
Sources:

- www.boardgames.about.com
- www.en.wikipedia.org
- *Hopscotch, Hangman, Hot Potato, and Hahaha: A Rulebook of Children's Games* by Jack Maguire
- *The Picture Rulebook of Kids' Games* by Roxanne Henderson



Paper & Pencil Games

This is a booklet of games to play with paper and pencil. Grids and diagrams are provided. However, you may want to make copies of some of the "playing boards" before you start, especially if you don't want to separate the pages of the book.

Guggenheim

Paper and Pencil Games

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Battleship

Battleship, also known as *Battle at Sea*, is a guessing game for two players. Although you may know it as a Milton Bradley board game with lots of little pieces to lose or for a younger sibling to choke on, it was actually first played as a paper and pencil game.

Each player needs two grids, like the ones here. You can make more copies of these grids, or make your own on the computer or on graph paper.

On your primary grid (the one with the black square), you will draw in the **outline** of your ships as follows:

- 1 carrier = 5 squares
- 2 battleships = 4 squares each
- 3 destroyers = 2 squares each
- 2 cruisers = 3 squares each
- 1 submarine = 3 squares

	1	2	3	4
A				
B				
C				
D				

Your opponent should do the same. Don't look at each other's grids! Your ships can be placed horizontally or vertically, not diagonally. The ships cannot overlap.

After each player has placed his ships, take turns

Guggenheim

This is a word game, so it is best played by those who are strong readers. Each player needs a pencil and a grid of six by six boxes that are big enough to write words in. You can use the ones here or make your own.

Down the side column, you will write in five categories of items, such as, flowers, movies, games, types of foods, etc. Across the top row, you will write in 5 random letters of the alphabet. Take turns being the one to choose.

Decide on a time limit, between 2-5 minutes. Set the timer and try to be the first to fill in all the boxes with the names of items that start with the designated letters.

When time is up, the player who has correctly filled the most boxes is the winner.

	F	N	J	A	L
Fruit				apple	
Games		Nintendo	Jenga		
Books					
Drinks					lemonade
Sport	football				

Art Consequences

This is a drawing game with three players. It can also be played amongst teams of three. You just need regular paper folded into thirds.

On the upper third of the paper, the first player draws the head and neck of a real or pretend character. When he's done, he should fold the paper back so that the drawing cannot be seen except for a few lines so that the next player knows where the drawing ended and can start there. Don't look at what he's drawn!

The second player draws shoulders, part of the arms and the torso. Then, he folds back his portion of the drawing, again, so that just a few lines are visible.

The final artist completes the drawing with legs and feet and opens it up to show off the work of art.

In the 1930's this game was called *The Exquisite Corpse*. It was played by artists who created serious works of art with the results.

guessing the coordinates of the opponent's ships. The coordinates are the letter and number name for a particular square. For example, **A1** is the first box in the upper left hand corner of the grid, in the A row, 1st column. Your opponent will tell you whether or not his ship is in the square you guessed, by saying, "HIT" or "MISS". If it is a hit, he will color in the square so that he can keep track of which of his ships are damaged.

If it was a "hit," you should color that square on your second grid. If it was a "miss," place a dot in the square so you know not to guess that one again. By keeping track of your guesses, you will be able to make better guesses. Take turns guessing.

	1	2	3	4
A				
B		■	■	■
C				
D				

When your opponent hits one of your vessels, make sure to color in that square on your primary grid. When a player has guessed all the squares of a vessel, the owner of the sunken ship announces the type of ship destroyed and that it has been sunk. The first one to sink all his opponent's ships is the winner.

