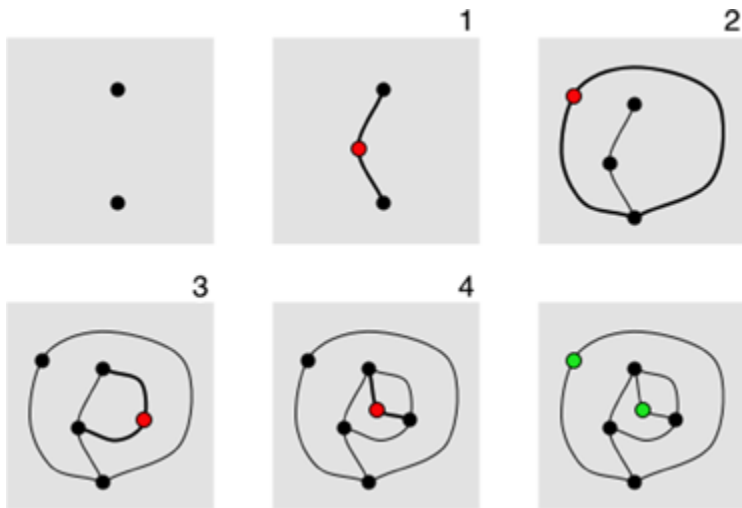


Marker and whiteboard (or paper) games (2-player)

Sprouts rules

The game is played by two players, starting with a few spots drawn on a sheet of paper. Players take turns. Each turn consists of **drawing a line between two spots** (or from a spot to itself) and **adding a new spot somewhere along the new line**. In normal play, the player who makes the last move wins. In misère play, the player who makes the last move loses.

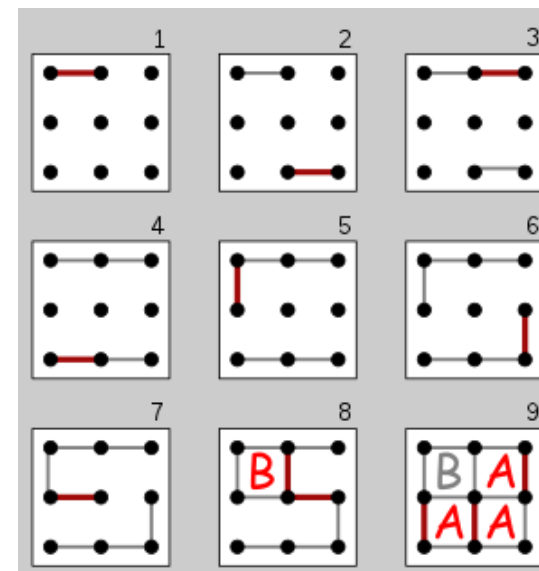
- A new line may be straight or curved, but **cannot cross itself or any other line**.
- **No spot may have more than three lines** attached to it.



Dots and Boxes rules

Also called Capture. Played by two players on a grid of dots.

- Players take turns **connecting two dots** (horizontally or vertically).
- A box **is marked with a player's letter** (captured) if they close that box by completing the final side. **You must draw another line after making a capture**. A player may make multiple captures in a single turn.
- The player who captures the most squares wins.



