

*The Family Guide to*  
***Printable Travel***  
***Games***



22 Printable Travel Games and Activities from

***Family Games Treasurehouse***

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- Tic Tac Toe grid
- Boxes/Worm grid
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# TIC TAC TOE

## (NOUGHTS AND CROSSES)

**Age:** All ages

**No. of players:** 2

**Equipment:** Two pens/pencils; Tic-Tac-Toe grid for each game.

**Time:** 5 minutes+

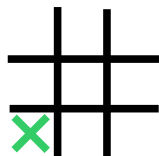
**Aim:** To be the first to get three symbols in a row.

### Rules:

1. Players choose either a Nought (O) or a Cross (X) for their symbol. The first player can draw their symbol in any of the nine positions.
2. The second player then places their symbol in any of the remaining eight squares.
3. Players take alternating turns, trying to get three of their symbols in a row (either vertical, horizontal or diagonal) while trying to block the other player from completing their row .
4. Any player who gets three symbols in a row wins the game. A new game commence with the losing player having the first move. Players can play as many games of Tic-Tac-Toe as they want.

### SAMPLE GAME (X goes first)

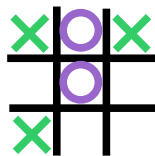
*First move*



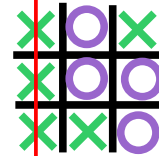
*Second move*



*Middle of game*



*End of game*



See Appendix for printable copies of the Tic Tac Toe grids

# NAME THAT TUNE

**Age:** All ages

**No. of players:** 2 or more

**Equipment:** None

**Time:** 5 minutes+

**Aim:** To be the first player to name the tune that is being hummed.

.....

*NOTE: This game can be adapted to suit any players in your vehicle by choosing suitable songs for their age and musical taste. Younger children will appreciate some of the nursery rhyme songs or those by modern groups aimed at their age group, while adults and older children may prefer popular songs from the radio or their favourite CDs of different styles such as Rock, Country, Hymns, Pop etc.*

## Rules:

1. One chosen player will start humming a song that everyone should know.
2. When another player thinks they know what the tune is, they sing one or two bars of it. If they are correct, they get to choose another song to hum. If they are not right, the other players can continue to try to guess the song.

*VARIATION:* If your children are not very musical, you could pre-record a CD with short sections of about 20-30 songs they know. Players score one point for each song they can identify.

# HANGMAN

**Age:** Adults and older children

**No. of players:** 2 or more

**Equipment:** Pen/pencil and paper

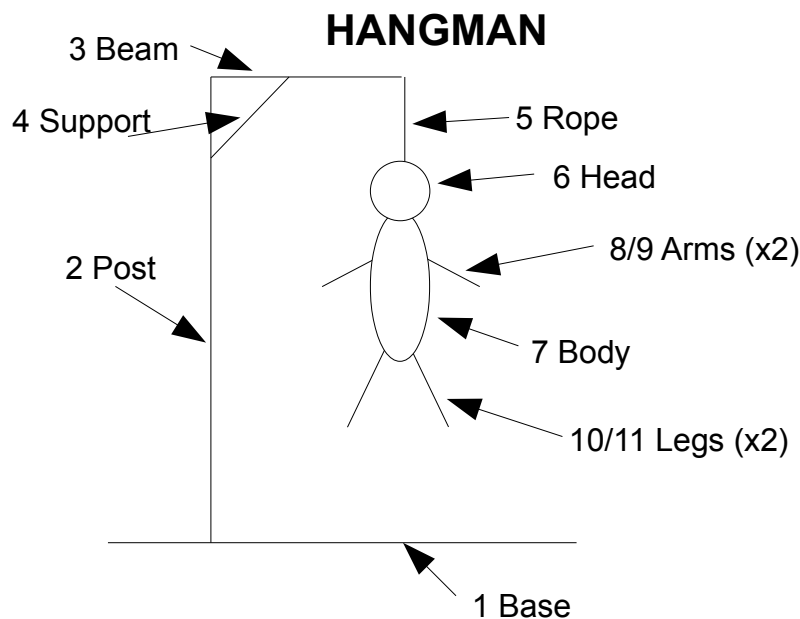
**Time:** 5 minutes+

**Aim:** To work out the unknown word before the 'Hangman' picture is completed.

.....

