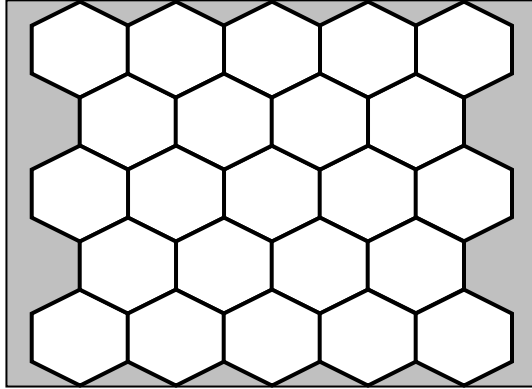
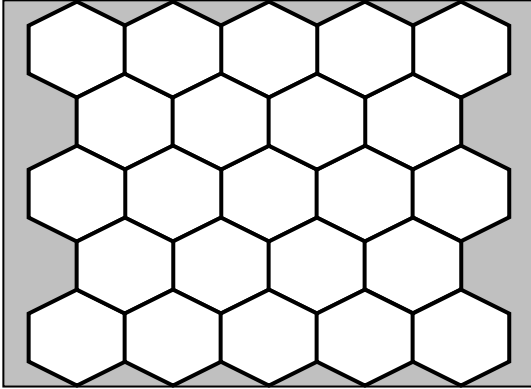
a game for 2 players

Players take turns to put a cross in 1, 2 or 3 adjoining circles. If 2 or 3 circles are crossed off, they must be in a straight line (horizontally or vertically but not diagonally).

The player who crosses off the last circle is the loser.

