

10 Paper and Pen Games

With printable A5 boards

Paper and Pen games are games that you can play with nothing but paper and a pen or a pencil. These games are ideal for entertaining both adults and children. Along with being extreamly entertaining, they also impact your IQ and problem-solving.

There are 10 most popular games included in this bundle. Along with a short description of goals and how to play the game, 2 pages of boards for each game are also included. You can take as many printouts of each page as you like. Below is the list of games included in this bundle.

- 1) Battleship**
- 2) Hangman**
- 3) Tic-Tac-Toe**
- 4) Join Five**
- 5) Dot and Boxes**
- 6) Pipe Layer**
- 7) Bulls and Cows**
- 8) SOS Game**
- 9) Paper soccer**
- 10) SIM**

These games are most suitable for two players. Battleship, Hangman, Join Five, Dots and Boxes, Bulls and cows, and SOS can easily be extended for 3 or more players.

In most of the games, one player starts after which players take turns alternatively. Any of the popular methods like a coin flip, using a dice, elder/youger member, etc can be used to select who goes in first.

Rules

1) Battleship

Goal: Players have ships marked on a grid. Each player calls out coordinates to discover and sink their opponent's ships. The last person with undiscovered ships wins.

How to Play:

Step 1: Each player gets a sheet with Grid (printable)

Step 2: Each player starts with four ships on the “My Ships” grid of the printable. Each ship occupies a fixed number of consecutive squares on the grid, arranged either horizontally or vertically.

Ship	qty	Spaces Occupied
Carrier	1	5
Battleship	1	4
Destroyer	1	3
Submarine	1	3
Patrol Boat	1	2

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

Example – My Ship

Step 3: Player 1 announces a target square in the opponent's grid which is to be shot at. Eg B1, C8, D9, etc. Player 2 announces if their ships had been “hit” or “miss” by the shot. For recording this move:

- Player 1 marks this location of the shot on the “Enemy Ships” grid.
- For a “hit” the box is crossed ~~☒~~ and for a miss the corresponding box is slashed ~~☒~~.
- Player 2 similarly marks the shot on the “My Ships” grid.

Step 4: The game proceeds with Player 2 and 1 announcing their shots alternatively. If after a shot, all boxes of a ship have been hit by the opponent, the player announces which ship has been hit. The player may note this down on the “Opponent Ships” grid.

Step 5: The game stops when all the ships of a player have been shot at. The opponent wins the game.

BATTLESHIP

My Ships

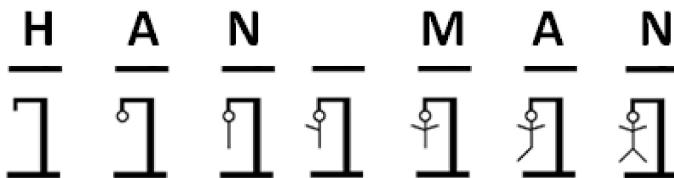
Enemy Ships

BATTLESHIP

My Ships

Enemy Ships

2) Hangman:



Goal: A player has to guess the word chosen by the opponent before the image of the hangman is completed.

How to Play

Step 1: A player selects a word from a category. The player announces the number of letters in the word by drawing a grid with a space for each letter of the word.

Step 2: The opponent guesses a letter. If the letter is in the selected word, the first player announces this by writing the letter at the right place/s on the grid. If the guess is wrong, the first player draws a part of the “hangman” extending the image. Each guessed letter is recorded by crossing it from the list of letters at the bottom of the grid.

Step 3: The Opponent makes more guesses until the correct word is guessed or the image is complete. To win a round opponent has to guess all the letters of the word before the image of the hanging man is completed. Players can take turns between choosing a word and guessing the word.

HANGMAN



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	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	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	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	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

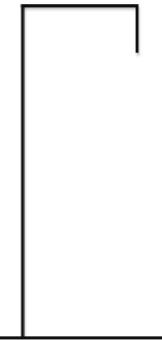
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N	O	P	Q	R	S	T	U	V	W	X	Y	Z

HANGMAN



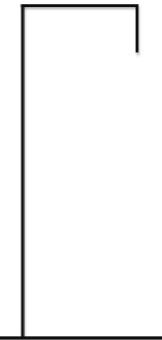
A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

A	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	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	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	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	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

3) Tic-Tac-Toe

Goal: In order to win the game, a player must place three of their marks in a horizontal, vertical, or diagonal row.

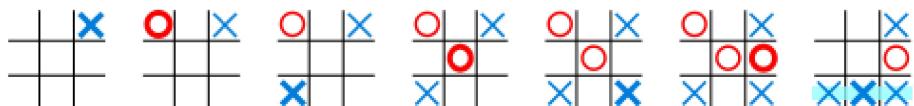
How to Play

Step 1: Draw a 3 x 3 grid or choose a printable

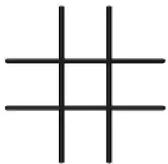
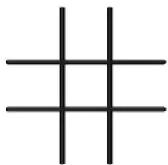
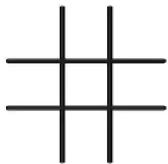
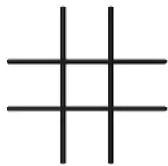
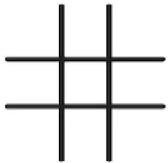
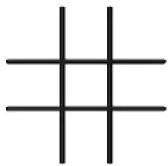
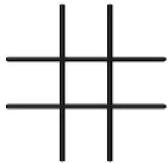
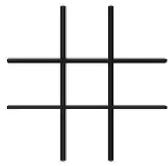
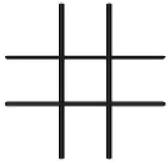
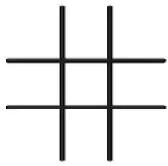
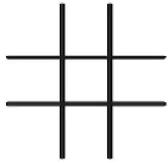
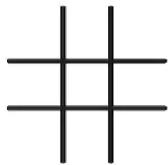
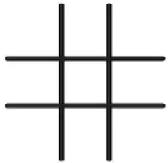
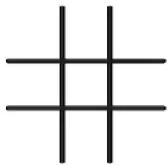
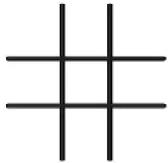
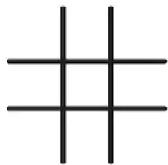
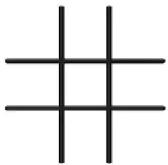
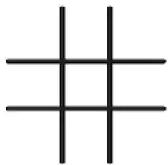
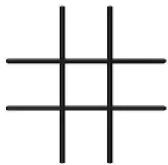
Step 2: The first player to play gets symbol **X** and the second player gets the symbol **O**.