## Rules:

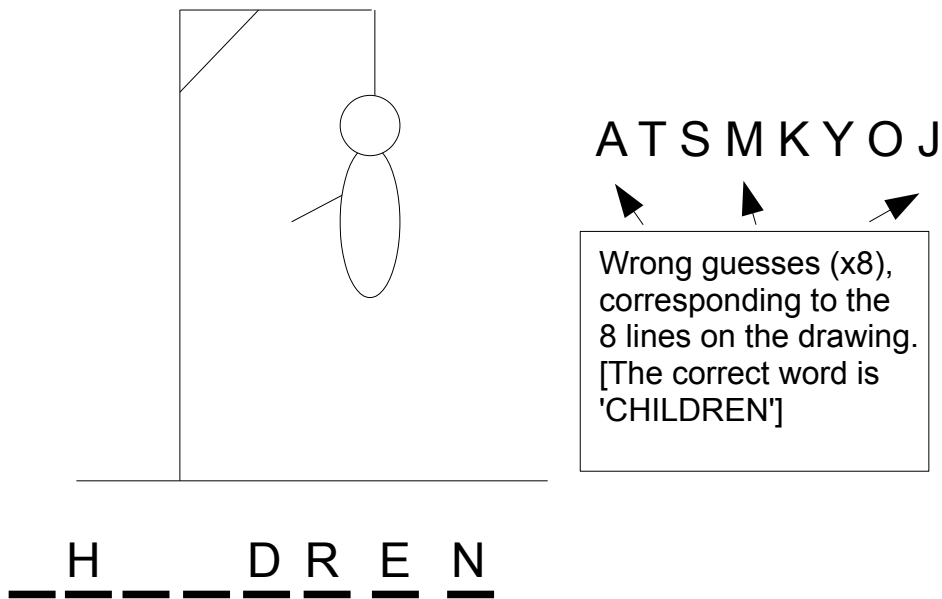
1. One player chooses a secret word and draws a number of dashes on the paper to show the number of letters in the word.
2. The other players take turns to guess one letter at a time of the secret word. If the letter is in the word it is written in the appropriate place(s) on the dashes. If it is not in the word, the letter is written below the dashes and the first line of the picture is drawn.



3. The game continues player by player until either the word is guessed or the picture is finished (which will take eleven wrong guesses). The player who guesses the final letter of the word can choose a new secret word for the next round. If the picture is completed before the word is discovered, that player can choose another secret word for the next round.

*(continued on next page)*

# HANGMAN (continued)



## Variations:

- (a) A player who guesses a correct letter can keep choosing letters until they make a wrong guess. This means the first player who correctly guesses the secret word is likely to win that round.
- (b) If a letter occurs more than once in the secret word, it is only written once and must be guessed again. Make sure all players know you are using this rule before you play!

# SPOTTER

**Age:** All ages

**No. of players:** 2 or more

**Equipment:** None

**Time:** 10 minutes+

**Aim:** To be the first person to spot a designated item.

.....  
***Spotter** is a fun travelling game, especially for young children.*

## **Rules:**

1. An adult chooses an item for the players to observe.
2. The first person to see the item gets one point. The player with the highest score after ten minutes wins the game.
3. Some examples of items are:
  - cows
  - umbrella
  - aeroplane
  - police officer
  - bird
  - trailer
  - ambulance
  - red sports car
  - the number "7"
  - a circle
  - something purple
4. If no one can see a certain item within say one or two minutes, you may like to choose another item, while the first item can be given more points for the first person to spot it eventually.

