

Aurora's Own Personal Stash of

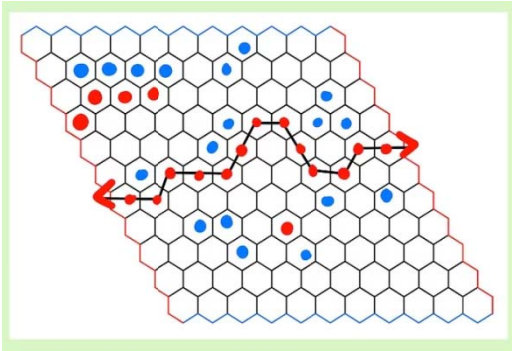
# Pen & Paper Games

by Supercharged Science

Good for overwhelmed parents and bored kids! Engage your sense of play and give your brain a fun workout with these rewarding classic games for two.

You'll need two different colored pens or crayons, two pencils, this packet and a friend to play with!



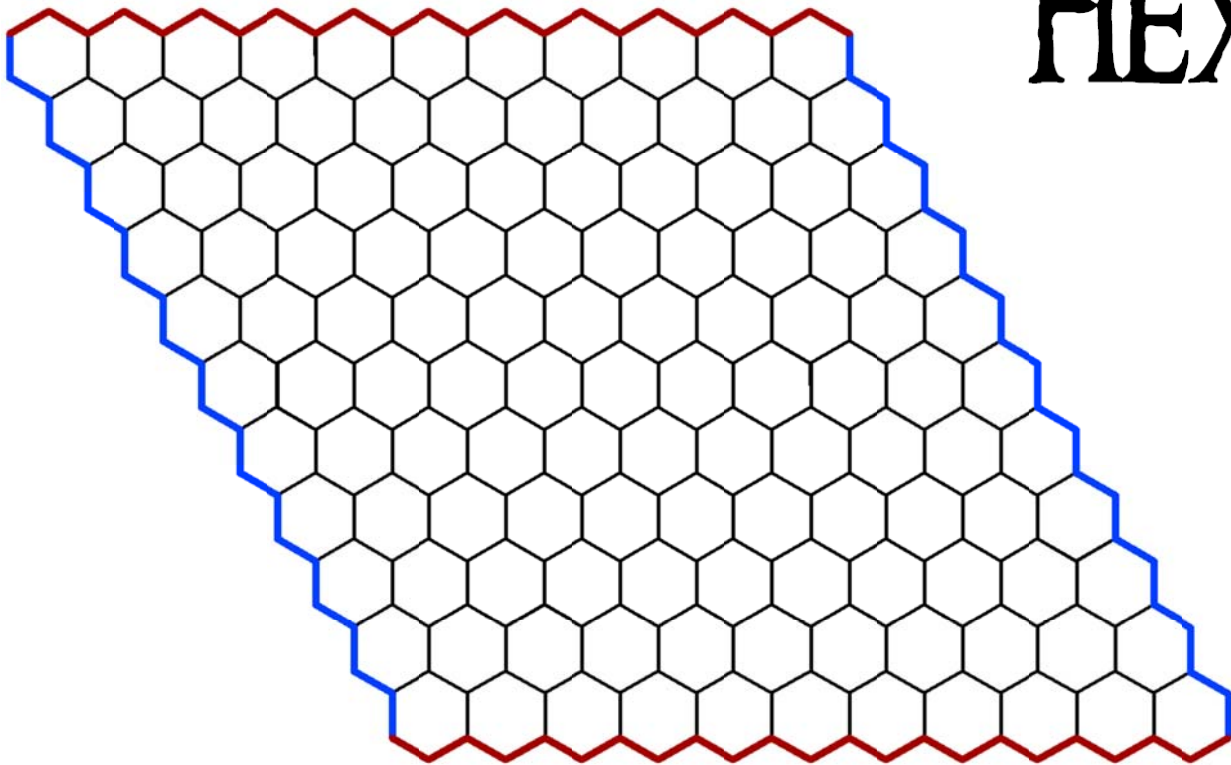


HEX was invented in 1942. Two players, red and blue, are assigned opposite edges of the board. The board is empty at the start of the game, and the players have to color tiles one by one to make an unbroken bridge connecting their sides.

The goal for each player is to establish an unbroken chain with tiles in their color that connects their two sides of the board. The red player makes the first move. A move

is made when a hexagon tile is colored with your own color. Once colored, a tile cannot change color. There is no limit for the number of tiles you can color.