Players take turns, putting their marks in empty squares.

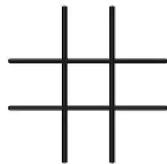
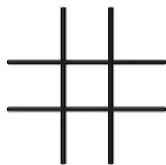
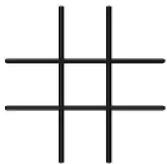
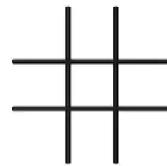
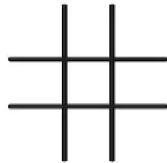
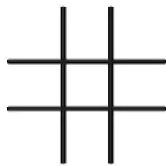
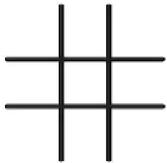
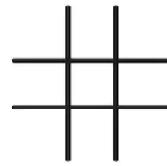
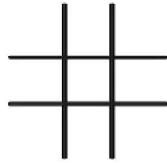
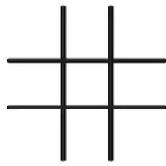
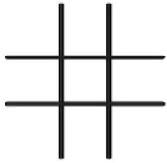
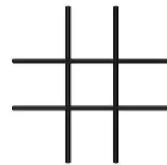
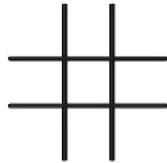
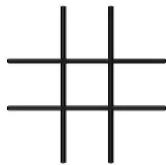
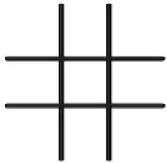
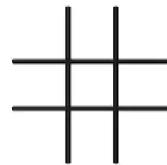
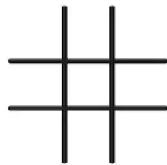
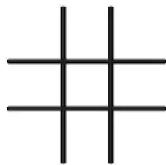
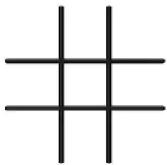
Step 3: The first player to get 3 of her marks in a row (up, down, or diagonally) is the winner. If all 9 squares are full, the game is over. If no player has 3 marks in a row, the game ends in a tie.



TIC TAC TOE



TIC TAC TOE



4) Join Five

Goal: Players alternatively draw a line in the grid covering exactly 5 dots. No Segment of any lines should overlap. The person to draw the last legal line wins.

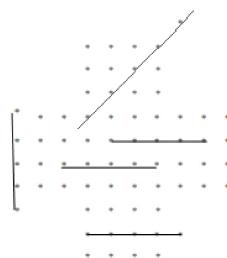
How to play

Step 1: The game starts with an empty grid of dots.

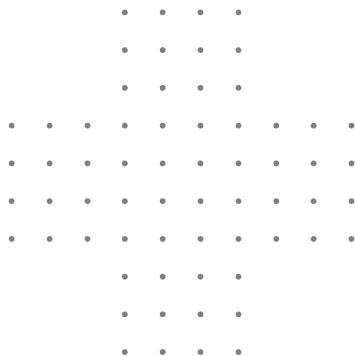
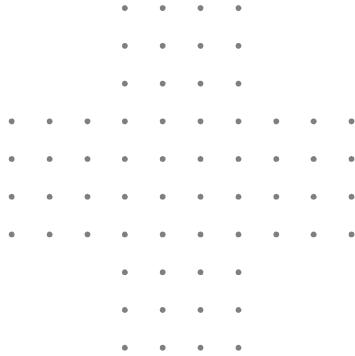
Step 2: Each player takes a turn to draw a line on the grid. It must satisfy the following conditions to be legal

- The line joins exactly five dots.
- Lines may not overlap any segment of a previously drawn line. However, lines may meet and intersect.
- One of the five dots can be a new dot, created by extending the current grid. At least four dots must be pre-existing grid.
- If you do not use an extra dot on your turn, you may save this dot for future turns. However, you may never use more than two extra dots to draw your line.

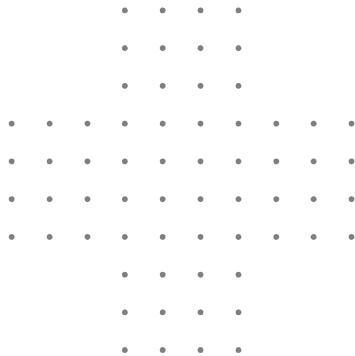
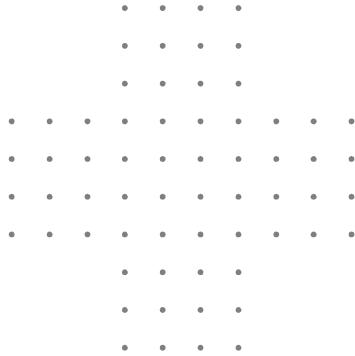
Step 4: The player making the last legal move wins the game



JOIN FIVE



JOIN FIVE



5) Dot and Boxes

Goal: Players take alternate turns to connect 2 adjacent dots through a line segment. When all the four walls of a box are complete the player gets to claim the box and an extra turn. At the end of the game when all boxes are completed, the player with the maximum points wins.