# BOXES

**Age:** All ages

**No. of players:** 2 - 4

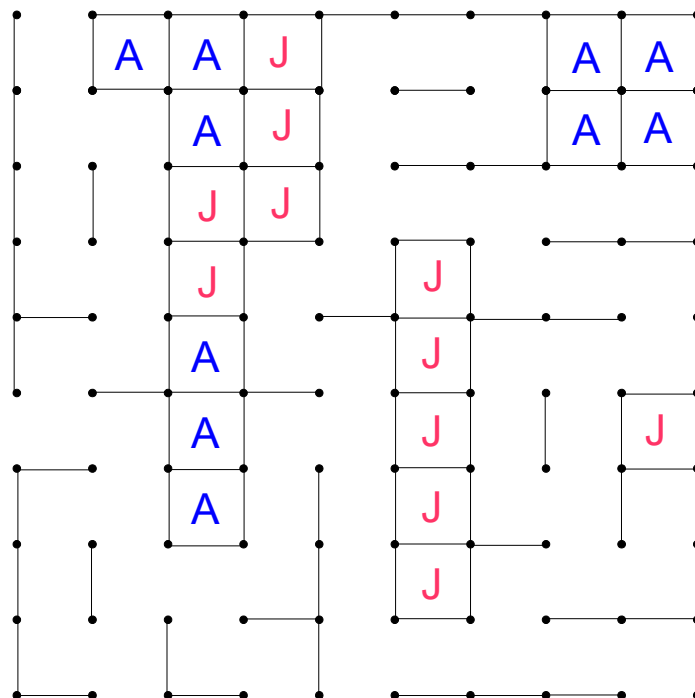
**Equipment:** One pen/pencil per player (different coloured pens for each player make it easier); Grid paper

**Time:** 10 minutes+

**Aim:** To claim the most squares drawn on a sheet of grid paper.

## Rules:

1. Print a grid of dots (ten dots wide and ten dots high; 100 dots total). (Younger children may prefer a smaller grid of six rows of six dots.) The appendix has a page with two grids ready for printing.
2. Players take it in turns to draw a straight line (horizontal or vertical, but not diagonal) between two adjacent boxes.
3. Each player attempts to complete a small square by drawing the fourth line around it. A player who completes a square is entitled to draw another line and so on, until they cannot complete a square. The player initials any squares they completed.



4. The aim is to have more squares completed than your opponent at the end of the game. Strategy is needed to draw lines that will prevent your opponents completing squares while enabling you to claim as many as possible.



# TWENTY QUESTIONS

**Age:** All ages

**No. of players:** 4 or more

**Equipment:** None

**Time:** 10 minutes+

**Aim:** To guess and object by asking a series of questions.

.....  
***Twenty Questions** is one of the most popular word games and is an excellent game for car trips or family reunions.*

## **Rules:**

1. One player thinks of any object, with the other players taking turns to ask a question while trying to work out the object's identity. The first player can only answer "Yes", "No" or "Irrelevant".
2. The object chosen cannot be too obscure (for example, a "Galloon" which is a close-woven braid) or too precise (for example, a "dinosaur" would be acceptable but a "Tyrannosaurus Rex" would be too specific).
3. A player can guess the identity of the object at any time during their turn but if they are wrong they are out of the game for the rest of the round.
4. If no one guesses the object by the time the twentieth question has been answered, the first player tells them what it was and can choose another object for the next round. A player who correctly guesses the object can choose a new object for the next round.

# WORM

**Age:** All ages

**No. of players:** 2 - 4

**Equipment:** One pen/pencil per player (different coloured pens for each player make it easier); Grid paper

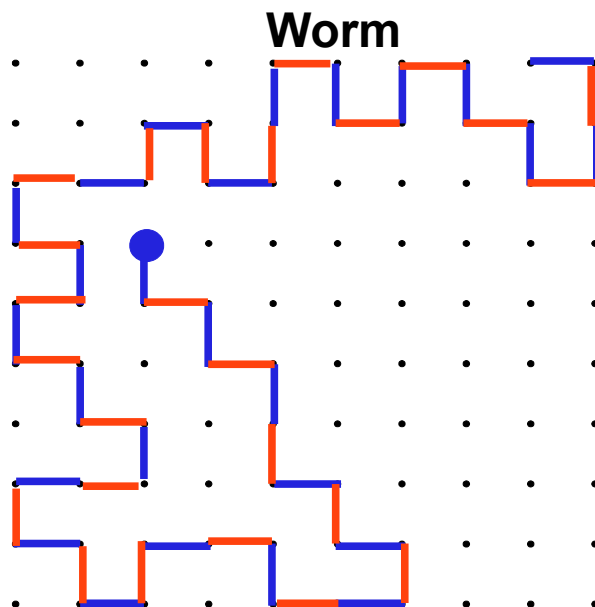
**Time:** 10 minutes+

**Aim:** To be the last player to make a valid move.

## Rules:

1. Print a grid of dots (ten dots wide and ten dots high; 100 dots total). (Younger children may prefer a smaller grid of six rows of six dots.) The appendix has a page with two grids ready for printing.
2. Players toss a coin to see who will go first. Player One draws a straight line (either vertical or horizontal, but not diagonal) between any two adjacent dots on the grid. Player One also draws a circle on one end of the line to mark the worm's head.
3. Player Two then joins the other end of the line (the tail) to another adjacent dot. Players take it in turns to continue drawing lines from the tail to any dot next to it, with the aim of forcing the other player(s) into a position where they cannot make a valid move. That is, their opponent(s) cannot draw a line to any other nearby, vacant dot.