# HEX

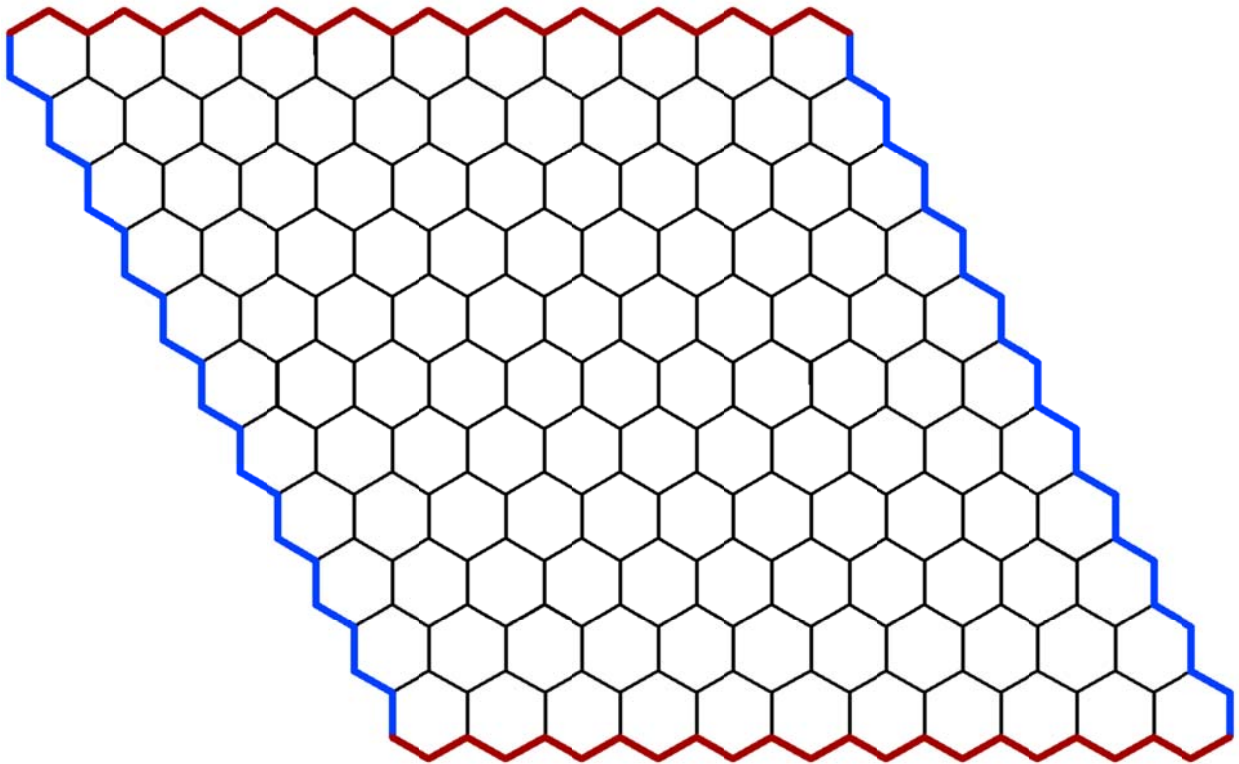
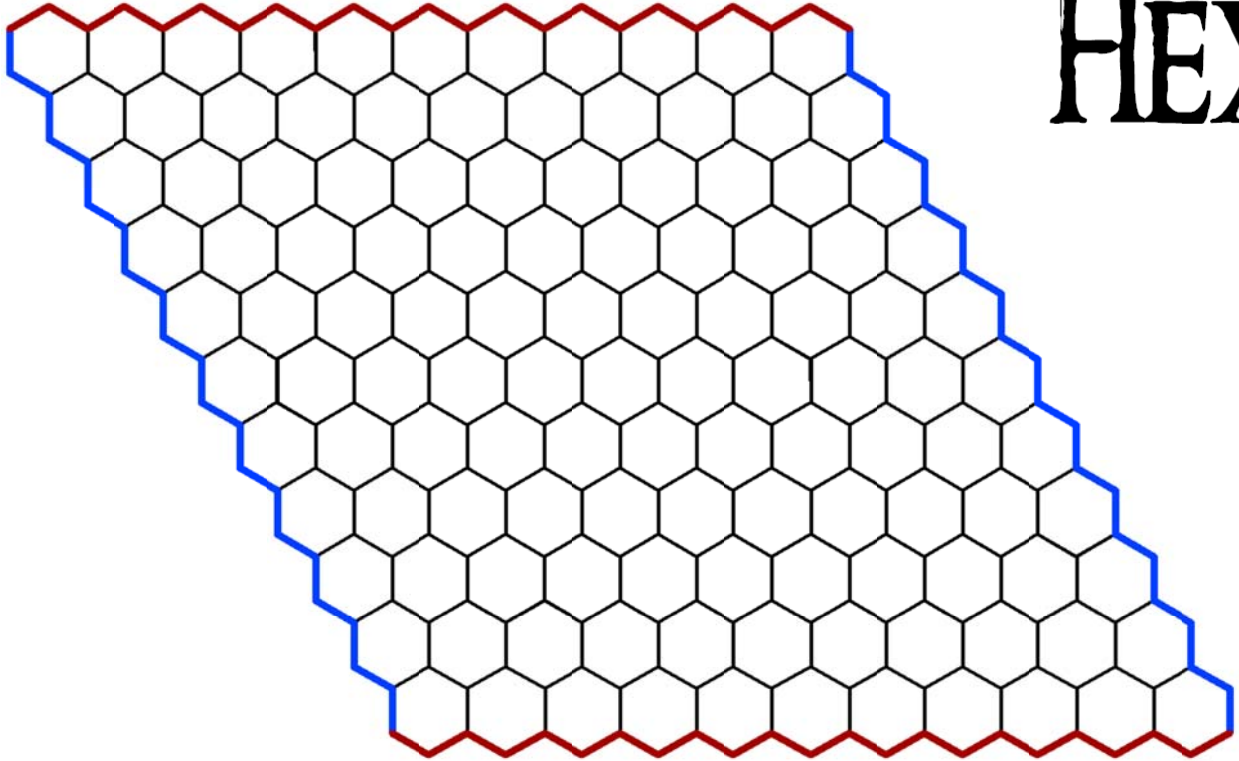


Blue: \_\_\_\_\_

Red: \_\_\_\_\_

The player who makes the first move has some advantage, so in order to balance the options to win the game, the swap option is used: after the first move, the player who uses blue has the option to swap colors instead of moving; if so, the other player (the one who made the first move) has to make a new move, but from now on he has to use blue.

# HEX



# Sprouts



Sprouts was invented in 1967. Sprouts is a game for two players. All you need is paper and a pencil. The game starts by drawing 3 spots. (You can draw more than 3 once you get the hang of the game.)



OR

On your turn, draw a line (or curve) connecting two open spots (a spot with less than 3 lines connected to it) and then put a new spot on the line you drew.

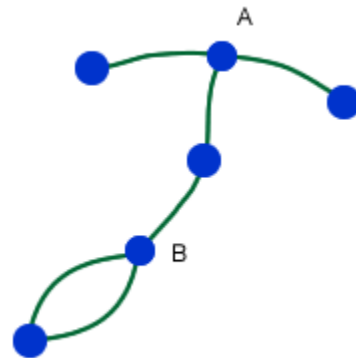
The first player has a turn by joining two of the spots and

marking a new spot in the middle of the line. Or the line may start and end on the same spot.

A spot is full when it has three lines connected to it.

Rules:

1. You are not allowed to draw a line which crosses another line.
2. A spot cannot have more than three lines leading to or from it.



For example, in the game on the right, spots A and B cannot be used anymore because they already have three lines.