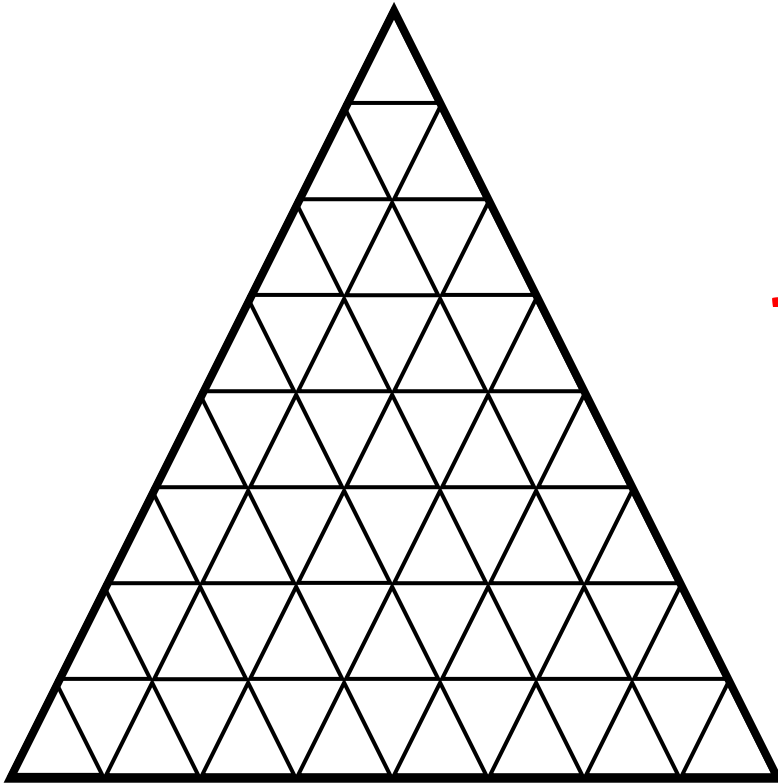


# Isolation

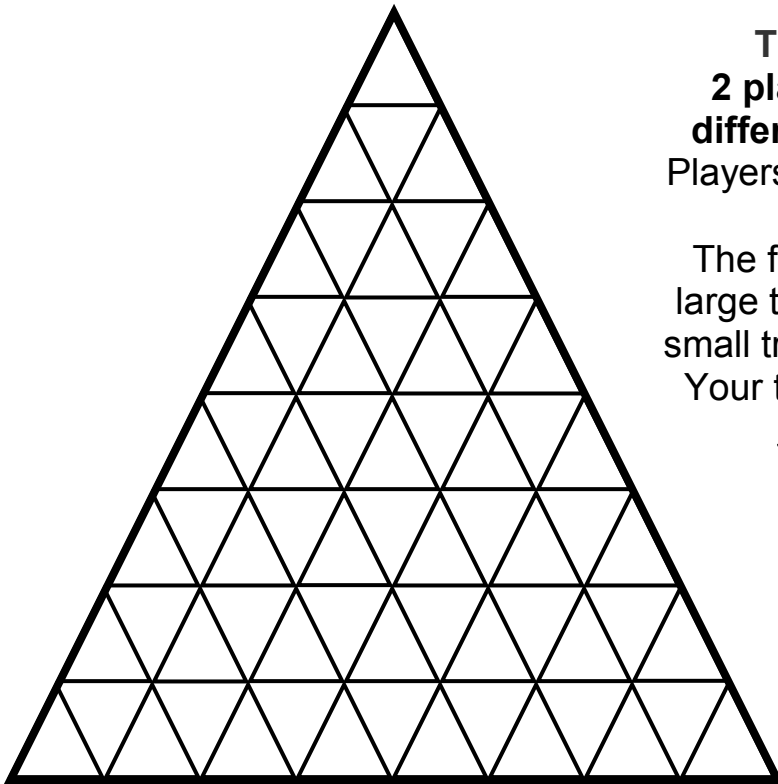


## **Isolation game for 2 players**

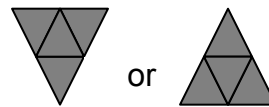
Players take turns at coloring a hexagon. A player can only color a hexagon