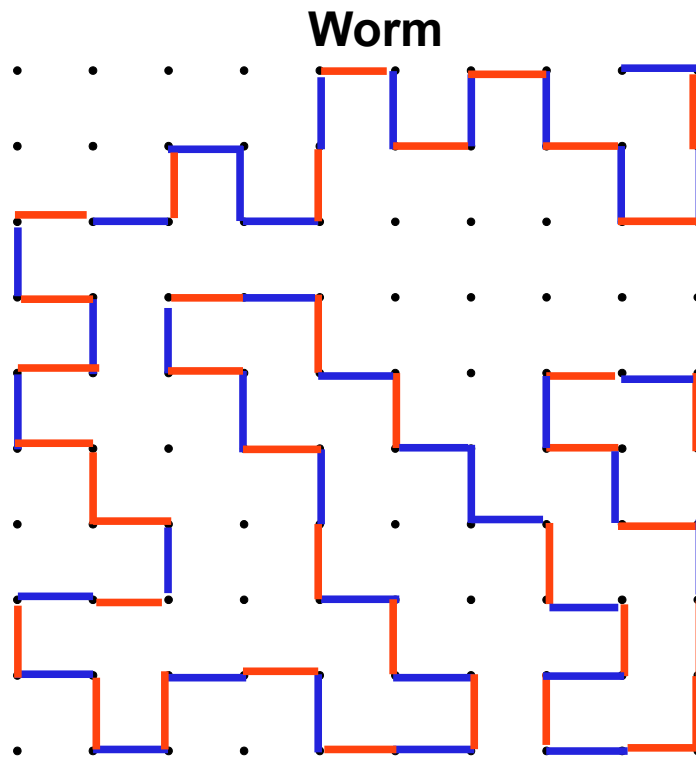
*The diagram below shows a finished game.*



4. The winner is the last player to draw a valid line extending the tail (blue in the example above).

## WORM (continued)

**Variation:** Instead of drawing a circle for the head, the line can be extended from either end until both ends are blocked. This means that it is possible to extend your own line using your own colour if your opponent works on one end of the line and you work on the other end.



# I SPY

**Age:** All ages

**No. of players:** 2 or more

**Equipment:** None

**Time:** 10 minutes+

**Aim:** To guess an object from its initial.

.....  
*I Spy is one of the easiest and best known word games. It is suitable for adults and children who can spell (or at least guess the first sound of a word correctly). Younger children may need help with sounds and letters. It is great for long car trips, but is suitable for playing anywhere and any time.*

## Rules:

1. One player starts by choosing an object they can see at that time (which is also visible to all the other players). They say, "I spy, with my little eye, something beginning with B" assuming the object started with the letter B.
2. The other players take turns to guess the object. The first player to guess it correctly gets to choose a new object for the next round, starting with any letter.
3. For example, a player sees a "belt" and says, "I spy, with my little eye, something beginning with B". The players may guess "bag", "bottle", "book", "back" and so on before finally guessing "belt". The next player may see a window and say, "I spy, with my little eye, something beginning with W" to start the next round.

# ACROSTICS

**Age:** Adults and older children

**No. of players:** 2 or more

**Equipment:** Pen/pencil and sheet of paper for each player.

**Time:** 5 minutes+

**Aim:** To write a set of words with the most letters in a given time limit.

## Rules:

**Acrostics** is a word building game where players must think up a series of words. Players should have reasonably good spelling and vocabulary skills.

1. Players choose any word of 3 to 6 letters as the keyword. (Keywords should only include fairly common letters, since it is difficult to find words which end in Q, for example.) Each player writes the word down the left-hand side of their page and writes it up the right-hand side of their page, with enough room between the columns to fill in other words.
2. Each player then fills in the spaces within the column with a series of words that start with the letters from the left-hand column and end with the letters from the right-hand column. Players have three minutes to complete the words, one word for each letter in the keyword. Words should not include abbreviations, proper names or foreign words.  
For example, assume the keyword is GAME.