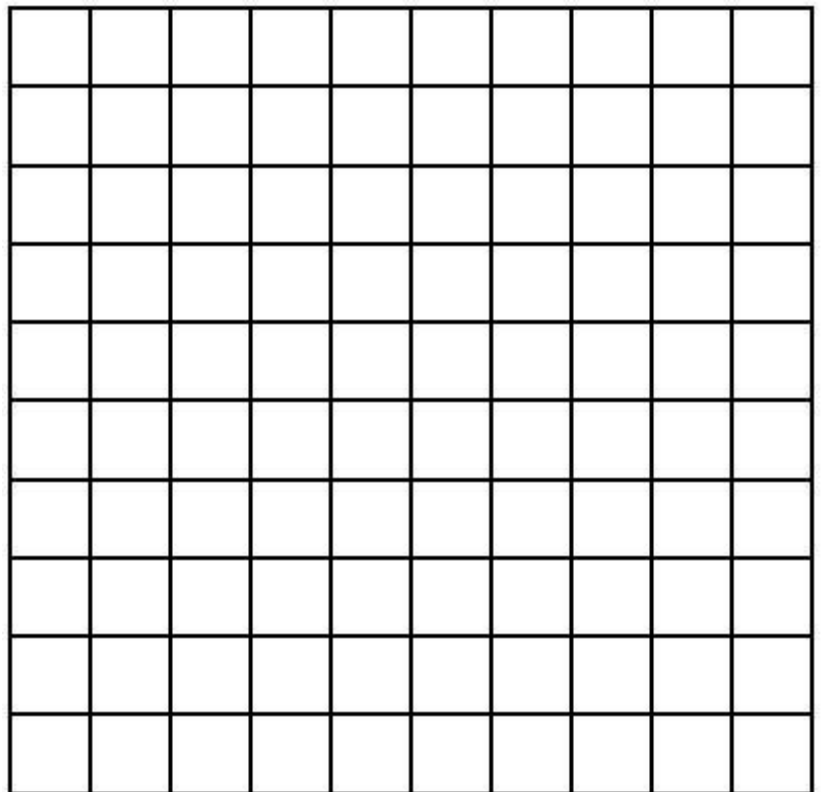
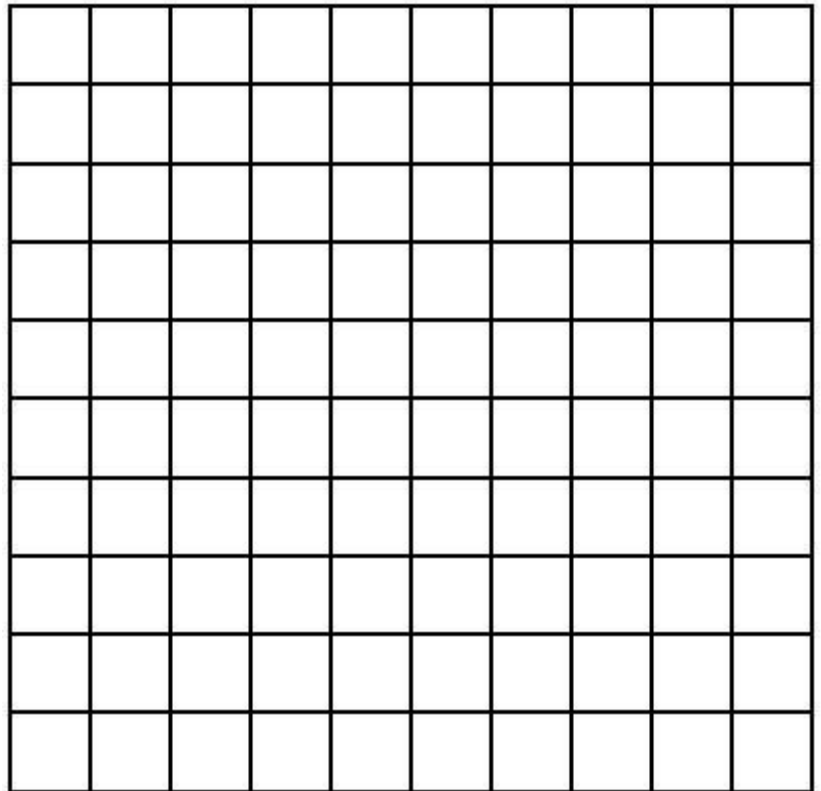
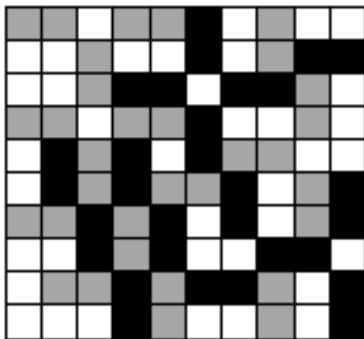
The idea is to make it impossible for the other player to draw a line. So the last person to draw a line is the winner!

Now it's your turn... draw your three dots and get started!

# Corners

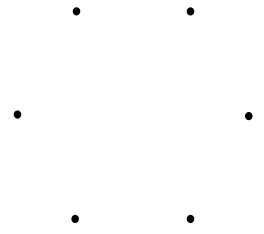
Players start in opposite corners and take turns coloring a block of two squares. Each time you color in a new block, it must touch a previous block but only at the corner (not side by side).

When you can't make another move, you're out. In the example below, black and gray are playing. Did you notice how gray wins this game?



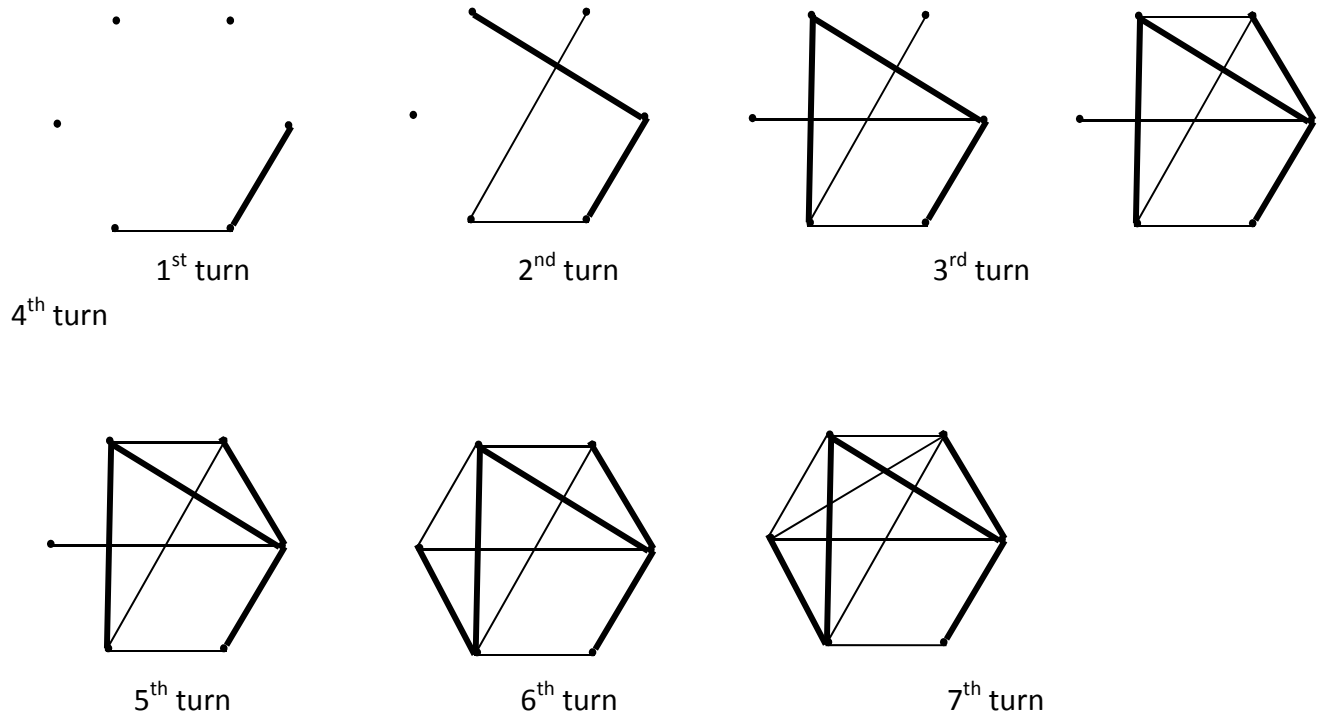
# DON'T MAKE A TRIANGLE

The goal is *not* to draw a triangle (or rather, you want to force your opponent to draw one). To start off, make the board by drawing six dots to form the corners of a hexagon.