How to Play

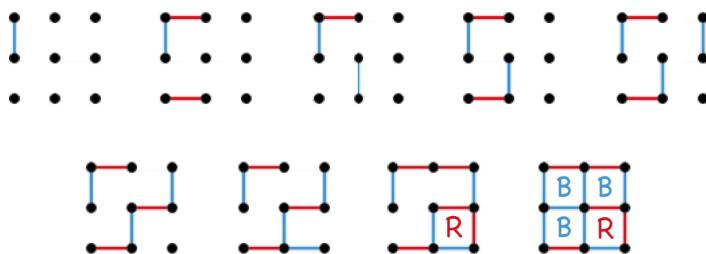
Step 1: Players start with a blank grid of dots

Step 2: Players take turns to connect 2 adjacent boxes either horizontally or vertically to make a wall for the box

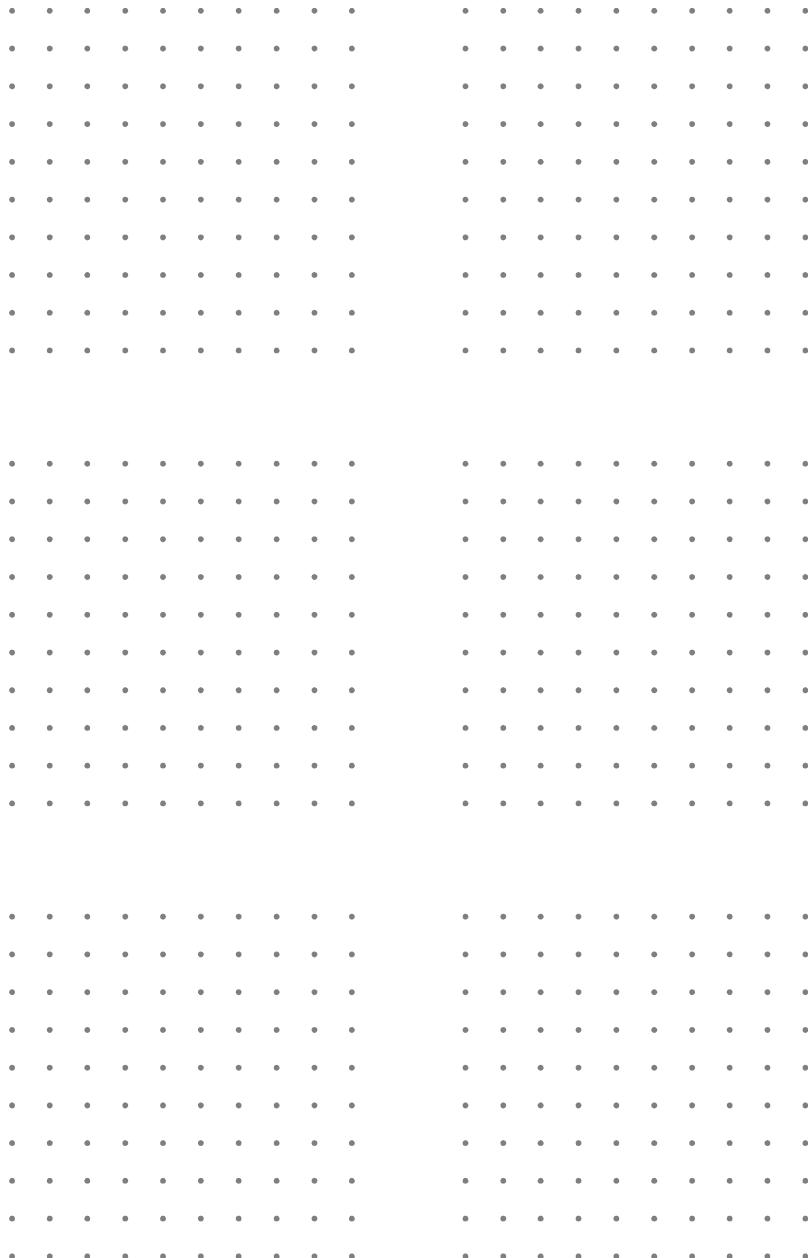
Step 3: When all the four sides of a box are completed, the player can claim the box. This is done after the player's turn by writing a letter in the box (usually the first letter of their name). Every time a box is completed the player gets one extra turn to draw a line. This repeats until the new segment doesn't complete a box.

Step 4: The game ends when all the boxes are complete. Player to claim the maximum number of point wins.

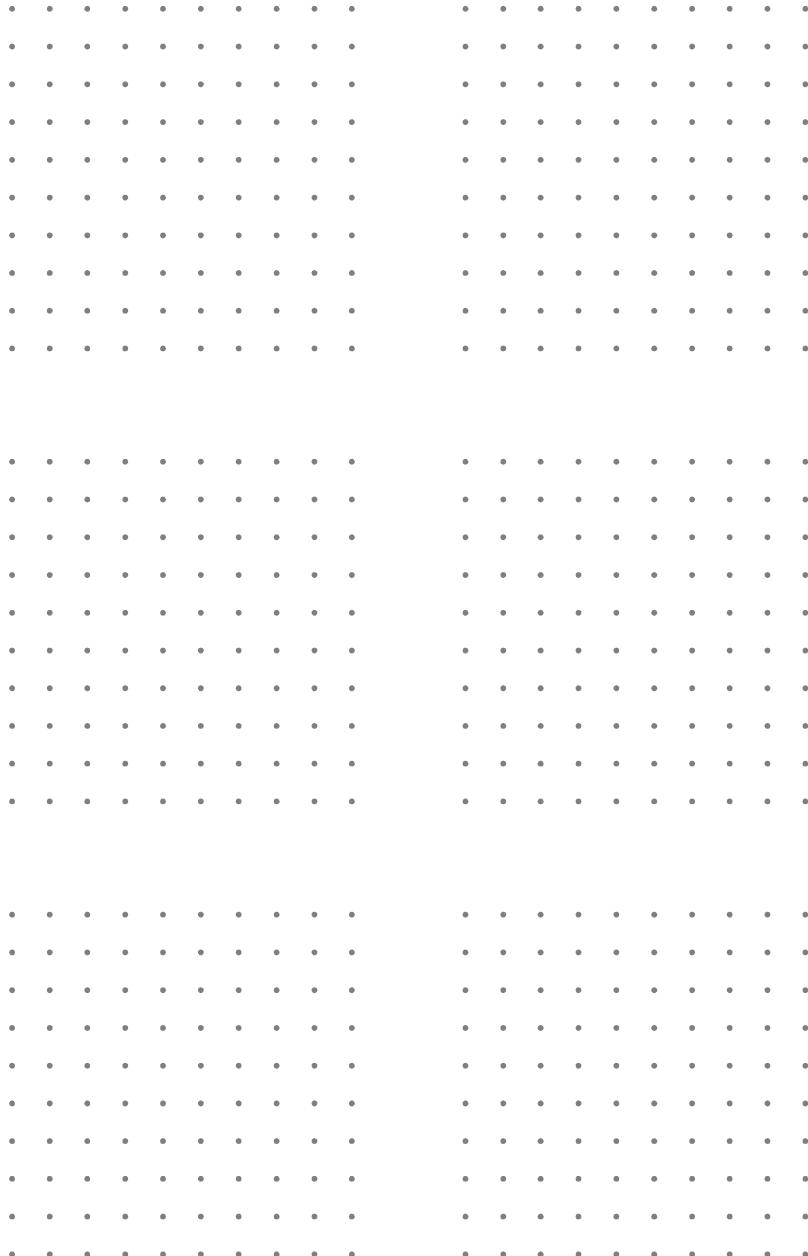
Hint: Be careful not to create long chains of boxes for your opponents to claim. Think of creative ways to double-cross your opponent, forcing them to give you the long chains