G	aug	E
A	luminu	M
M	illenni	A
E	ndin	G

3. Players score one point for each letter. (Players score zero if they do not add letters between the letters in the keyword. For example, if the first and last letters are A and N, they cannot simply say their word is AN.) Use a dictionary to check any words which may be in dispute.  
Using the example above, the player would score 5 points for GAUGE, 9 points for ALUMINIUM (note the Australian spelling is worth one more point than the American spelling), 9 points for MILLENNIA and 6 points for ENDING. Total = 29 points.
4. Play continues with a new keyword for each round. The overall winner of Acrostics is the player with the highest score at the end of play, which can be after a set number of rounds (say, five rounds) or after a given time (say, 30 minutes).

**Alternative scoring:** Any words which another player has also written down are not counted. This encourages players to think of less common words, although it makes it harder for children to compete against adults.

**Variation:** To make the game easier for younger children, they only have to write a series of words that start with the letters from the left-hand column.

# ANIMAL VEGETABLE OR MINERAL

**Age:** All ages

**No. of players:** 2 or more

**Equipment:** None

**Time:** 10 minutes+

**Aim:** To guess and object by asking a series of questions.

.....

**Animal, Vegetable or Mineral** is one of the classic word games which has been popular for many years. Although the rules are fairly simple, it still requires a lot of thinking to work out the correct answer.

## Rules:

1. One player thinks of an object. The other players take turns trying to guess the word by asking a series of questions starting, "Is it **animal, vegetable or mineral**?" All other question can only be answered either "Yes" or "No".
2. For example, the object could be a TREE. The first question would be answered, "It is vegetable". The next question could be "Can you eat it?" (No), followed by "Do farmers grow them?" (Yes) and so on.
3. A player can guess the answer at any time during their turn. If they guess the answer correctly they win that round and can choose the object for the next round. If they are incorrect, they drop out for the rest of the round and cannot ask any more questions.

# BOXWORDS

**Age:** Adults and older children

**No. of players:** 2 or more

**Equipment:** Pen/pencil and Boxwords grid paper for each player

**Time:** 10 minutes+

**Aim:** To score the most points by placing letters in boxes.

## Rules:

1. Print a grid of boxes (five squares wide and five squares high; 25 squares total). If there are more than five players, or to make the game harder, you could draw a seven by seven grid. The appendix has a page with two 5 x 5 grids ready for printing. You will need one grid for each player.
2. Players take it in turns to call out letters at random. Every player writes the letter in a square of their choice. The aim is to create words with at least two letters, either vertically or horizontally (but not diagonally).
3. When every square is filled with a letter, players add up their scores. They achieve one point per letter for each word. If there are two or more words in any row, they can be scored separately, but no letter can appear in more than one word. For example, if one row had the letters "O F A N D", you could score two points for "OF" and three points for "AND" but you could not count "FAN" since its letters are already used in the other two words. A five letter word which fills an entire row is given a bonus point (that is, a five letter word is worth six points).

Player One				
F	A	I	T	H
E	P	A	S	W
N	E	W	O	A
D	R	A	I	N
P	Q	B	L	T
4	3	0	4	4

**Score = 30**

Player Two				
W	Q	F	I	B
S	O	A	P	T
H	E	N	R	A
E	A	T	I	N
D	A	W	P	L
4	0	3	3	3

**Score = 28**

4. Play can continue indefinitely. When the game is finally over (after an agreed time or number of rounds), the player with the highest total score is the winner of Boxwords.

# ALPHABET SPOTTING

**Age:** Adults and older children

**No. of players:** 2 or more

**Equipment:** None

**Time:** 10 minutes+

**Aim:** To be the first player to find objects starting with consecutive letters of the alphabet.

.....

**Alphabet Spotting** is a car trip game suitable for children who can spell and recognise words. It helps build their spelling skills in a fun and enjoyable way, while helping the hours to disappear quickly on a long car trip.

## Rules:

1. Each player looks for an item (either inside or outside the car) beginning with the letter 'A'. You must look for an *object* rather than a *word*.
2. Once a player finds an item, they begin to look for an object with the next letter 'B' and so on until they finally get to 'Z'. For some of the harder letters ('Q', 'U', 'X' and 'Z'), you may choose to allow players to find words which merely contain the letter rather than starting with that letter. For example, they might find an aQuarium, a bUs, a siXty speed sign, or a puZzle.
3. This game can be played either individually, in teams (one person on each side of the car working together) or as a group, where everyone goes on to the next letter when any player finds an item.