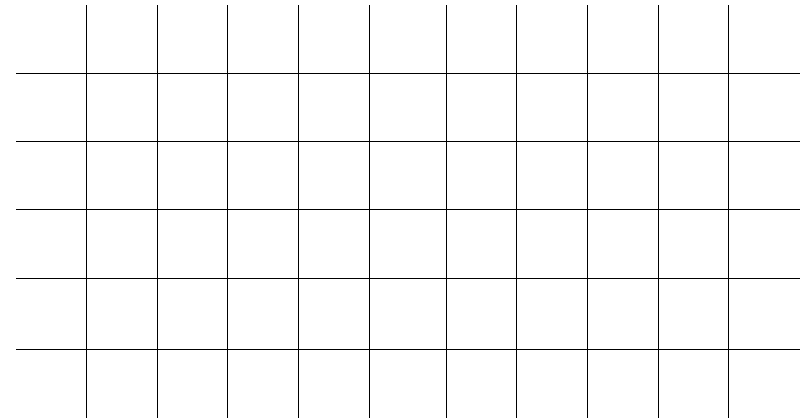
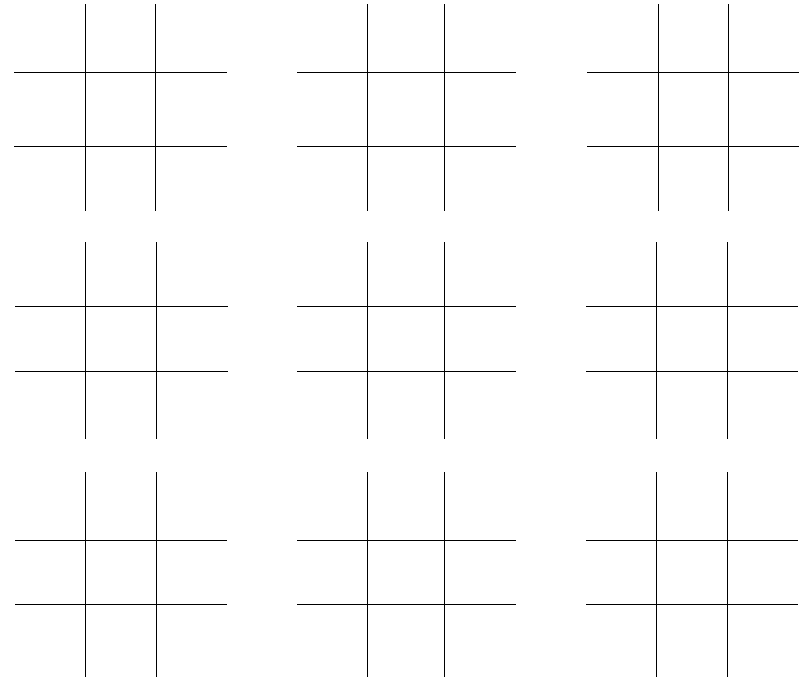
- To make this game easier to play, reduce the number of ships.
- To make things more challenging, don't announce hit or miss. Only announce when the entire ship has been hit. You may also limit the number of shots, or guesses, that you can make.

Battleship

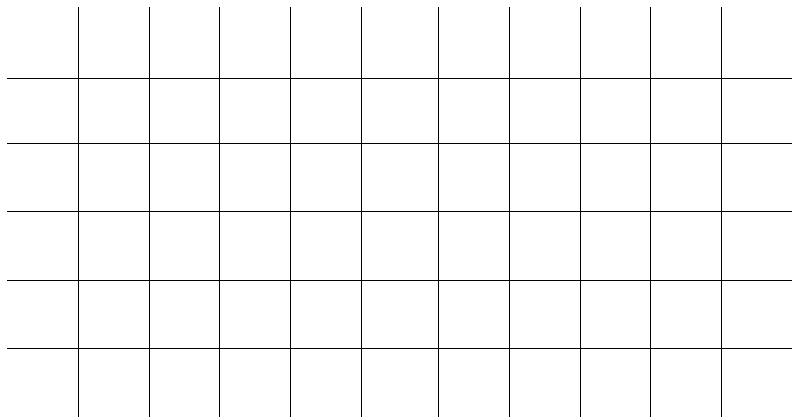
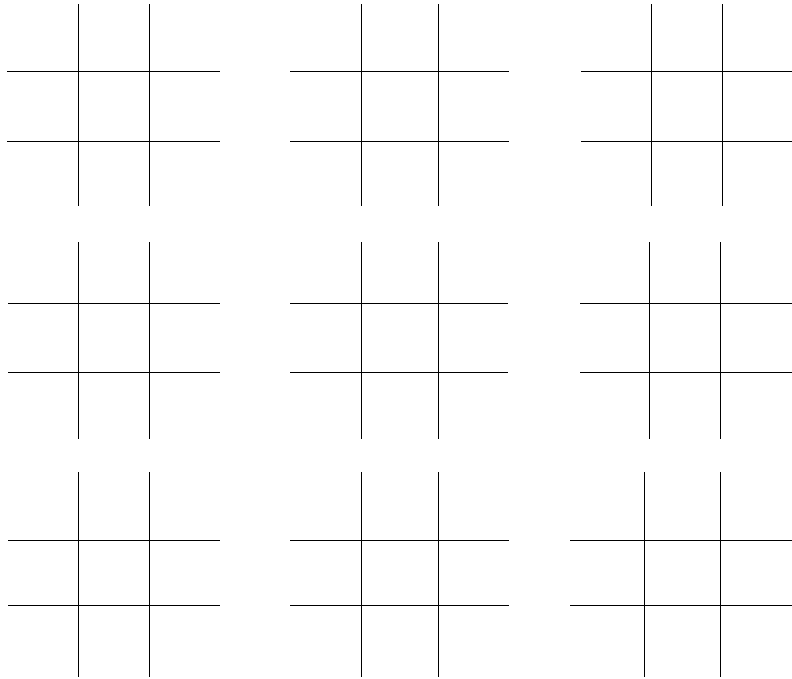
	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