DOT AND BOX'S



DOT AND BOX'S



6) Pipe Layer

Goal: The board consists of 2 grids that are slightly offset from each other. 2 Players take turns connecting dots in their grid. The goal is to be the first to make an unbroken chain along the longer axis of your grid.

How to play

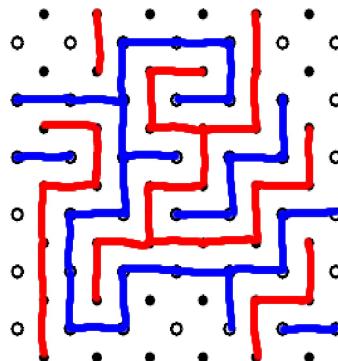
Step 1: The game starts with blank grids. The printable consists of 2 grids of 6 x 7 dimensions made of "●" and "○" symbols. There are 7 "●" along length and 7 "○" along the width of the grid.

Step 2: One player picks "●" and the other picks "○". Players can also choose different colored pens for playing.

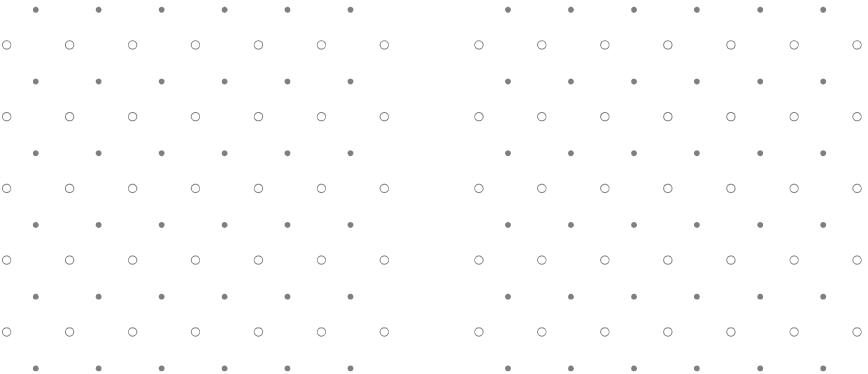
Step 3: Starting from "●", players take turns to connect 2 adjacent dots of their symbol (no diagonal connections-only up and down). No move may draw across another move.

Step 4: Player who first makes a continuous connection from one side of the board to the other in the long direction wins the game.

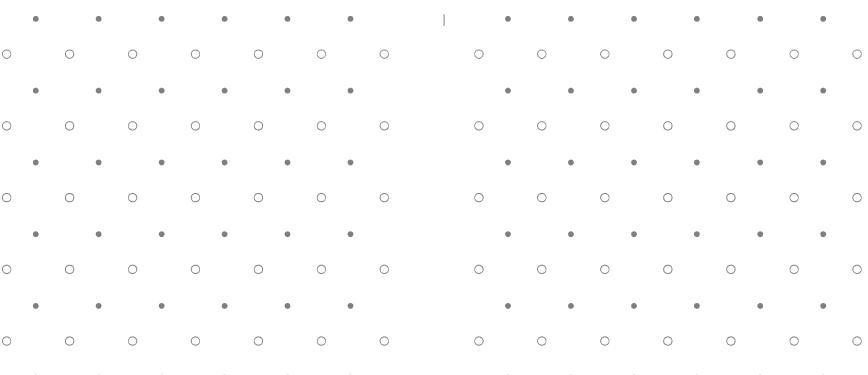
Below is an example in which a player with "●"ed grid won the game.



PIPE LAYER

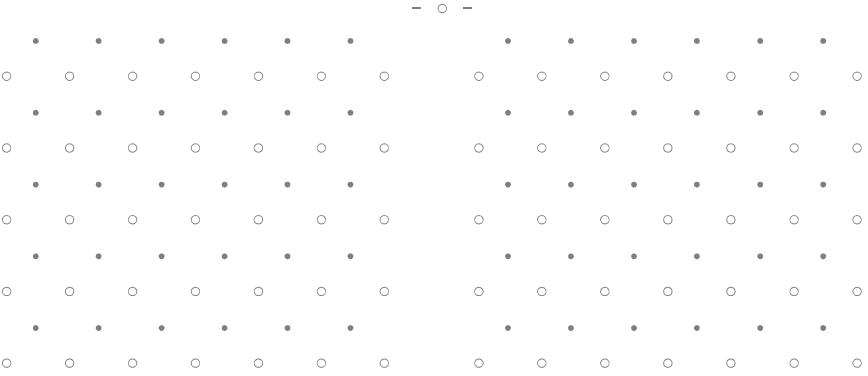


Winner:



Winner:

Winner:



Winner:

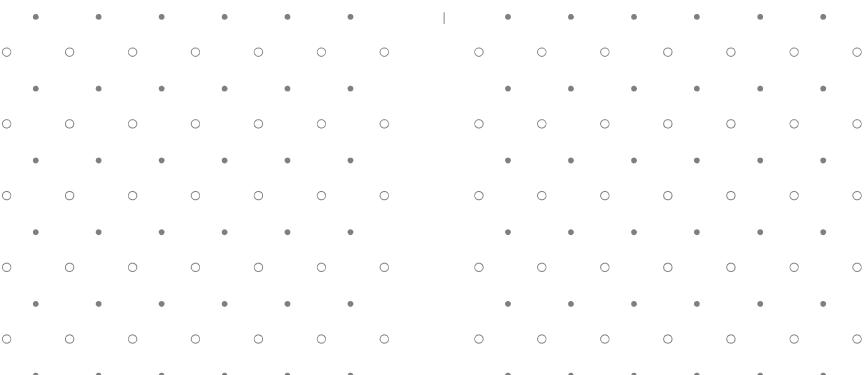
Winner:

Winner:

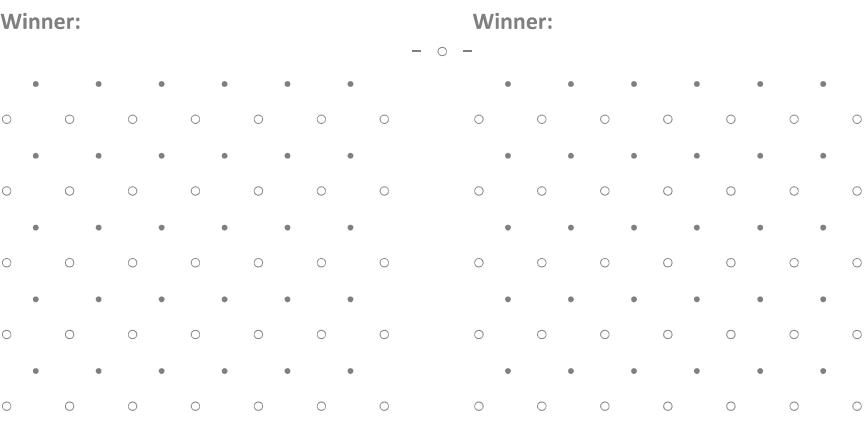
PIPE LAYER



Winner:



Winner:



Winner:



Winner:

Winner:

7) Bulls and Cows

Goal: Each player chooses a 4 digit secret code. Then players take turns to guess the opponent's number. In return, the opponent shares the number of "Bulls" and "Cows". The player who uses this language to discover the opponent's secret first wins.

How to play

Step 1: Each player writes down a 4 digit number as his secret code. Each digit should be different.

Step 2: Player 1 announces a 4 digit number as his guess for the secret code of the opponent. In return, the opponent tells the number of "Bulls" and "Cows" as follows:

- Bulls: Count of matching digits and in the right position
- Cows: Count of matching digits but in the wrong position

Below is an example:

- Secret code: 2571
- Opponent's Guess: 1532
- Declaration: 1 bull and 2 cows. (The bull is "5", the cows are "2" and "1".)

Player 1 notes down his guess and the declaration made by the opponent. In his turn, Player 1 can refer to his previous guesses to make the new guess.

Step 3: Next Player 2 makes guess and player one declares the result. In turns, players guess until a player discovers the opponent's secret. Player first to guess the opponent's secret code wins.

BULLS AND COWS

My Secret Key: _ _ _ _

Guesses for Opponent's Key | B C

1	—	—	—	—
2	—	—	—	—
3	—	—	—	—
4	—	—	—	—
5	—	—	—	—
6	—	—	—	—
7	—	—	—	—
8	—	—	—	—
9	—	—	—	—

My Secret Key: _ _ _ _

Guesses for Opponent's Key | B C

1	—	—	—	—
2	—	—	—	—
3	—	—	—	—
4	—	—	—	—
5	—	—	—	—
6	—	—	—	—
7	—	—	—	—
8	—	—	—	—
9	—	—	—	—

My Secret Key: _ _ _ _

Guesses for Opponent's Key | B C

1	—	—	—	—
2	—	—	—	—
3	—	—	—	—
4	—	—	—	—
5	—	—	—	—
6	—	—	—	—
7	—	—	—	—
8	—	—	—	—
9	—	—	—	—

My Secret Key: _ _ _ _

Guesses for Opponent's Key | B C

1	—	—	—	—
2	—	—	—	—
3	—	—	—	—
4	—	—	—	—
5	—	—	—	—
6	—	—	—	—
7	—	—	—	—
8	—	—	—	—
9	—	—	—	—

My Secret Key: _ _ _ _

Guesses for Opponent's Key | B C

1	—	—	—	—
2	—	—	—	—
3	—	—	—	—
4	—	—	—	—
5	—	—	—	—
6	—	—	—	—
7	—	—	—	—
8	—	—	—	—
9	—	—	—	—

My Secret Key: _ _ _ _

Guesses for Opponent's Key | B C

1	—	—	—	—
2	—	—	—	—
3	—	—	—	—
4	—	—	—	—
5	—	—	—	—
6	—	—	—	—
7	—	—	—	—
8	—	—	—	—
9	—	—	—	—

BULLS AND COWS

My Secret Key: _ _ _ _

Guesses for Opponent's Key | B C

1	— — — —	— —
2	— — — —	— —
3	— — — —	— —
4	— — — —	— —
5	— — — —	— —
6	— — — —	— —
7	— — — —	— —
8	— — — —	— —
9	— — — —	— —

My Secret Key: _ _ _ _

Guesses for Opponent's Key | B C

1	— — — —	— —
2	— — — —	— —
3	— — — —	— —
4	— — — —	— —
5	— — — —	— —
6	— — — —	— —
7	— — — —	— —
8	— — — —	— —
9	— — — —	— —

My Secret Key: _ _ _ _

Guesses for Opponent's Key | B C

1	— — — —	— —
2	— — — —	— —
3	— — — —	— —
4	— — — —	— —
5	— — — —	— —
6	— — — —	— —
9	— — — —	— — —
8	— — — —	— —
9	— — — —	— —

My Secret Key: _ _ _ _

Guesses for Opponent's Key | B C

1	— — — —	— —
2	— — — —	— —
3	— — — —	— —
4	— — — —	— —
5	— — — —	— —
6	— — — —	— —
7	— — — —	— —
8	— — — —	— —
9	— — — —	— —

My Secret Key: _ _ _ _

Guesses for Opponent's Key | B C

1	— — — —	— —
2	— — — —	— —
3	— — — —	— —
4	— — — —	— —
5	— — — —	— —
6	— — — —	— —
9	— — — —	— — —
8	— — — —	— —
9	— — — —	— —

My Secret Key: _ _ _ _

Guesses for Opponent's Key | B C

1	— — — —	— —
2	— — — —	— —
3	— — — —	— —
4	— — — —	— —
5	— — — —	— —
6	— — — —	— —
7	— — — —	— —
8	— — — —	— —
9	— — — —	— —

8) SOS Game:

Goal: Players take turns to put either an "S" or an "O" in the boxes to create an SOS signal. The player to create the maximum number of SOS Signals wins the game.