# BATTLESHIPS

**Age:** Adults and older children

**No. of players:** 2

**Equipment:** Pen/pencil and Battleships grid paper for each player.

**Time:** 10 minutes+

**Aim:** To destroy your opponent's fleet by guessing their positions before they destroy your fleet..

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## Rules:

1. Each player will need to draw two ten-by-ten grids on their paper. This is easier if you use graph paper. The squares across the top are labelled A, B, C, D, E, F, G, H, I, J. The squares down the side are labelled 1, 2, 3, 4, 5, 6, 7, 8, 9, 10. One of the two grids is labelled Home Fleet while the other grid is labelled Enemy Fleet. (The Appendix has a set of labelled grids, ready to print and play.) You will need to keep your sheet hidden from your opponent, possibly by putting it behind a large book which is standing up.
2. Each player then positions their Home Fleet anywhere on the grid, as long as there is at least one blank square between ships.

One Battleship - labelled B (4 squares long)

Two Cruisers - labelled C (3 squares long each)

Three Destroyers - labelled D (2 squares long each)

Four Submarines - labelled S (1 square long each)

They can be horizontal or vertical, but not diagonal.

*A sample Home Fleet grid is shown on the next page.*

## ***BATTLESHIP (continued)***

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

### ***Home Fleet***

- Once both players have drawn their Home Fleet, they toss a coin to decide who will go first (Player One). Player One then calls out the co-ordinates of any three squares that he is attacking (for example, D3, I7, A2). Player Two puts a cross on these squares on her Home Fleet grid. If any of them hit part of her fleet, she says, "Hit. Cruiser on D3" (for example). Player One then marks his Enemy Fleet grid with a "C" (for cruiser) on D3 and a cross (signifying a missed shot) on I7 and A2.
- Players take alternate turns firing a three-shot barrage. A ship is sunk when all of its squares are hit. Submarines only require one hit while Cruisers need three hits to be sunk, and so on. When a player's ship is sunk they say, "Hit and sunk on E9".
- The first player to destroy all of their opponent's ships wins the game.

# INITIAL IT

**Age:** Adults and older children

**No. of players:** 2 or more

**Equipment:** None

**Time:** 5 minutes+

**Aim:** To make a person's name from given initials.

.....  
Initial It is a fun game for the whole family to enjoy while traveling in the car.

## Rules:

1. Take the initials on the registration plate of the vehicle in front of you or of an oncoming car. Use all the letters in order but ignore any numbers.
2. Each player makes up a person's name using the initials in order. For example:  
  
    APN-528 could become "Adam Paul Nottingham" or "Alice Patricia Newton"  
  
    BA-25-HD could become "Brian Andrew Harold Donaldson" or "Bernice Andrea Hetty Druce"  
  
    TOT-828M could become "Tracey Olivia Theresa Matthews" or "Tony Oscar Titus Macchi"
3. There are no winners or losers in this game, although you may choose to give the player who makes the most original name a special treat.

*Variation:* Players must look for registration plates that make the name of someone they know. The name could be that of a friend, family member or even someone famous (current or historical), as long as they are real people.

# PYRAMIDS

**Age:** Adults and older children

**No. of players:** 2 or more (best with 3 to 5 players)

**Equipment:** Pen and paper for each player.

**Time:** 5 minutes+

**Aim:** To create a pyramid of words based on a keyword.

---

## Rules:

1. Players are given a sheet of paper and a pen. A six letter keyword is written across the top of the page. For example, a Valentines Day party could use the word "FLOWER".
2. Players or teams are given five minutes to write a pyramid of words below each letter of the keyword starting with the corresponding letter. Each word is one letter longer than the word above it. Words do not have to contain the same letters as the words above but they must all start with the same letter. There is no limit to the length of a word.
3. To make it easier, especially for two-letter words, players may use abbreviations, names, plurals or foreign words.