Connect6 rules

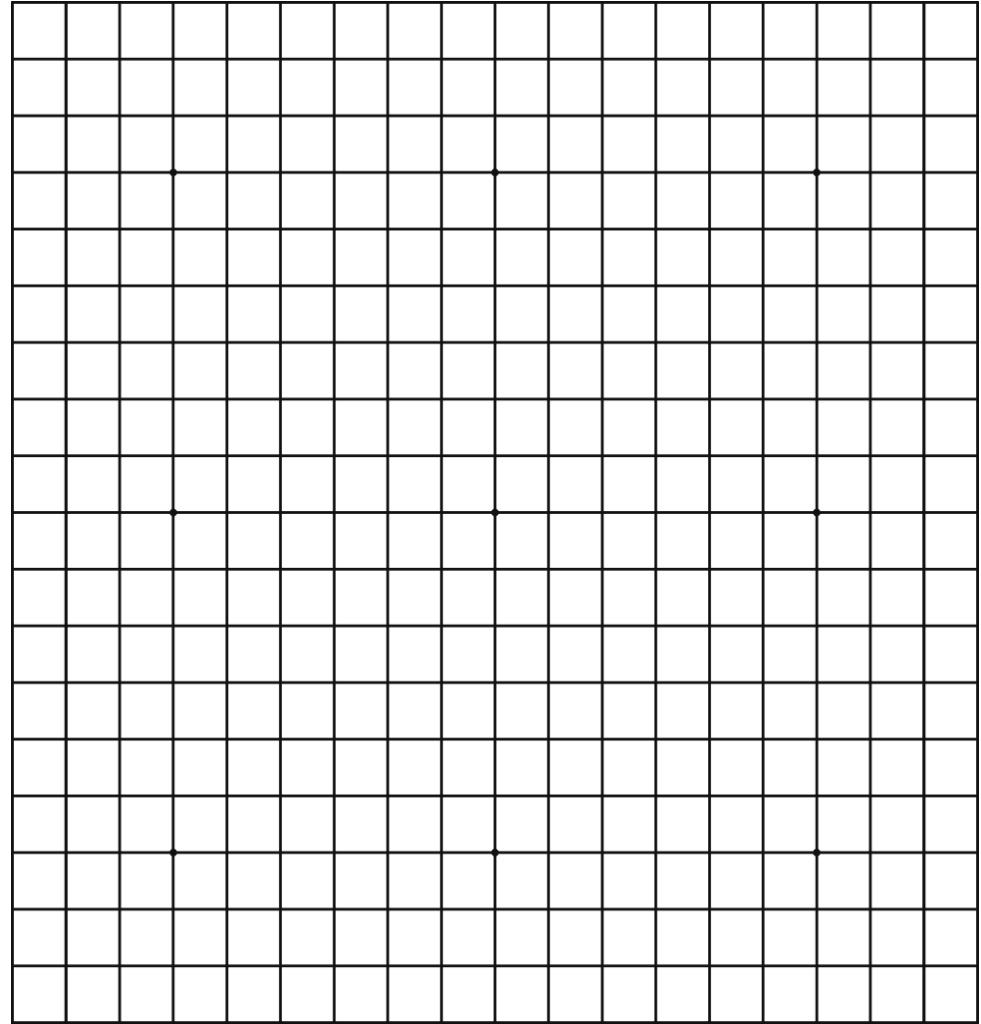
There are two players. X and O.

Connect6 is played on a square grid like tic-tac-toe. Grids smaller than 6×6 are automatic draws. 19×19 Go boards may be most convenient. For a longer and more challenging game, try 59×59 .

X plays first, putting one X in one box. Then **X and O take turns, each placing two stones** in empty boxes each turn.

The first player to get **six or more stones in a row (horizontally, vertically, or diagonally) wins.**

The handicap of black only playing one stone the first turn makes the game fair; unlike games such as tic-tac-toe and Connect Four, which give the first player a large advantage.

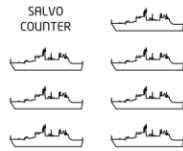


BATTLESHIPS

player _____ round _____

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

YOUR SHIPS



1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----



ENEMY SHIPS

A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

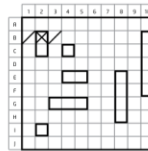
by Samuel Bednor

SHORT RULES

1. Arrange your ships on "YOUR SHIPS" grid according to "FLEET" table.
2. Take turns firing a salvo at your enemy, calling out squares as "A3, B3", etc.
Salvo = number of your ships you have left (use counter) / 1 shot (easy).
3. Mark salvos fired on "ENEMY SHIPS" grid (marks water, marks hit).
You must call out when your ship is sunk completely.
4. Sink 'em all!