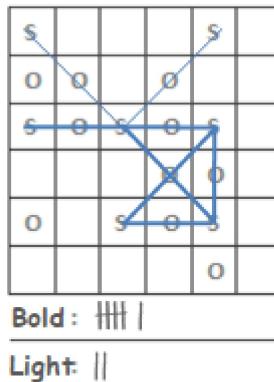
How to Play

Step 1: The game starts with a blank grid greater than 3×3 cells. The printout given has 6×6 cells which work fine.

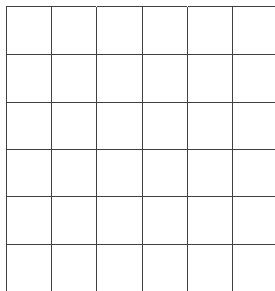
Step 2: Players take turns to put either an "S" or an "O" on the board. There is no requirement to choose the same letter each time. Players try to create SOS sequences among connected squares (horizontally, vertically or diagonally).

Step 3: If a player creates an SOS sequence, they put a line across the sequence. To keep track of the number of sequences created by a player, you can use counting by lines in batches of 5. In a turn, if the SOS sequence is created, the player gets 1 additional chance to put either S or O on the board.

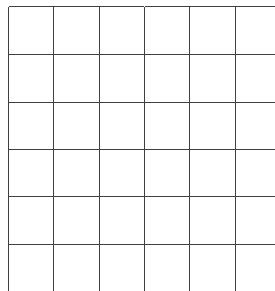
Step 4: The game ends when no more SOS signals can be created on the board. The player to make the maximum number of SOS signals wins the round.



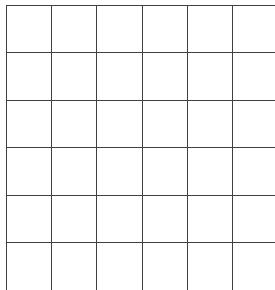
SOS GAME



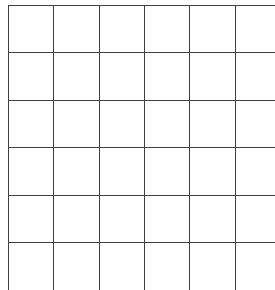
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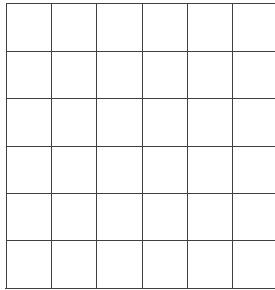
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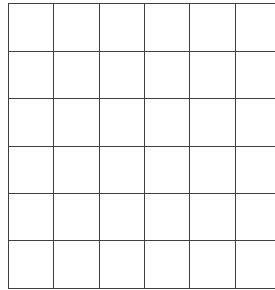
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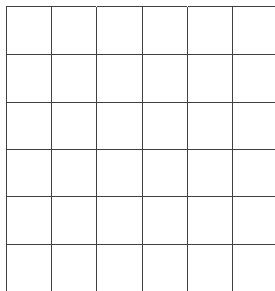


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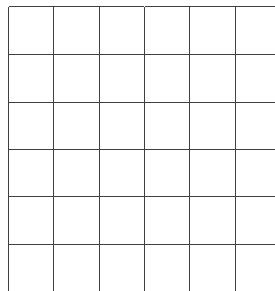


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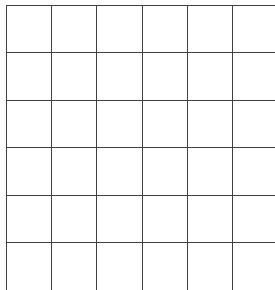
SOS GAME



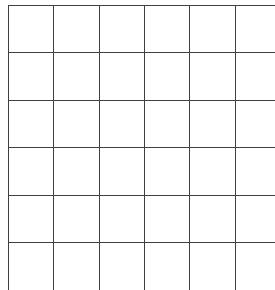
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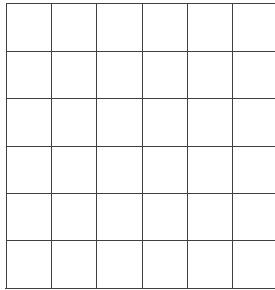
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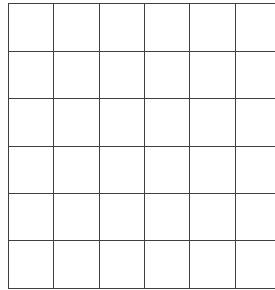
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9) Paper soccer

Goal: Two players compete to get the ball into the opposing player's goal, scoring a point. Each point is played on a different field, and there are four fields per page.

The first player with 3 points wins the game

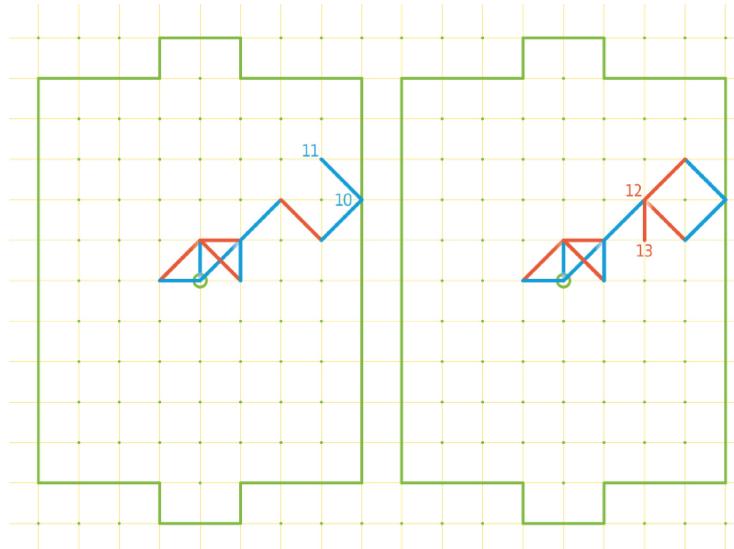
How to play

Step 1: The game starts with the ball at the center of the field (marked by a small circle).