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

Tic Tac Toe



Tic Tac Toe



carrier = 5 ; (2) battleships = 4 ea ; (3) destroyers = 2 ea;
 (2) cruisers = 3 ea; submarine = 3

Battleship

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

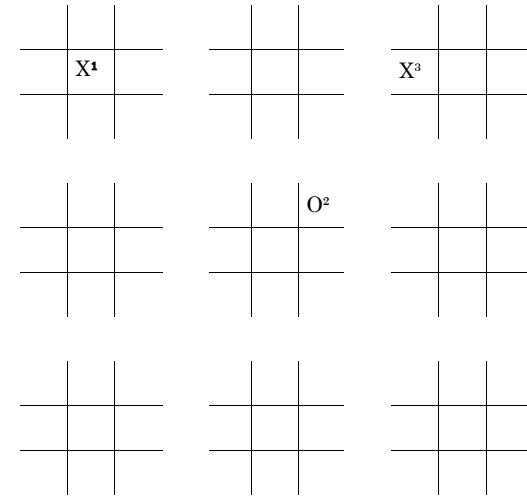
	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Battleship

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

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

If that play is made in the upper right corner of that board, the next play must be made in the upper right board. If that board is already full, you can play anywhere. The winner is the one who gets three in a row in any grid.



Tic-Tac-Toe

Everybody knows Tic-tac-toe; but did you know that it is played all over the world? *Morpion* is its name in France. *Noughts and Crosses* it is called in the United Kingdom and Australia. Some Dutch call it *Boter, kaas en eieren* which means "butter, cheese and eggs". Everyone everywhere has a name for this game between two players, X and O, on a simple diagram made of two vertical lines crossed by two horizontal lines.

One player is X; the other is O. Take turns placing your mark in one space of the 3x3 grid. The first person to get three in a row, wins. If no one wins, we call it a "cat's game". There are 255, 168 possible combinations to make.

Another variation is called nine board tic-tac-toe. Arrange nine tic-tac-toe grids, three in each row. The first player can play on any board. But, each play after that has to be on the board that corresponds to the space of that play. So, if the first play is made in the middle space, then the next play is made in the middle board.

carrier = 5 ; (2) battleships = 4 ea ; (3) destroyers = 2 ea;
(2) cruisers = 3 ea; submarine = 3