that does not join one that is already colored. The last player to color a hexagon is the winner.



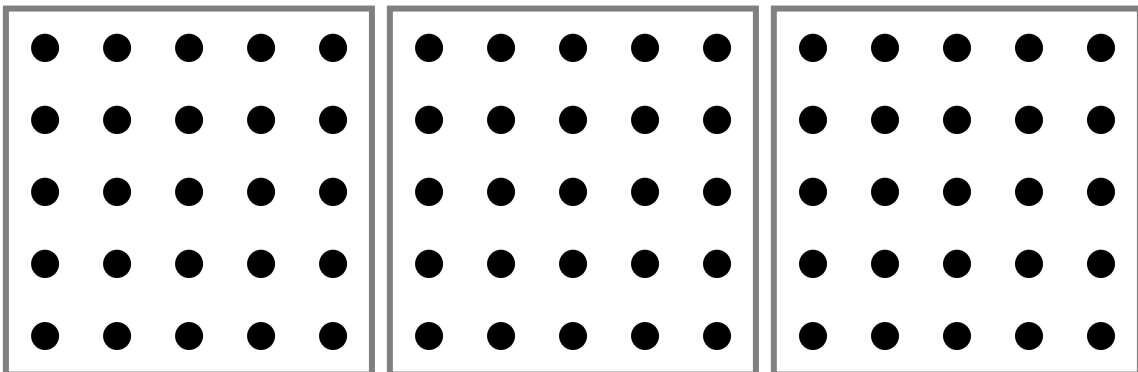
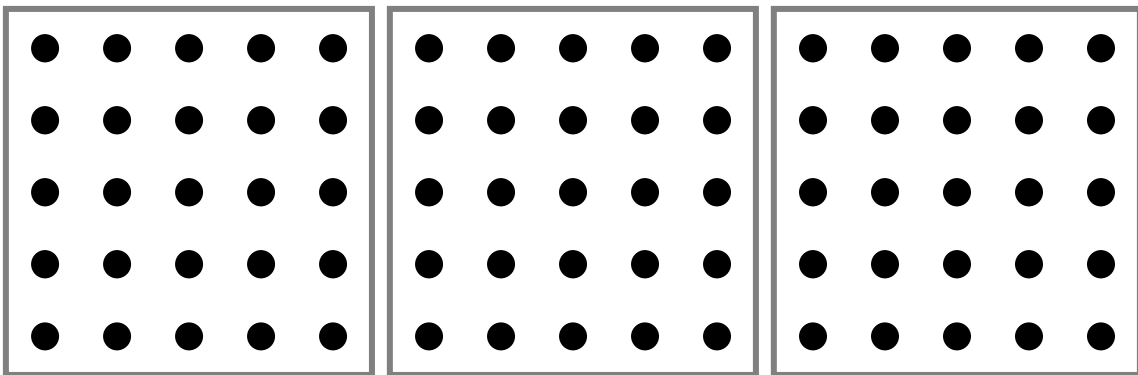
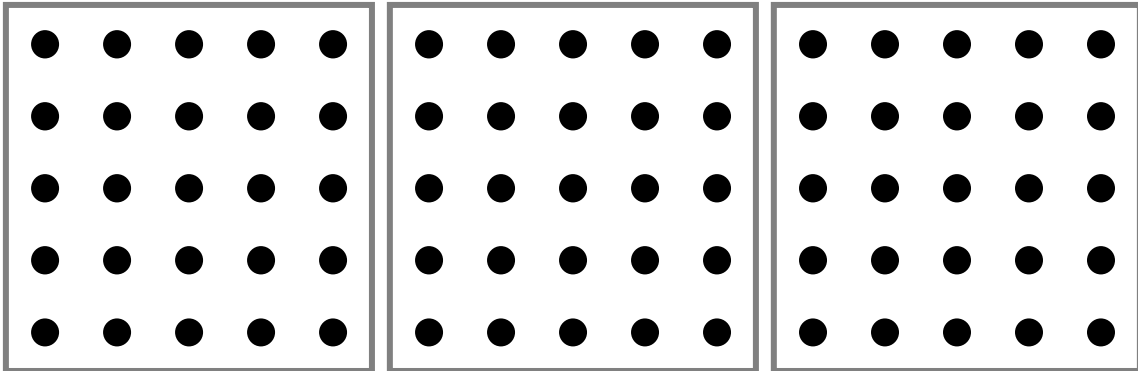
## TRICKY TRIANGLES