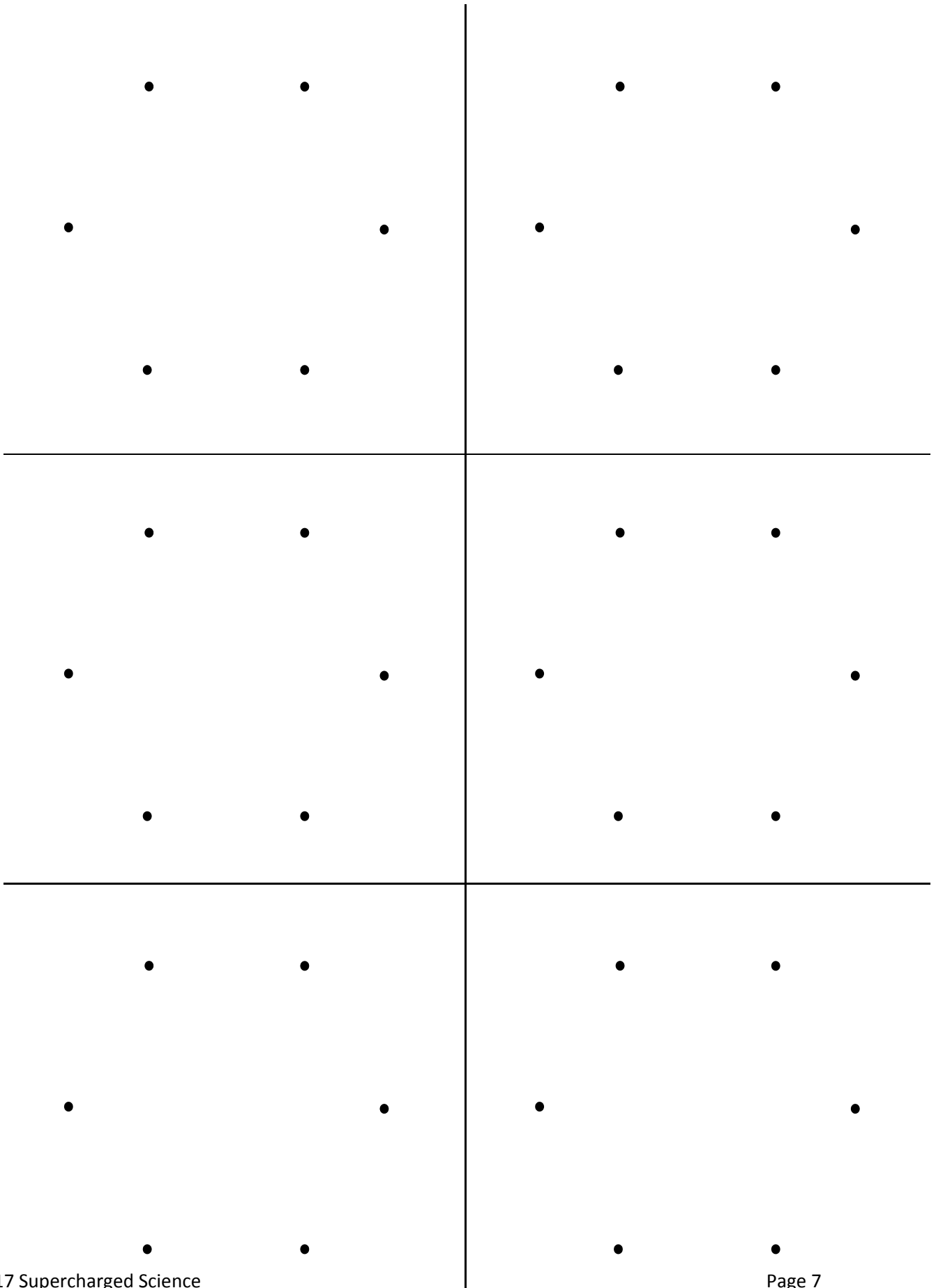


I'll draw lines of different thicknesses instead of having different colors. You have the thicker pen, and I have the thin one. The goal is to connect the dots *without* making a triangle (of any size) with your own ink color. You may make a triangle using more than one color.

I'll go first with the thin line on the first turn. Then you draw the thicker line. We'll do this for a couple of rounds, but then do you see what happens on turn #7? The move **MUST** be a triangle!

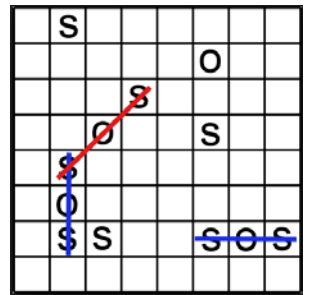


Now it's your turn! Find the dots to start you off on the next page.