Battleship

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

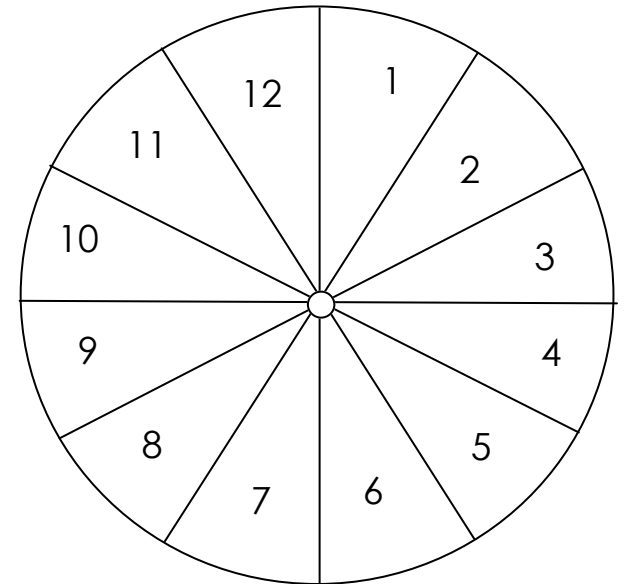
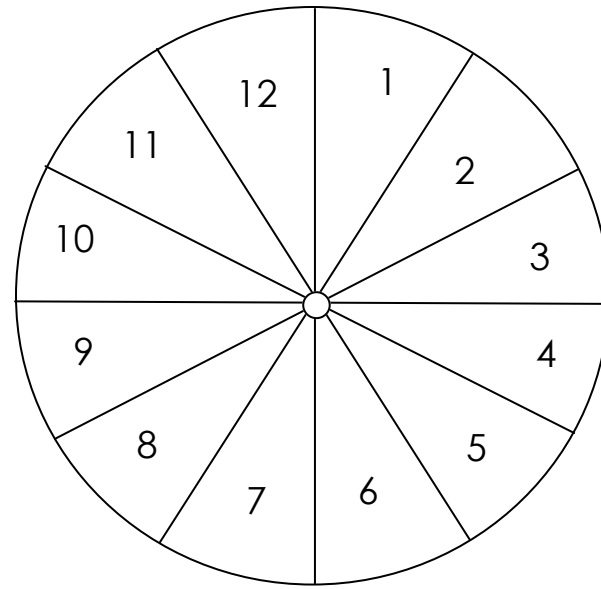
	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Battleship

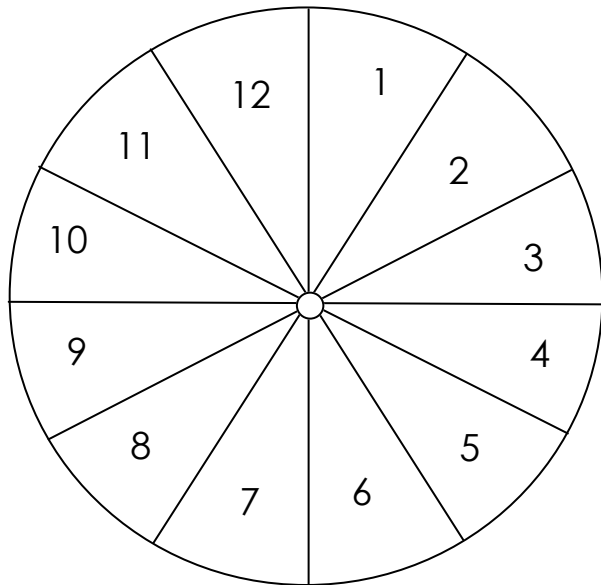
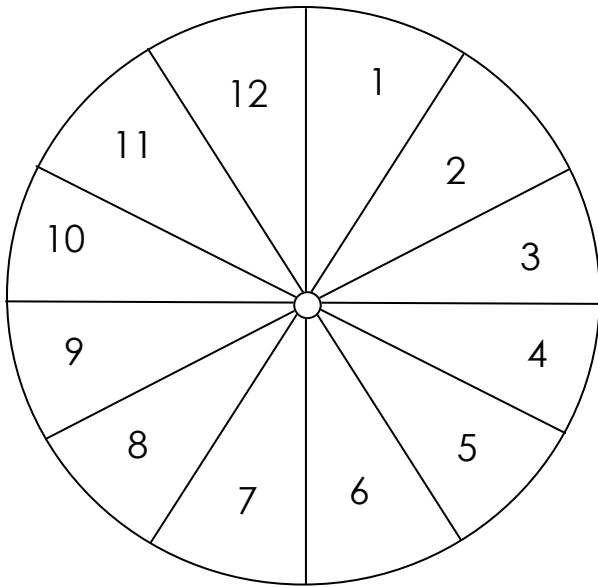
	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