**Tricky Triangles**  
**2 players each with a different colored pencil**  
Players take turns to color a triangle.  
The first player to color a large triangle made up of 4 small triangles is the winner.  
Your triangle can look like



## Straight Line

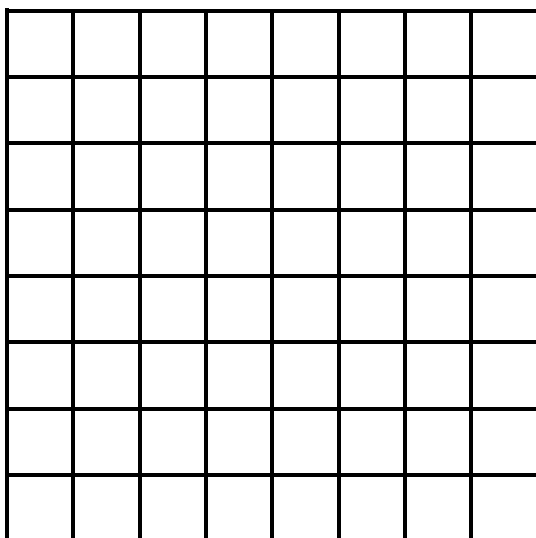
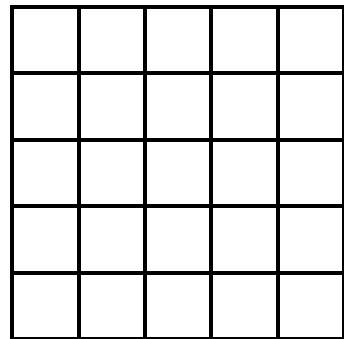
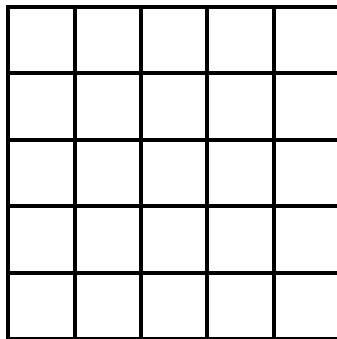
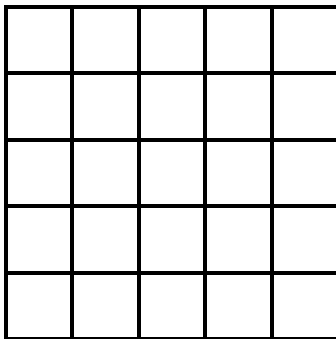
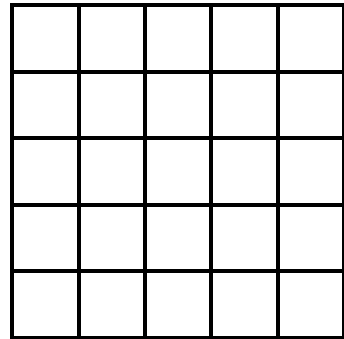
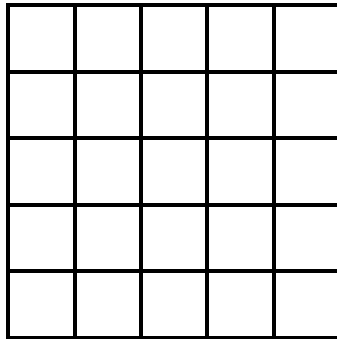
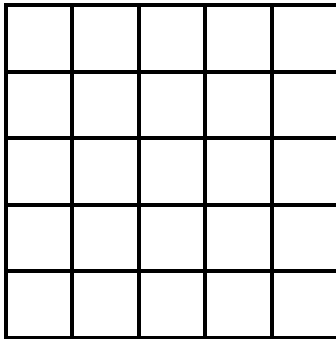
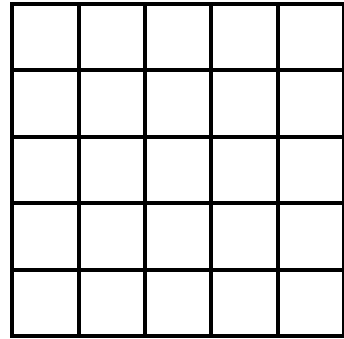
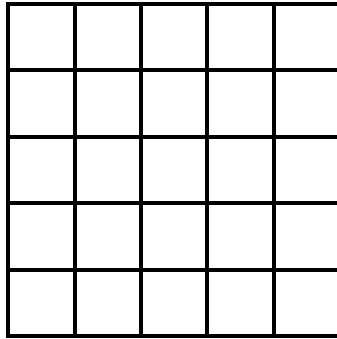
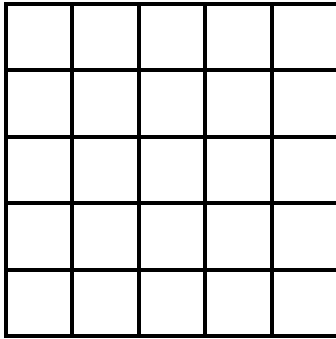