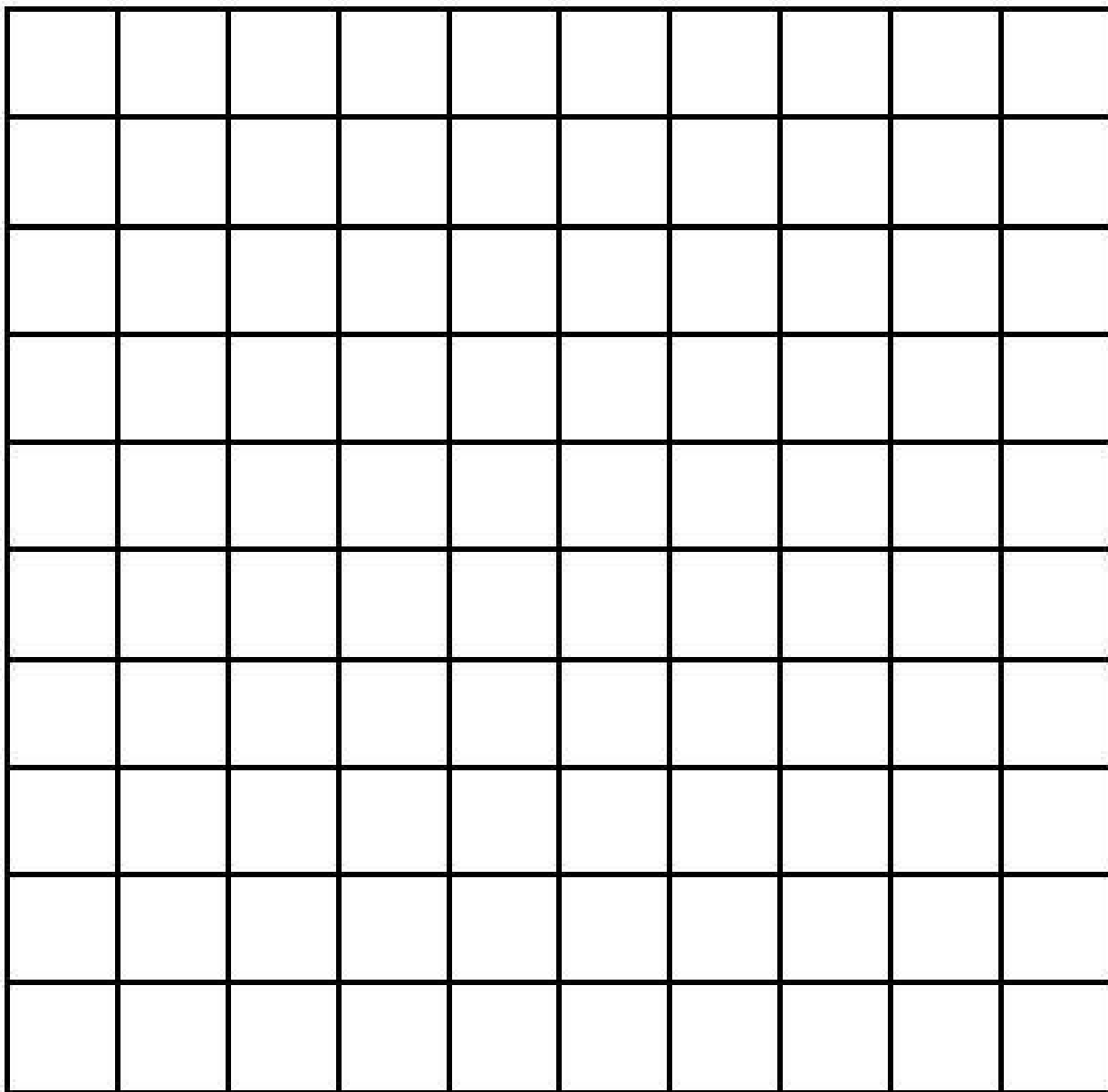


# SOS

is a two player game played on a grid.

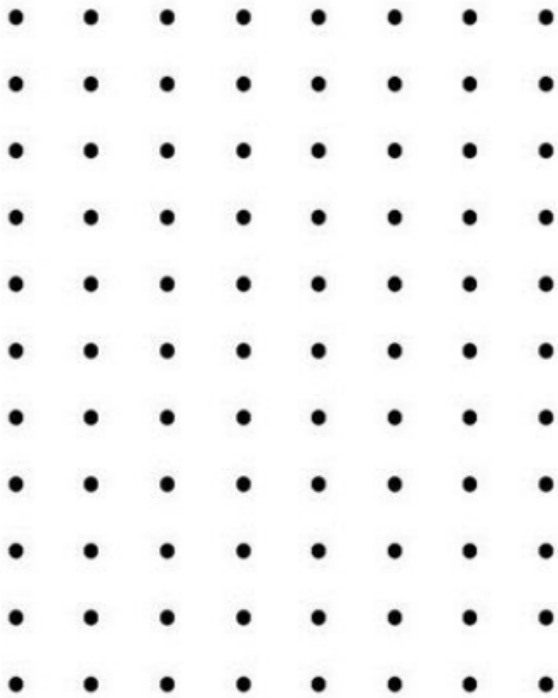


The players have the option to put either S or O at an empty square. If a player makes a SOS sequence (horizontal, vertical or diagonal), crosses it off with their color and they get a point. The player that has the most points wins!

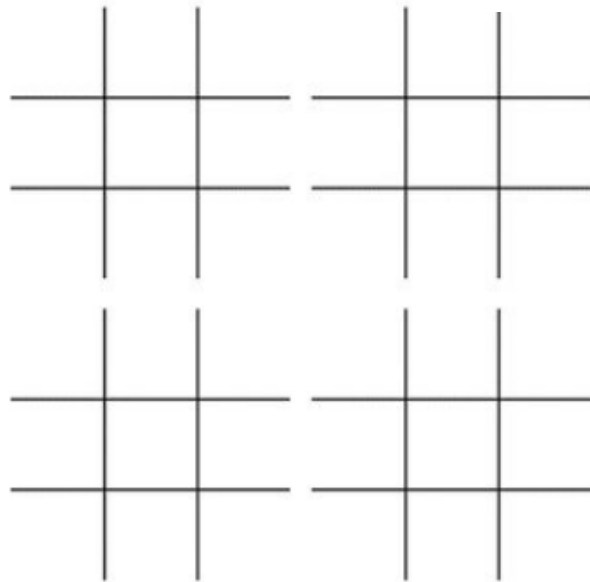




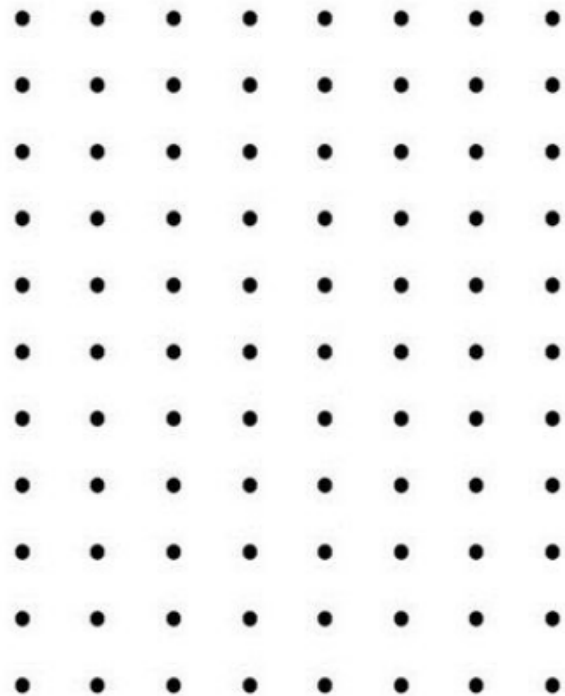
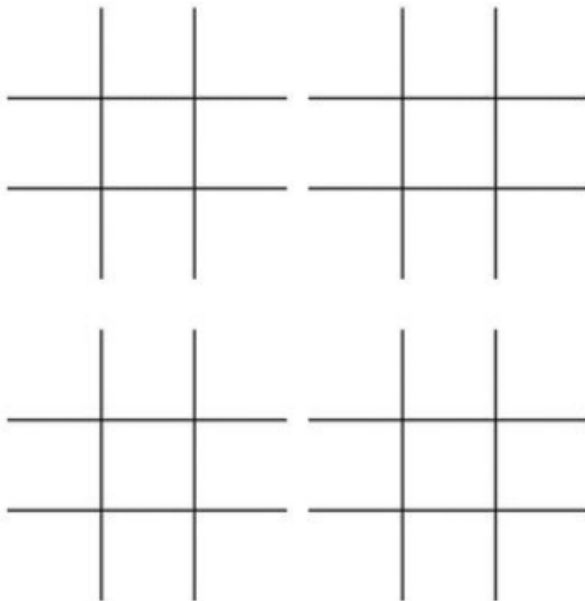
I'll bet you already know how to play these games below. For Dots & Boxes, you get one turn to make an orthogonal (up and down or left and right, no diagonals) line and connect two dots. The last person to close the square gets the box and writes their initial inside. Count up the boxes at the end to see who wins!