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

Tip Tap Toe



Tip Tap Toe



18

carrier = 5 ; (2) battleships = 4 ea ; (3) destroyers = 2 ea;
 (2) cruisers = 3 ea; submarine = 3

Battleship

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

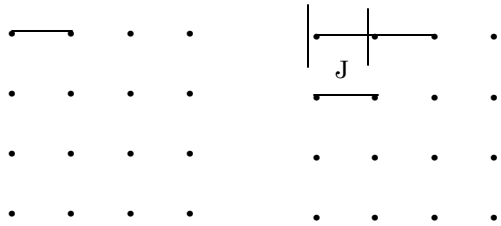
	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

11

Pig in the Pen

Pig in the Pen, commonly known as *Dots and Boxes* has been known by several other names: *Boxes*, *Capture*, *Squares*, *Square-it*, and *Dots*. It is generally played by 2 people, but for a variation, try playing it with more than two.

Start with a grid of dots, such as one here. Players take turns drawing one line between two neighboring dots. The person who completes the fourth side of a box writes his initial in the box completed and takes another turn.



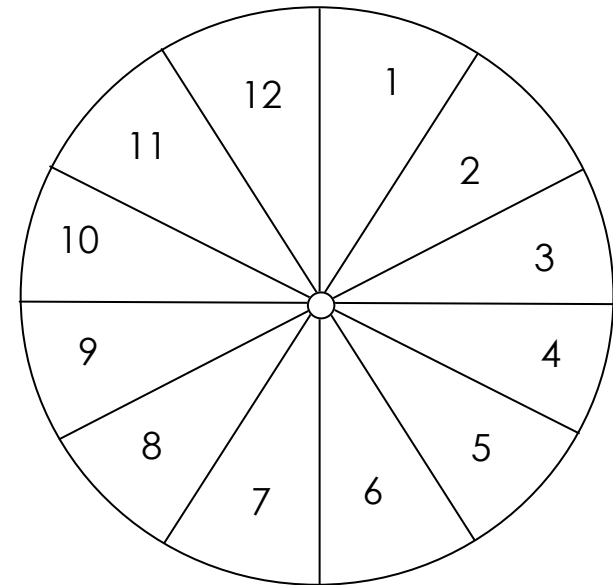
The game is over when all possible lines have been drawn. Count up your initials and see who closed the most boxes.

For beginners, you may want to use a smaller grid than the ones pictured here. Try a 3 dot by 3 dot box until you get the hang of it.

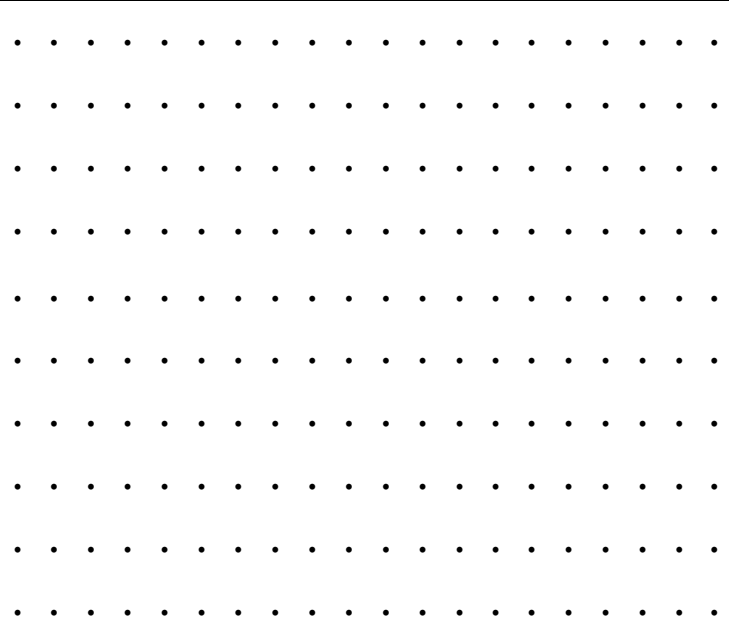
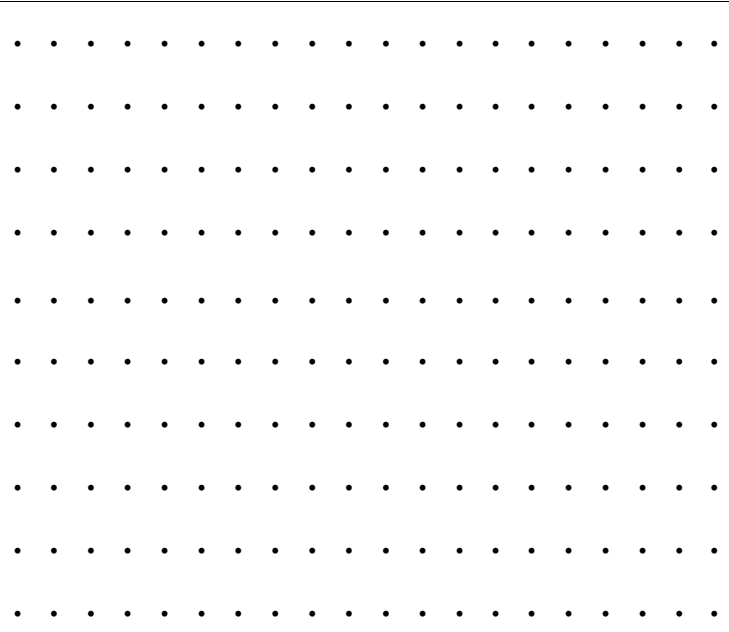
Tip Tap Toe