FLEET

#	ship	size
1x	Aircraft Carrier	5
1x	Battleship	4
1x	Cruiser	3
2x	Destroyer	2
2x	Submarine	1

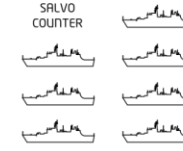


BATTLESHIPS

player _____ round _____

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

YOUR SHIPS



1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----



ENEMY SHIPS

A										
B										
C										
D										
E										
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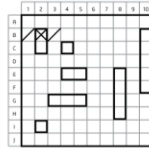
by Samuel Bednor

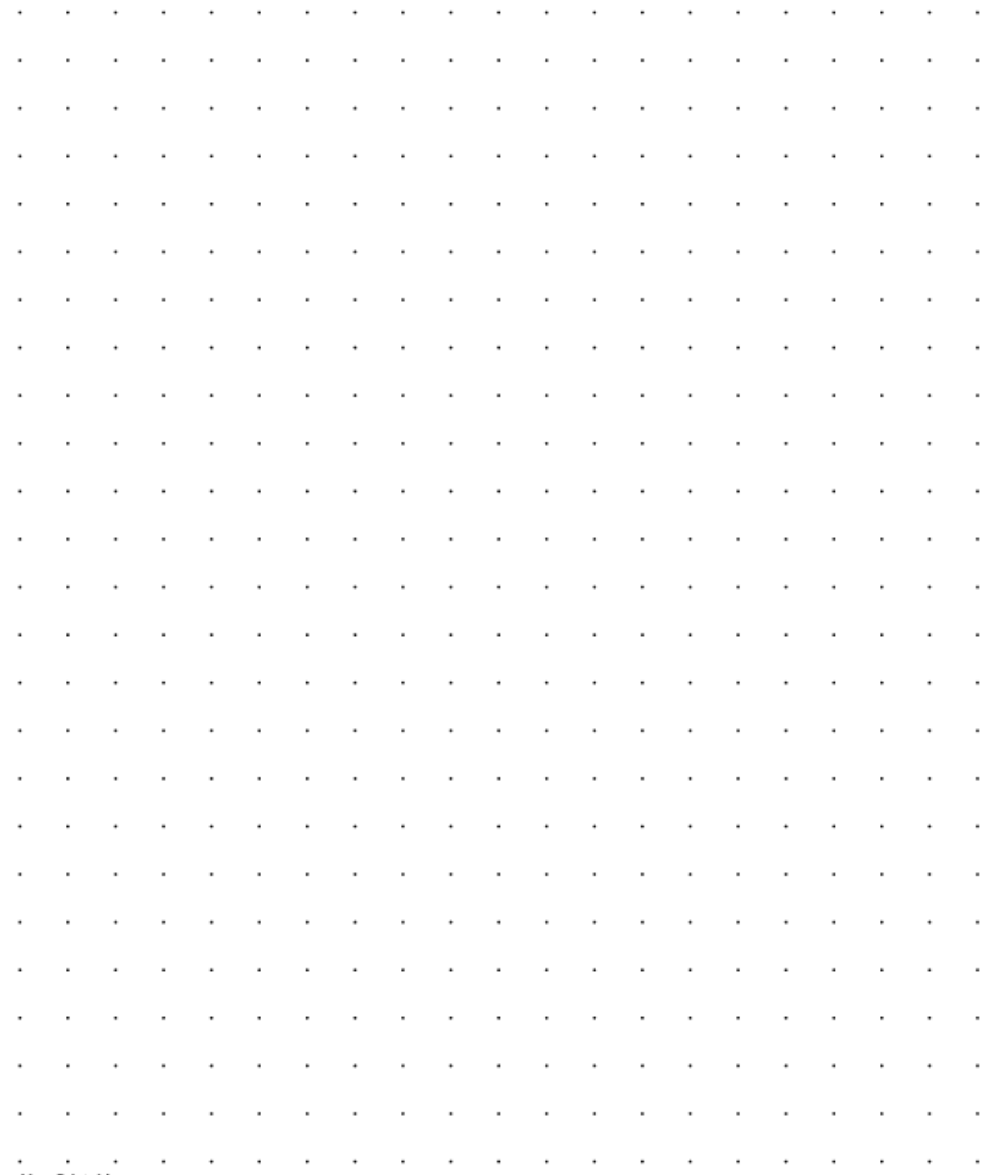
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Games to play with markers



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