### Straight Line a game for 2 players

Players take turns to draw a straight line through 3 dots. The line can go across, down or diagonally, but cannot pass through another line or use a dot that has already been used.

The last player who is able to draw a line is the winner.

◆ ♥ ◆ ♥ ◆ ♥ ◆ Diamonds and Hearts ◆ ♥ ◆ ♥ ◆ ♥ ◆



**Diamonds and Hearts**  
2 players  
Players take turns to draw a diamond ◆ or a heart ♥ in a square. Each player can draw either a diamond or a heart but only in a square that does not touch another square with the same shape. (Squares may touch at corners but not along a side.)  
The last player who is able to draw a shape is the winner.

# Word Whiz

r	e	s	g	k	s
o	j	b	n	l	i
l	t	a	d	s	d
y	i	p	t	h	k
l	h	n	f	a	t
g	o	e	e	y	s

t	b	l	e	f	g
a	m	l	i	z	o
r	e	r	h	d	e
i	y	t	a	v	p
f	u	n	p	o	d
t	j	a	r	l	s

f	o	g	e	o	s
v	o	r	l	n	r
o	y	h	e	i	s
h	e	c	i	r	m
h	r	e	k	u	r
y	m	f	e	v	d

t	r	e	l	i	a
k	a	h	e	r	e
t	e	n	w	p	o
w	u	e	l	y	l
l	n	i	k	b	e
d	g	c	e	b	l

n	e	o	t	k	n
b	g	a	u	s	w
s	o	i	a	s	b
i	e	s	o	m	h
r	f	c	k	p	y
m	r	e	o	i	h

c	t	a	o	t	t
a	o	k	e	e	l
m	l	u	h	t	p
p	t	e	r	e	o
o	c	a	e	m	i
p	a	c	t	g	s

t	n	a	c	t	l
u	e	t	i	o	e
a	o	t	d	l	c
r	g	r	e	a	v
r	e	a	n	o	i
g	t	p	a	r	v

p	n	o	o	l	a
u	u	o	b	i	r
t	s	h	e	c	s
o	t	o	h	a	r
a	o	b	e	n	n
t	s	e	f	d	v

h	g	j	i	w	d
v	m	a	s	a	i
i	r	i	u	f	w
h	d	o	a	d	t
a	i	s	c	i	c
h	m	i	d	m	j

## Word Whiz

### 2 players

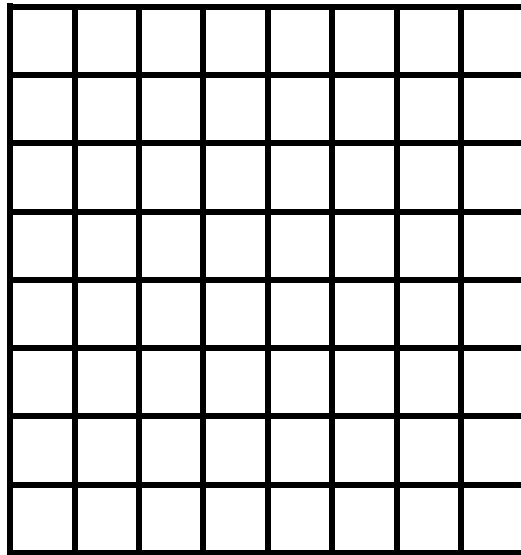
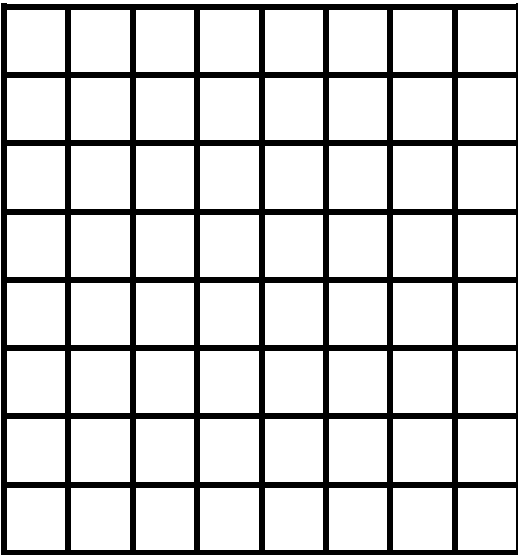
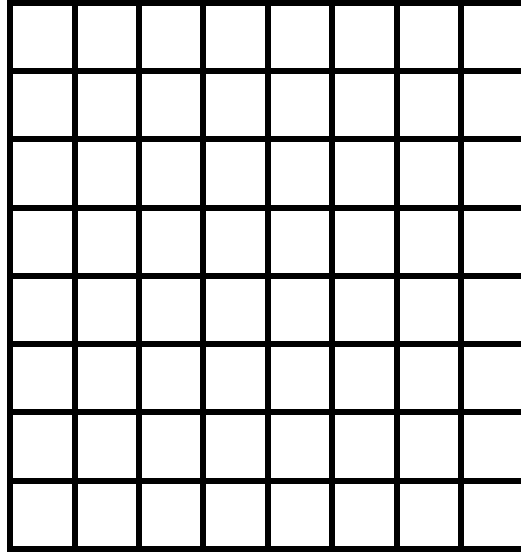
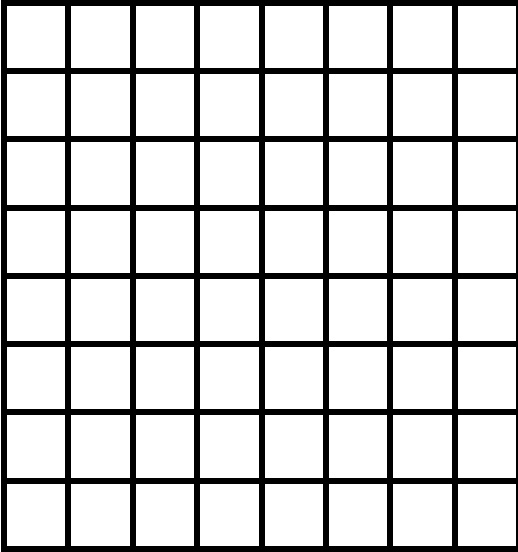
One player is **O**'s and the other player is **X**'s.

Players take turns to cover the letters of a word with a **O** or **X** as they say and spell the word. The letters may be anywhere on the board. Once a letter is covered it may not be used in a word again.

Each word must have at least 3 letters. No proper nouns allowed.

When all of the letters are covered or no player can make a word, each player counts the number of letters they have covered. The player who has covered the most is the winner.

# Alphagrid



## Alphagrid – a game for 2 players

The object of the game is to make as many words as possible. Each letter can only be part of one word.

Take turns putting letters into the grid. Each player uses their own color of pencil.

