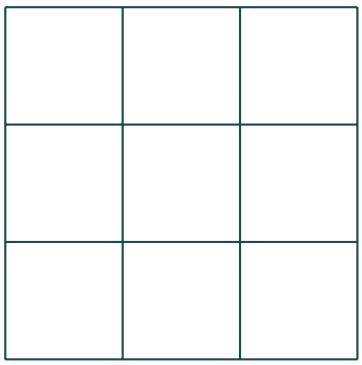
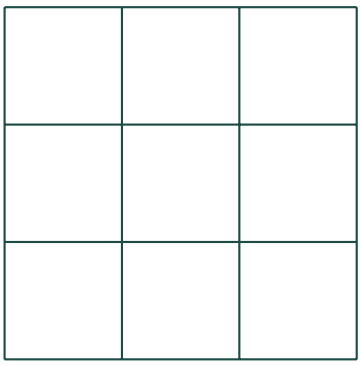
Noughts and crosses · six rounds

Two players choose X and O, then take turns marking one empty square. A line of three across, down or diagonally wins. A full board without a winning line is a draw.

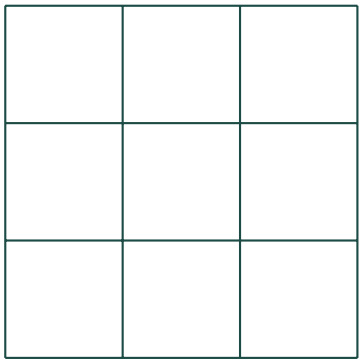
Round 1



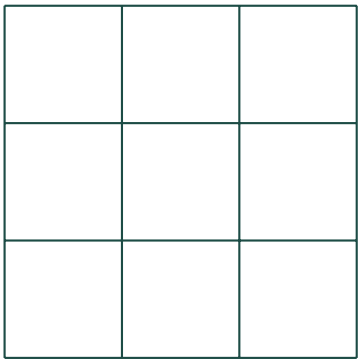
Round 2



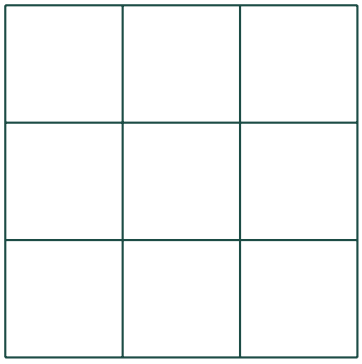
Round 3



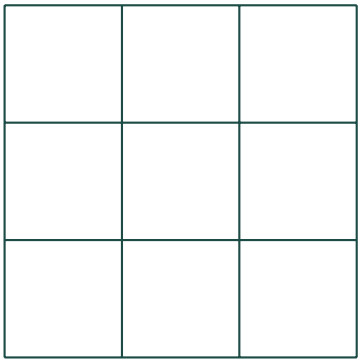
Round 4



Round 5



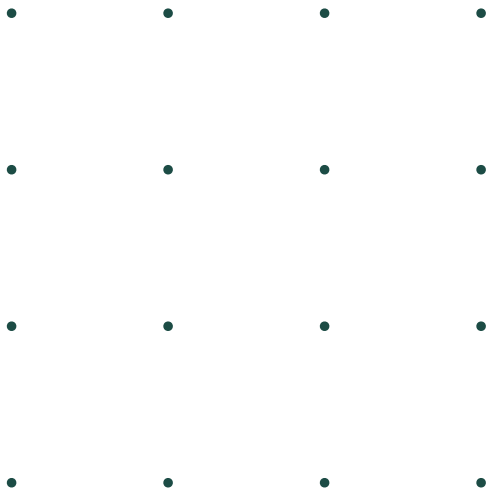
Round 6



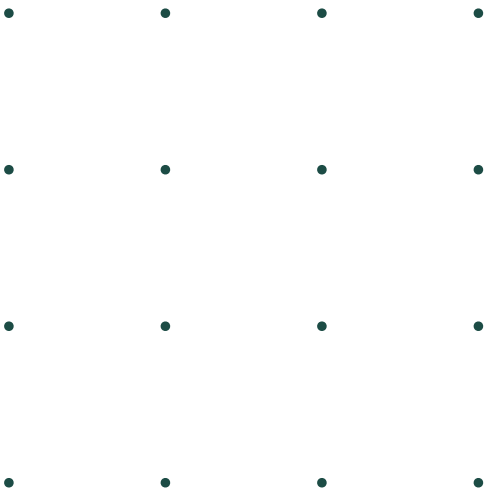
Dots and boxes · four boards

Join two neighbouring dots with one horizontal or vertical line. Close the fourth side of a box, mark it and take another turn. Finish when all nine boxes are claimed; count your boxes.