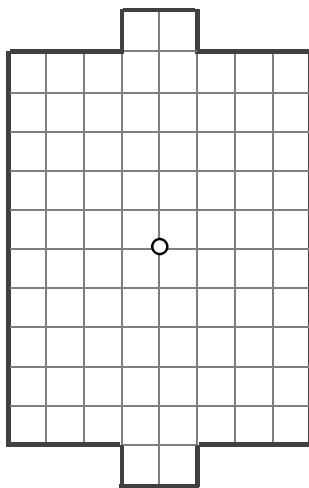
Step 2: Players take turns to play. On a turn, the player draws a line segment from the ball's current intersection, to one of the eight adjacent intersections (along the edge or diagonal of 4 touching squares). Below conditions must apply

- A player can not draw along an edge or diagonal that has already been drawn to. (You may, however, cross an existing diagonal).
- If this is the first time the ball has reached that intersection, then the ball stops there, and the next player takes their turn.
- If the ball has already been at that intersection, then the ball bounces—the same must take another turn by drawing another line. The ball keeps bouncing until it reaches an intersection that it has never been at before.
- When the ball reaches the edge of the field, marked by a heavier line, it always bounces. You may not move along the edge of the field.

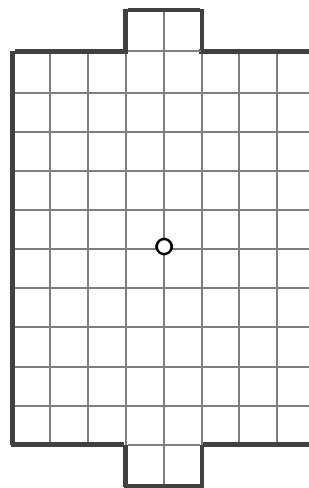
Step 3: If the ball reaches the back edge of the opposing player's net, then the player scores a point. If neither player has reached the goal, then start again on a fresh field. The first player to score 3 points wins.



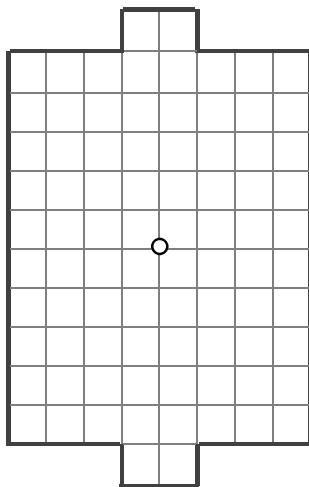
Paper Soccer



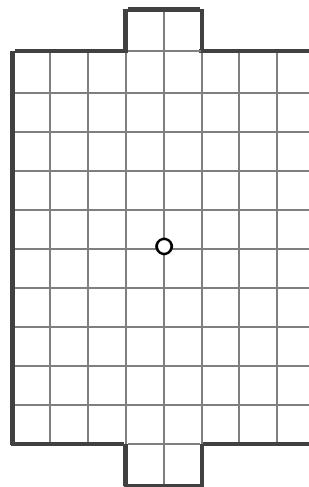
Winner:



Winner:

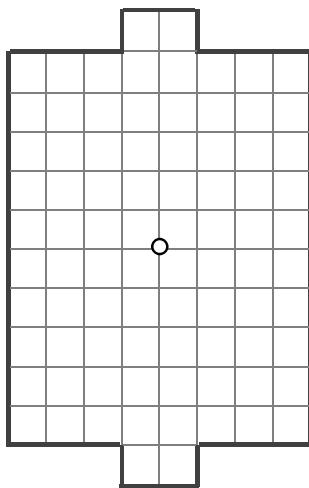


Winner:

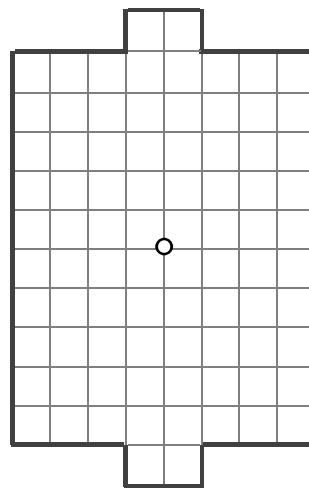


Winner:

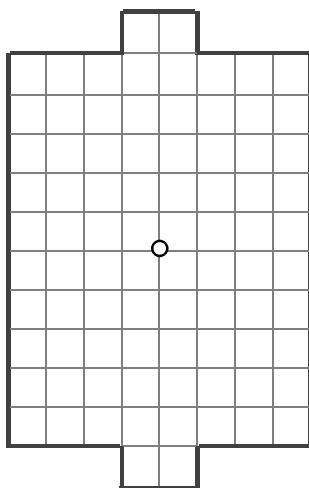
Paper Soccer



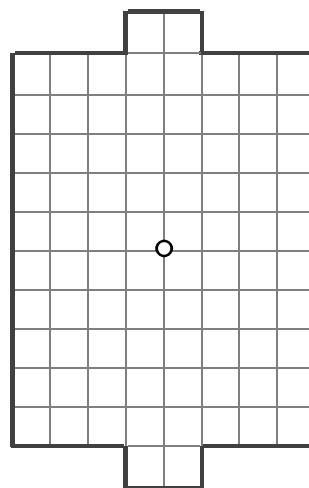
Winner:



Winner:



Winner:



Winner:

10) SIM

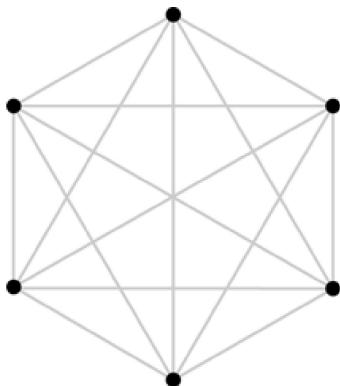
Goal: Players alternately join dots on a hexagon; the first player who completes a triangle in their color loses.