You can put any letter that you choose into any square when it is your turn. (only one letter per square)

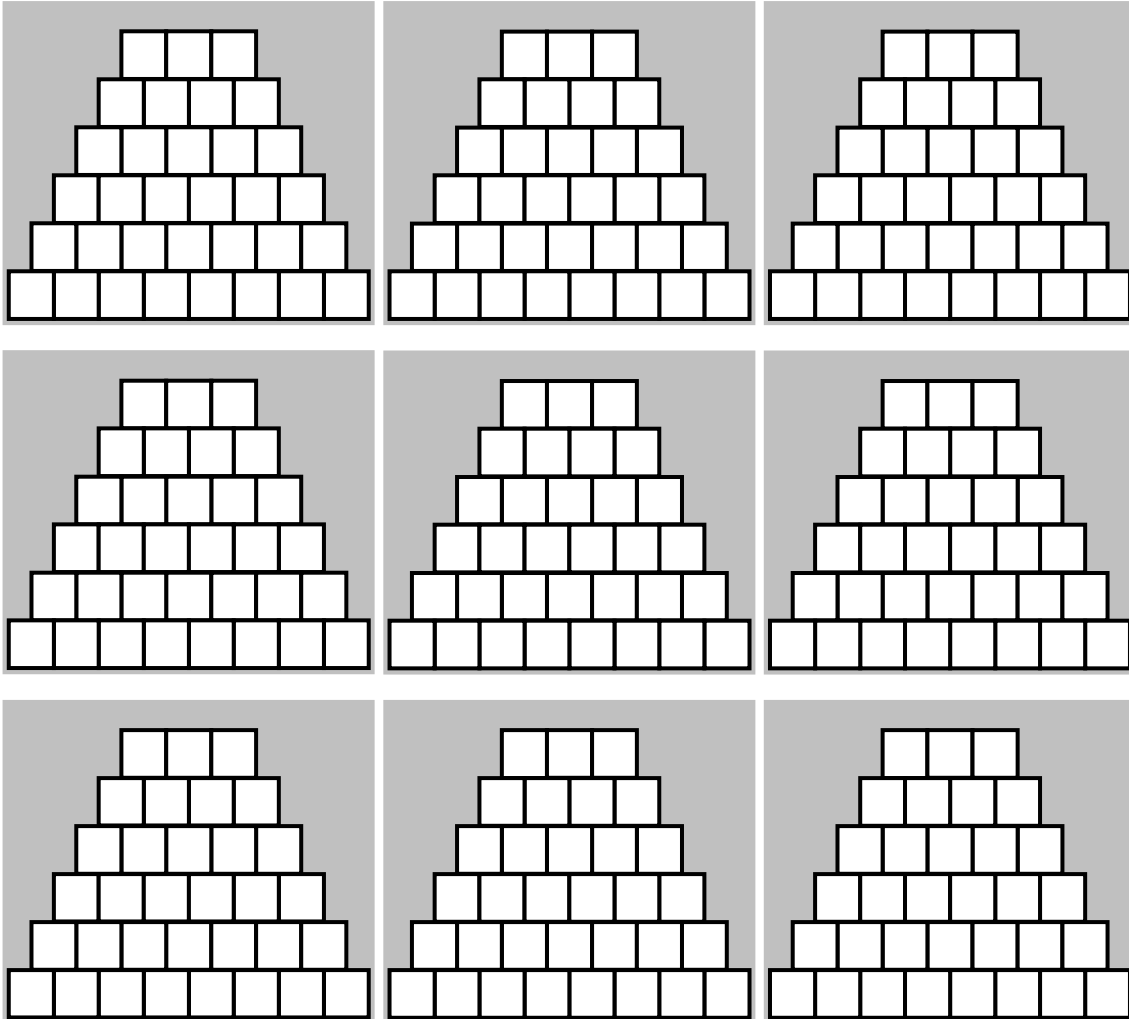
As you add letters try to make words of 4 letters or more and to stop your opponent from making words. The game finishes when the players have filled the grid and all of the words are counted.

Score 1 point for 4 letter words, 2 points for 5 letter words, 3 points for 6 letter words, etc.

A player can only count words that are in his color and a letter can only be used in one word.

HINT – Use strategies such as blocking the other player with a letter that you can use yourself. Or putting 3 letters in a row like **ree** so that if you are blocked at the start or end, you can still make **tree** or **reed**.

## Pyramid Words



### Pyramid Words

2 or more players

Each player needs a copy of this page.  
Select a word from below and write it in  
the 3 squares at the top of the 1<sup>st</sup>  
pyramid.

Players now have to write as many  
words as they can to fill the pyramid.  
Each word must start with the word at  
the top.

Score 1 point for each word you make.  
Then play again with a different word.

Try these words or make up your own –

**ban bar bat car cat con hum  
man pan par pat ten the**

### Sample Game