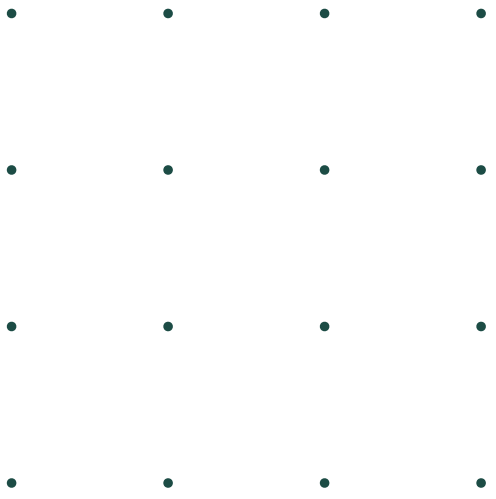
Board 1



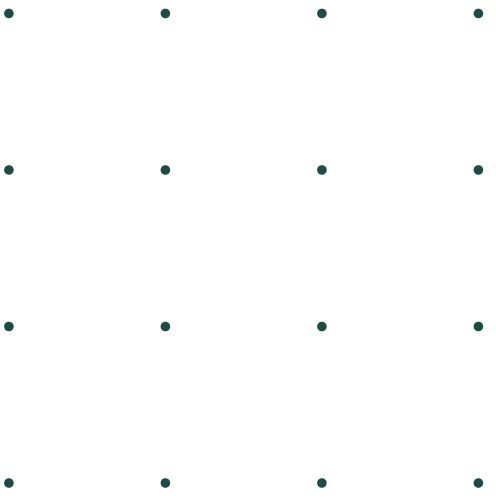
Board 2



Board 3



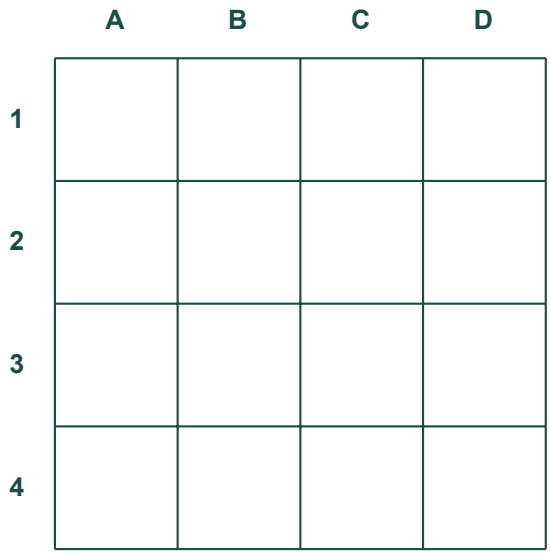
Board 4



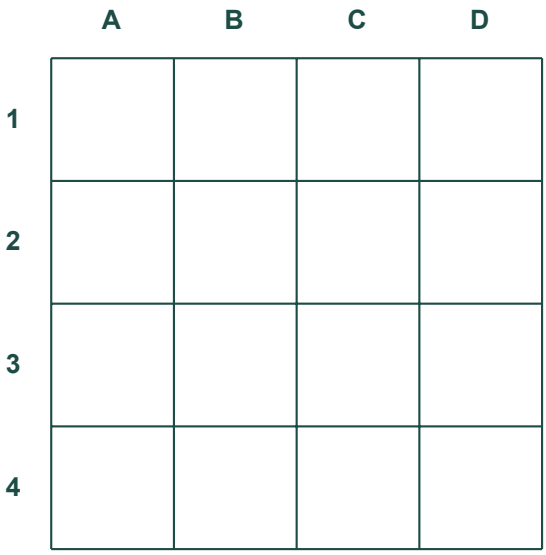
Find the boats · one player's sheet

Print this page once for each player. Keep your boat grid hidden. Each player draws two non-overlapping boats, each two neighbouring squares long, horizontally or vertically.

Your boats



Your guesses



One guess on each turn

Name a square, such as B3. The other player says hit or miss. Mark X for a hit and a small circle for a miss on Your guesses. Record hits against your own boats too.

Swap turns after every guess. Do not repeat a square. The first player to find all four of the other person's boat squares wins.

Use the complete instructions and examples in the KidsCo guide. These sheets use our small two-boat version; they are not rules for every commercial ship-guessing game.