Two to six people can play this game, which is much like playing darts on paper. Draw a diagram like the one below on a piece of paper. A good math person should be scorekeeper.

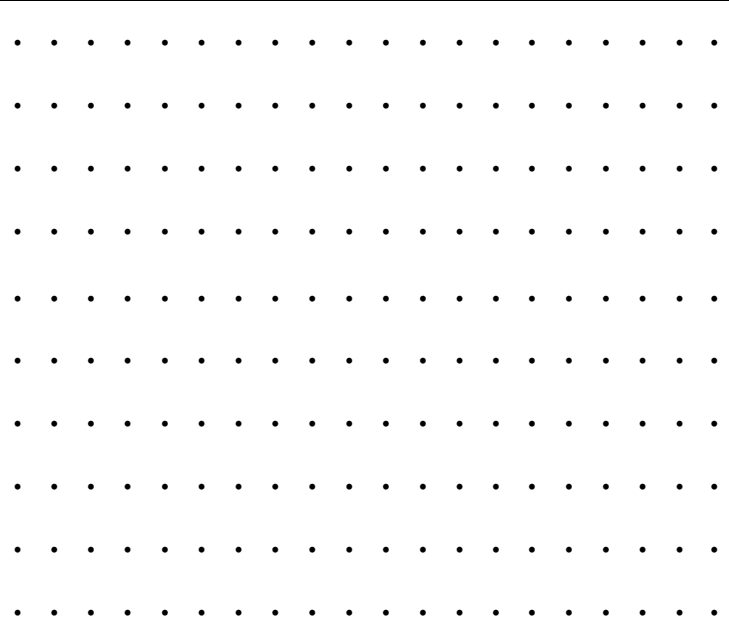
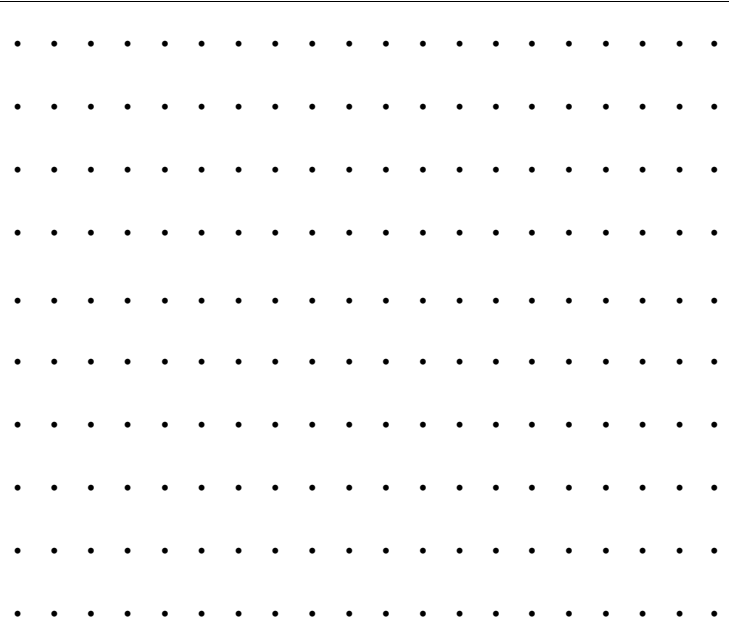
Taking turns, each player closes his eyes and touches a pencil to the paper. He is awarded the number of points marked on the section he touched. Once a section has been touched, cross it out and it is not worth points for anyone else. Keep track of the points you earn. If you touch a crossed out section or go outside the circle, you don't get any points that turn and must wait for your next turn. If someone hits the exact center, he automatically wins. Otherwise, when all the wedges have been crossed out, the person with the highest number of points wins.



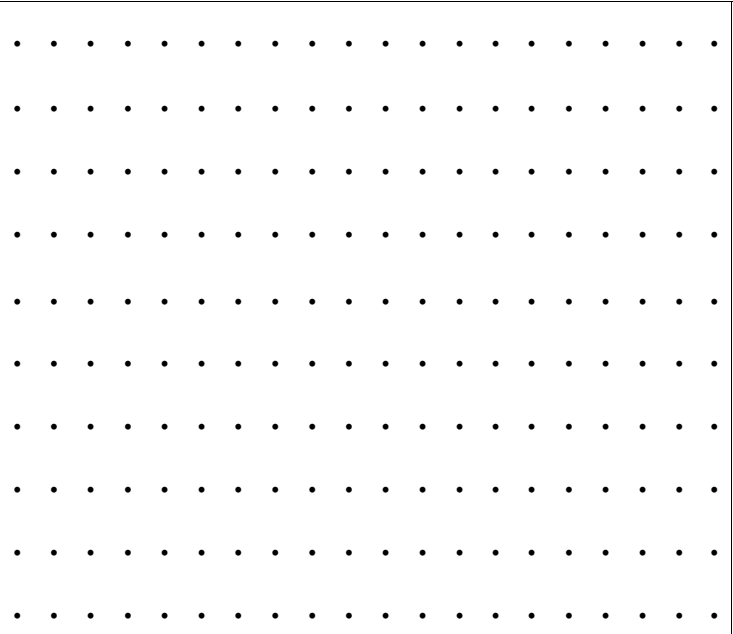
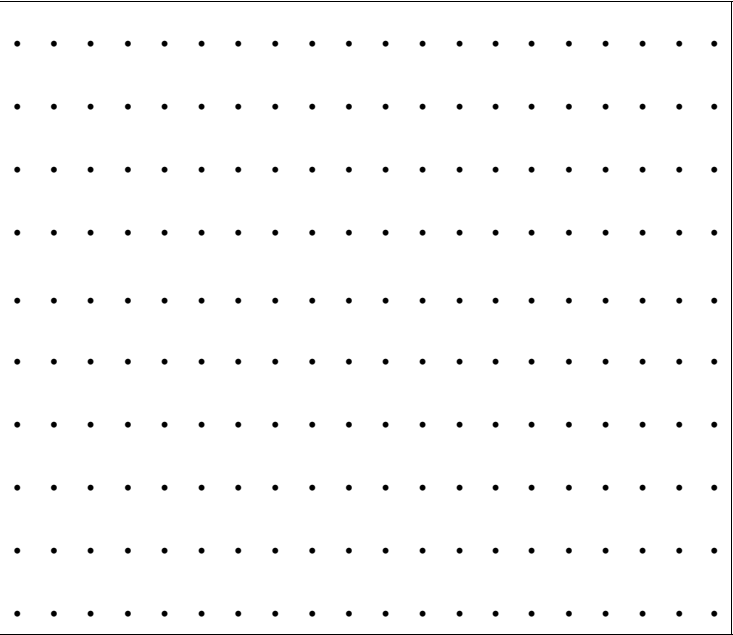
Pig in the Pen



Pig in the Pen



Pig in the Pen



Pig in the Pen