Dots and Boxes



Tic Tac Toe

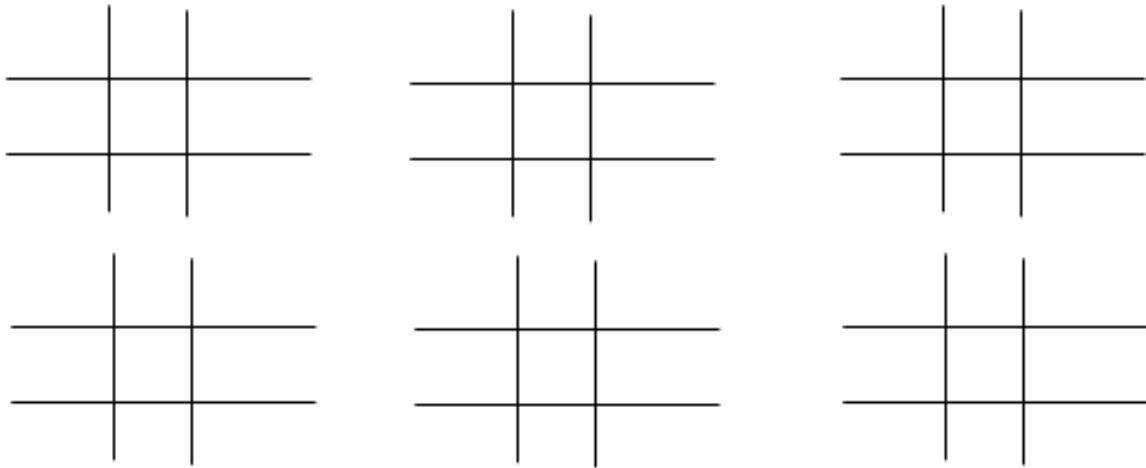


How did the Tic Tac Toe games go? A little boring? Did you find that there wasn't a winner?

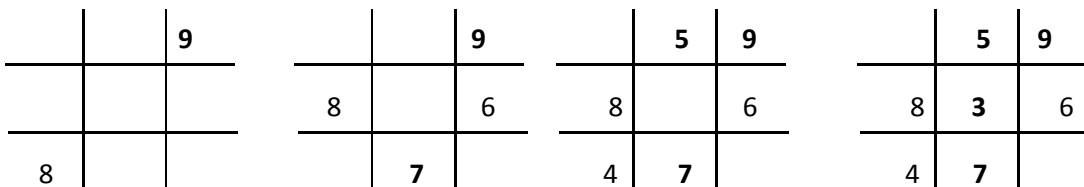
Okay, so let's change it a little to make it more interesting.

There are currently over 100 versions of Tic Tac Toe. Here's a couple of my favorites...

Play another game, but this time on your turn, you can place an X or an O, and you can change your mind from turn to turn. And so can your opponent. The winner is the one who finishes any row, column, or diagonal with all X's or all O's. Go ahead and play a few games now!



Did you like that last version? If so, then you might like this one! Instead of X and O, use numbers 1-9, and each number can only be used once. Take turns writing down the number in the grid. The first person to get to 15 wins!



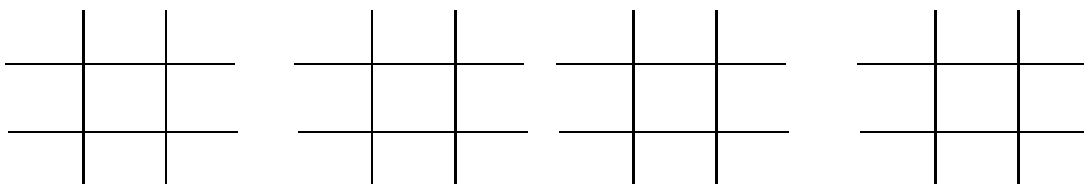
The first round

The second round

The third round

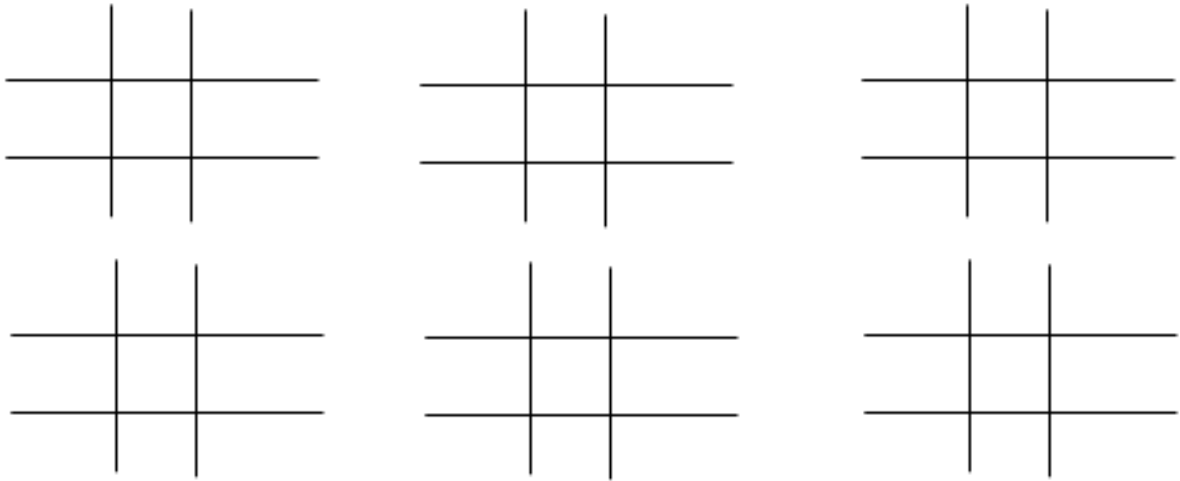
Fourth round

In the fourth round, the first player can place a 3 in the cell at the center to win the game. Now you try!