How to play

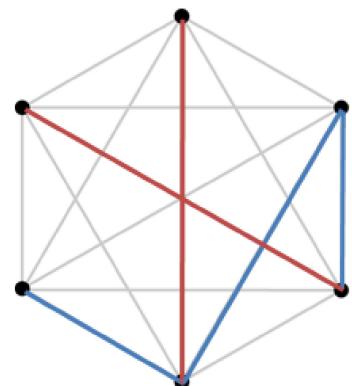
Step 1: Each game starts with a blank format having 6 dots in form of a hexagon, and each point joined to the other 5 points.

Step 2: Player take turns alternatively, connecting any two dots with pen/pencil of their color.

Step 3: The first player forced to complete a triangle in their color loses the game.

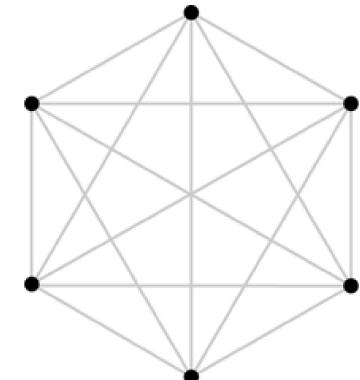
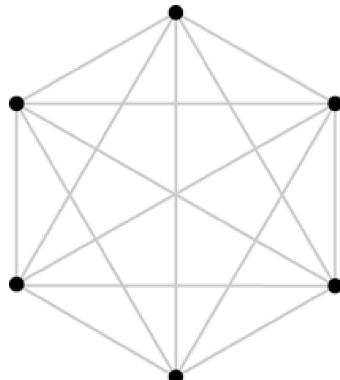


Board at the Starting of Game

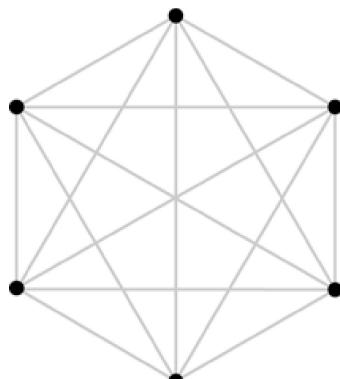


Board after 3 moves of blue and 2 of red

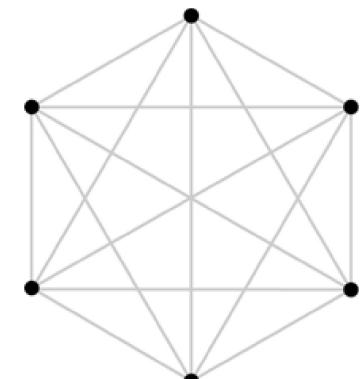
SIM Game



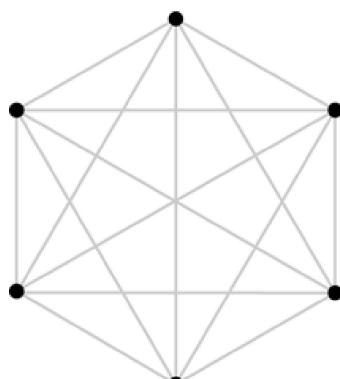
Winner:



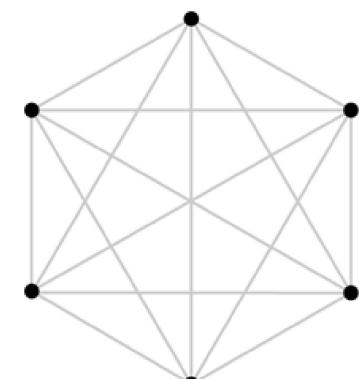
Winner:



Winner:



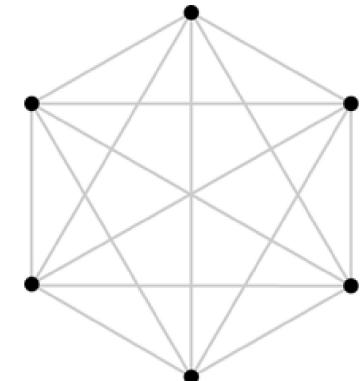
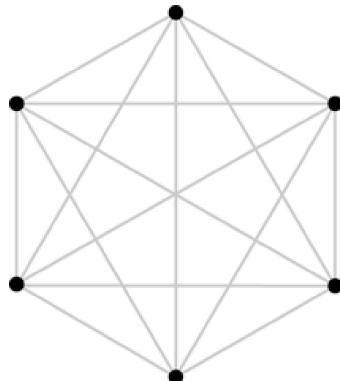
Winner:



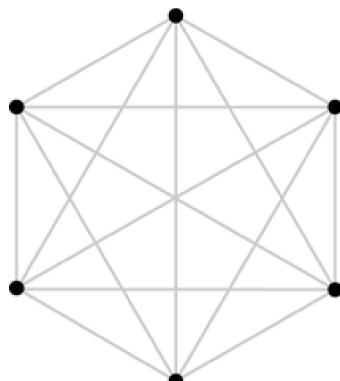
Winner:

Winner:

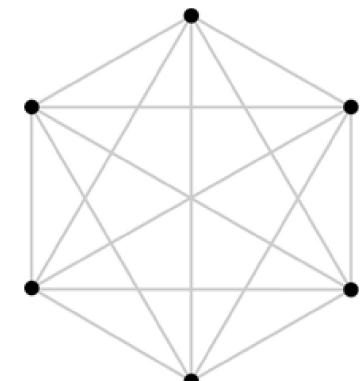
SIM Game



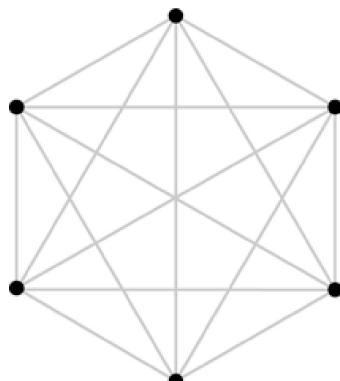
Winner:



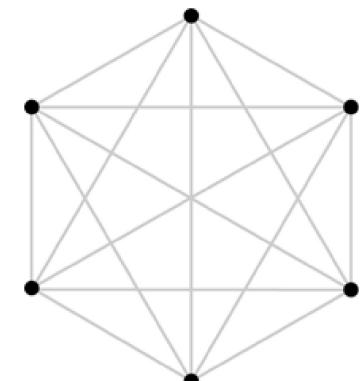
Winner:



Winner:



Winner:



Winner:

Winner: