Okay, we all know Tic-Tac-Toe. Been there, beat that. Did you know there are a lot more games to play with a pencil and paper? In the car, at a restaurant, in a waiting room, just for fun, these classic, fun games require only a pencil, paper, and you! I’ve provided this printable version with the instructions and fill-in grids, but if you happen to be caught without these pages, all you need is the stubby pencil that’s been rolling around on the car floor and the back of an envelope or receipt, the side of a paper sack, or the notebook someone left in the back-of-the-seat pocket. These can be addictive! Have fun!

**Laying Pipes**

2 players (one is black dots, one is white)

Each player has a 6 dot x 7 dot grid which overlap each other.

1. Players take turns connecting two of their own dots with a line, vertically and horizontally only (no diagonals).
2. Players cannot draw across their opponent’s line.
3. The first player to make a continuous line from one side to the other is the winner: top to bottom for white dots and left to right for black dots. See example.

**Example (black dots winner)**

![Example](image)

**Game 1**

![Game 1](image)

**Game 2**

![Game 2](image)

**Game 3**

![Game 3](image)
**Gomoku** 2 players, one is X and one is O

On a grid of at least 15 x 15 squares, players take turns marking Xs and Os. The first player to make a row of 5 wins.

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**Cows and Bulls** 2 players, each with pencil and paper (or a copy of the chart below)

1. Each player writes a secret 4-digit number. All the digits must be different (4575, for example, is unacceptable).
2. In turn, players try to guess the other player’s number.
3. “Cows” are numerals that are in the number, but in the wrong place. “Bulls” are numerals that are correct and in the correct place.
4. Example: Fred’s number is 2609. On Martha’s turn, she guesses “8729.” Fred tells her, “There is one cow and one bull” (2 is the cow and 9 is the bull).
5. Players should note their guesses and how many cows and bulls are in each guess (as shown on chart below).
6. The first player to correctly guess the other player’s number wins. It may take many guesses, but each guess will be more educated than the guess before!
7. For a harder game, try 5 or 6 digit numbers. For an easier game, play with 4-letter words.

<table>
<thead>
<tr>
<th>My Number: __ __ __ __</th>
<th>Guess 9: __ __ __ __ cows: __ bulls: __</th>
</tr>
</thead>
<tbody>
<tr>
<td>My Guesses:</td>
<td>Guess 10: __ __ __ __ cows: __ bulls: __</td>
</tr>
<tr>
<td>Guess 1: __ __ __ __ cows: __ bulls: __</td>
<td>Guess 11: __ __ __ __ cows: __ bulls: __</td>
</tr>
<tr>
<td>Guess 4: __ __ __ __ cows: __ bulls: __</td>
<td>Guess 14: __ __ __ __ cows: __ bulls: __</td>
</tr>
<tr>
<td>Guess 5: __ __ __ __ cows: __ bulls: __</td>
<td>Guess 15: __ __ __ __ cows: __ bulls: __</td>
</tr>
<tr>
<td>Guess 6: __ __ __ __ cows: __ bulls: __</td>
<td>Guess 16: __ __ __ __ cows: __ bulls: __</td>
</tr>
<tr>
<td>Guess 7: __ __ __ __ cows: __ bulls: __</td>
<td>Guess 17: __ __ __ __ cows: __ bulls: __</td>
</tr>
<tr>
<td>Guess 8: __ __ __ __ cows: __ bulls: __</td>
<td>Guess 18: __ __ __ __ cows: __ bulls: __</td>
</tr>
</tbody>
</table>

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Battle at Sea

2 players, each needs two 10 x 10 grids and a pencil
Each player has the following “ships:”
- aircraft carrier: 5 squares
- battleship: 4 squares
- cruiser: 4 squares
- submarine: 3 squares
- patrol boat: 2 squares

1. Each player secretly places their “ships” on their ships grid by shading the appropriate squares. Ships cannot overlap or be placed on a diagonal.
2. Players take turns trying to hit the other player’s ships. On Player 1’s turn, he gives coordinates, such as A6. If Player 2 has a ship in that location, he says, “HIT” and marks the spot on his grid with an X. If he does not have a ship at that location, he says, “MISS.” Player 1 should mark on his grid whether A6 is a hit or miss on his hits grid (see example). When a player loses an entire ship, he should say, “SINK!”
3. Play continues in turn until one player sinks all of the ships of the other player.

The classic board game “Battleship” is based on this game.
**Word Squares** 2 or more players, each with paper and pencil

1. Each player draws a 5 x 5 grid on their paper, as seen at right.
2. The first player calls out a letter, and everyone places the letter in any square of their grid.
3. Continuing clockwise, each player calls out a letter in turn until every square is filled. Letters may be repeated. Each player will write the same 25 letters, but they will all be in different arrangements. Once a letter is placed in a box, the player may not erase it.
4. Time 3 minutes. Everyone tries to make as many words as possible out of the letters on their grid. The letters of the words must be in order in adjoining squares. Diagonal joining is acceptable. The example at right shows how words are formed.
5. When time is up, everyone figures their score based on the following:
   - 2 or 3-letter word: 1 point
   - 4-letter word: 3 points
   - 5-letter word: 4 points
   - 6- or more letter word: 5 points

**Hangman** 2 players

1. Choose one player to make the puzzle (Player 1) and one to guess (Player 2).
2. Player 1 chooses a word or phrase and makes a blank for each letter.
3. Player 2 guesses one letter at a time, trying to figure out the word or phrase. After each guess, mark out that letter of the alphabet.
4. Player 1 places any correct guesses in the appropriate blanks. For example, if Player 2 guesses E, Player 1 fills in all the Es in the puzzle.
5. For any letters guessed that are not in the puzzle, Player 1 draws one part of the hangman on the gallows. Parts go in this order: head, torso, left arm, right arm, left leg, right leg. See example above right.
6. Player 2 can guess the word or phrase at any time. If Player 1 draws the complete hangman before Player 2 guesses correctly, Player 1 wins. If Player 2 guesses correctly before the hangman is complete, Player 2 wins.
7. This can be played with more players, with one player creating the puzzle and all the others guessing letters in turn. The player who guesses correctly wins.

Game 1
Puzzle:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Game 2
Puzzle:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
a little extra graph paper for you . . .