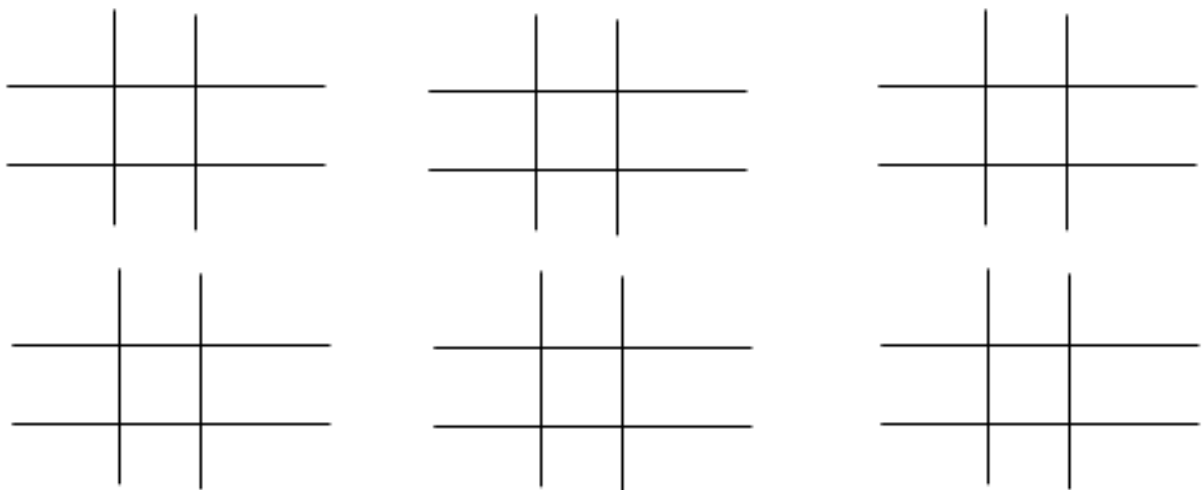


Also on that version on the previous page, you can add an extra rule that says you have to start with 9 and work your way sequentially down to 1, so it is easier to keep track of the numbers.

Here's one more variation: "Last one wins." Start a new game, and on your turn, you can mark as many spaces as you want in the same row or column (no diagonals in this version). The person who marks the last space on the board is the winner.



Now play the version that you like best here...



# Battleship (also called “Broadsides”)

You’ve probably played the board game version of this (if not, there’s probably someone around you who has!) Here’s what you need to do: print out one board for each of you (this is a two-person game) and grab a pen. You can either sit back to back (no peeking!) or put a book between you so you can’t sneak a look at your opponent’s paper.

First, mark your five ships by outlining or lightly filling in the size of each ship on the lower grid that says “My Board” The battleship is four squares, the aircraft carrier is five. Make sure none of your ships overlap!

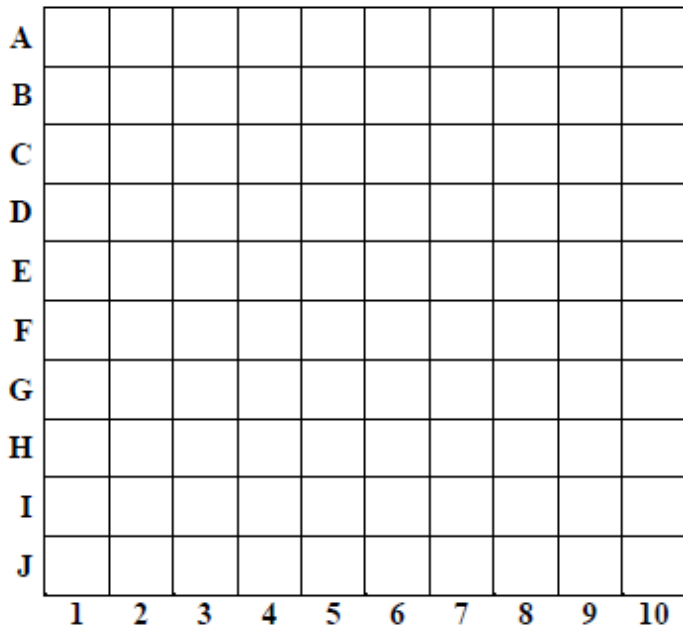
Now take turns guessing where your opponent’s ships are by calling out plot points, like “B3”.. If it’s your turn, they can either say hit (now you put an “X” on the top grid that says “My Opponent”) or miss (put an “O” or a dot on the space you guessed so you don’t guess it again). If you scored a hit, both of you mark an “X” on the appropriate board.

Now it’s their turn. The hard part is keeping track of which grid is which, so I usually will put my finger on the board I am using at the moment. If it’s their turn, my finger goes on “My Board” so I know that’s the board to mark my hits and misses on. When it’s my turn, my finger goes on the top board because I am guessing what their board looks like and need to record that information correctly.

When a ship is sunk, you must tell your opponent which ship it is: "My aircraft carrier is sunk!". And they can draw an outline around all the “X” boxes on their board so they know it’s complete. The first person to sink all of the enemy ships wins the game.

		My Ships							Enemy Ships				
		1	2	3	4	5			1	2	3	4	5
A					X		A		•				
B					X		B	•		X	X	•	
C							C			•			•
D							D						

Now it’s your turn... print out the pages and get going!



**My Opponent**



**Aircraft Carrier (5 Spaces)**



**Battleship (4 Spaces)**



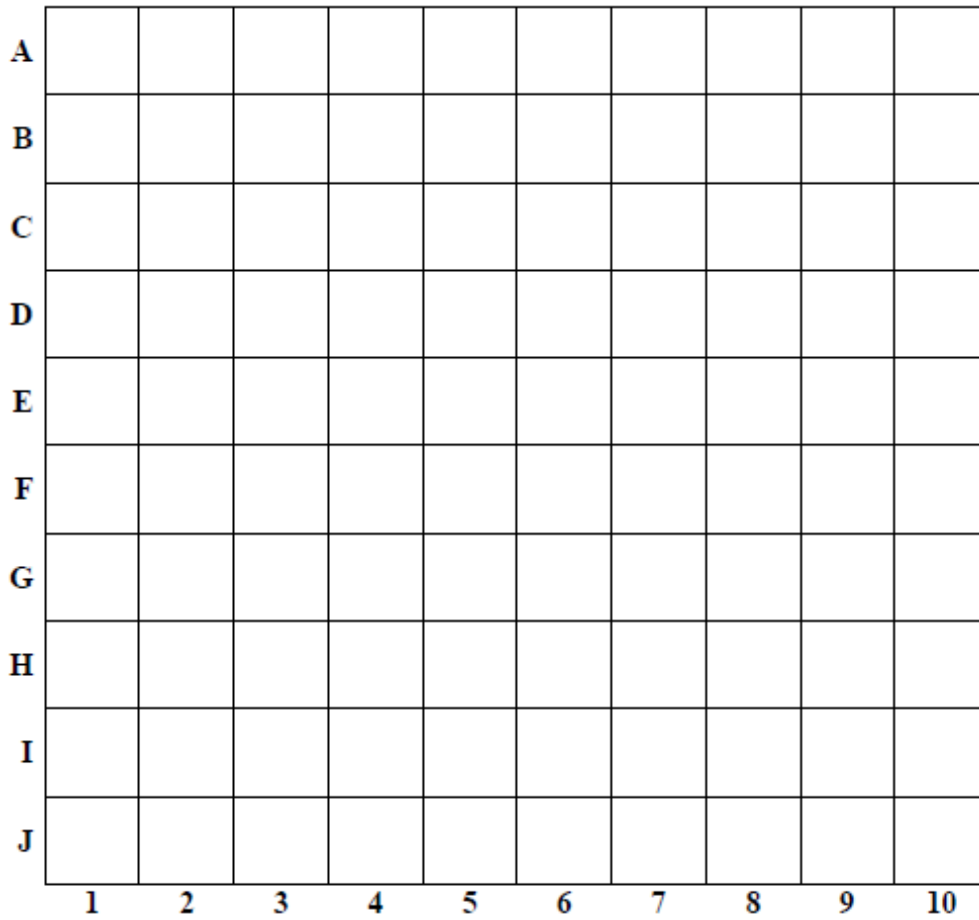
**Submarine (3 Spaces)**



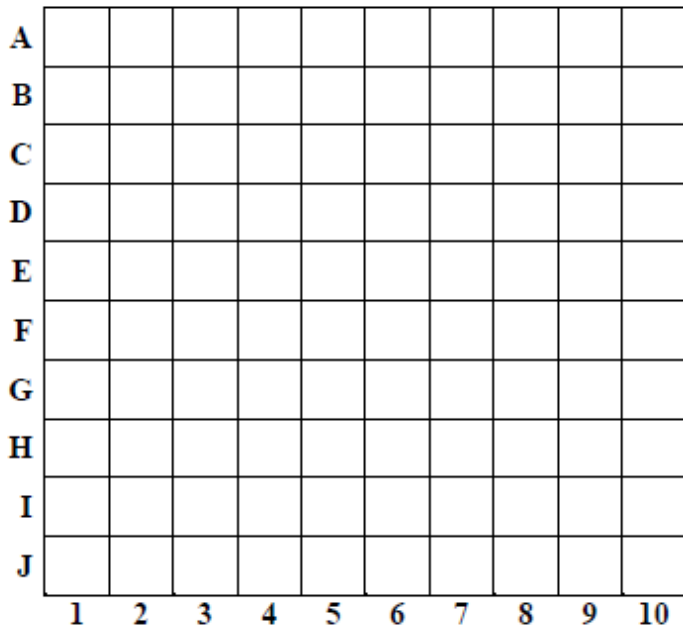
**Destroyer (3 Spaces)**



**Patrol (2 Spaces)**



**My Board**



**My Opponent**



**Aircraft Carrier (5 Spaces)**



**Battleship (4 Spaces)**



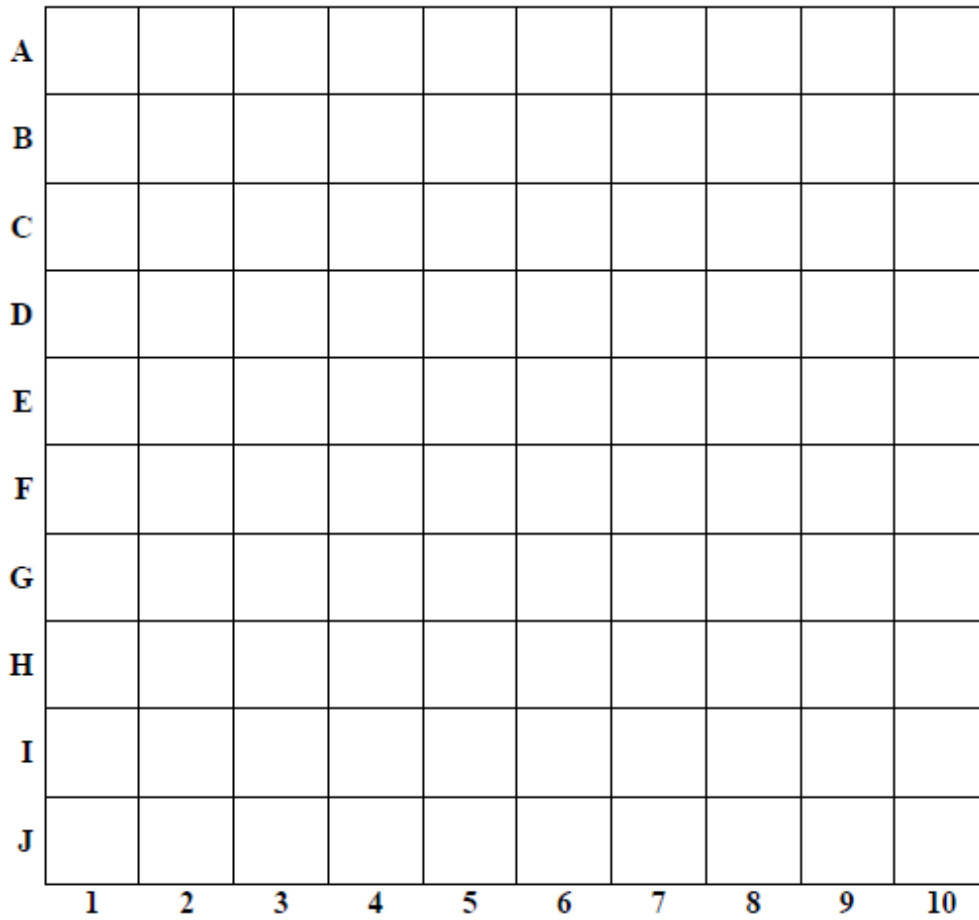
**Submarine (3 Spaces)**



**Destroyer (3 Spaces)**



**Patrol (2 Spaces)**



**My Board**