F	L	O	W	E	R
Fe	La	On	We	Ed	Ra
Far	Lid	Owe	Wet	Eye	Red
Fill	Lane	Only	Weed	Exit	Rats
Flick	Loyal	Otter	Water	Entry	Rebel
Faster	Litter		Wicked	Esteem	Refine
Furnace			Whistle		Runaway
			Windmill		

4. At the end of the time limit, the teams add up their scores. Any correctly spelled words are worth one point for each letter, while words that no other team/player has written down are worth two bonus points each.
5. The next round starts with a new keyword.
6. The player or team with the most points at the end of five rounds (or at any other agreed time limit) wins the game.

# SPOTTO

**Age:** All ages

**No. of players:** 2 or more

**Equipment:** None

**Time:** 5 minutes+

**Aim:** To be the player who observes the most cars of a certain colour.

.....  
Spotto is one of our family's favourite travel games. It can be played on short trips and long journeys.

## Rules:

1. One particular colour is chosen as the Spotto colour, normally yellow. It should be something that is not too common but is able to be seen fairly frequently. For example, in our area we choose yellow as the Spotto colour since white, blue and red are too common while purple and orange cars are very rare.
2. Each player watches for any vehicle of the chosen colour. Vehicles can include cars, trucks, buses and motorbikes.
3. Players score one point if they are the first to call out "Spotto".

*Variations:* You may wish to give bonus points for certain vehicles of the Spotto colour. For example, a yellow Police car may be worth two points. Instead of vehicles of a certain colour, you could choose to Spotto a particular type of car (we say "Punch Buggy" whenever we see a Volkswagen Beetle).

# TRAVEL SCAVENGER HUNT

**Age:** Adults and older children

**No. of players:** 2 or more

**Equipment:** A list of thirty items.

**Time:** 15 minutes+

**Aim:** To be the player to observe all the objects on a list.

.....

## Rules:

***Travel Scavenger Hunt** is similar to the traditional scavenger hunt party game except that it is an observation game for car trips. It requires a little preparation. Each player needs a list of about 30 items, with every person receiving a slightly different list. Each list could have twenty-five items in common and five items that are unique.*

Choose items that you know you will see on your trip. Items could include:

- telegraph pole
- water tank
- brick house
- tractor
- aeroplane
- horse
- barn
- pizza shop
- water tower
- windmill
- silo
- push bike
- bird
- cow
- man in a suit
- fuel stop
- fence

*and so on ...*

1. As each player sees an object on their list, they cross it off.
2. The first player to finish their list wins.

## Variations:

1. You may like to put together a picture list for younger children, with drawings or pictures of items.
2. Older children may enjoy a list of sounds rather than objects. For example, they have to hear a train whistle, a bird or a police siren before they can cross off that item from their list.

# Appendix

## Printable Activities

- Mathematics Find-a-Word
- Calendar Search
- Travel Find-a-Word
- Crossword
- Maze

## Printable Boards

- Fox and Geese
- Halma
- Leapfrog
- Quartette
- Tic Tac Toe grid
- Boxes/Worm grid
- Boxwords grid
- Battleships grid

# MATHEMATICS FIND-A-WORD

Solve the sums then look for the answers in the grid. The first one has been done for you. Words may be backwards, forwards and diagonal.

1.  $12 \div 2 =$  SIX

2.  $9 + 3 =$  \_\_\_\_\_

3.  $3 \times 7 =$  \_\_\_\_\_

4.  $4 \times 9 + 3 =$  \_\_\_\_\_

5.  $12 \times 4 - 4 =$  \_\_\_\_\_

6.  $43 + 15 =$  \_\_\_\_\_

7.  $70 - 6 + 3 =$  \_\_\_\_\_

8.  $100 \div 2 + 22 =$  \_\_\_\_\_

9.  $9 \times 11 - 14 =$  \_\_\_\_\_

10.  $10 \times 9 + 8 - 7 =$  \_\_\_\_\_

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



# CALENDAR SEARCH

Unscramble the letters in each box to reveal eleven months of the year. What is the missing month?

YMA	BOTCREO	LYUJ	ARNJUAU
STAGUU	RARUBEFY	EMDEBRCE	EJNU
CHARM	NEBMOVER	PAILR	???

# TRAVEL FIND-A-WORD

Can you find the following vacation words in the grid? The words can be backwards, forwards or diagonal.

CAR CAMPING

DESTINATION TENT

BEACH FOOD

LUGGAGE SUN

PLANE PARK

SWIM FISHING

ICE CREAM HIKE

SEA FRIENDS

TOWEL HAT

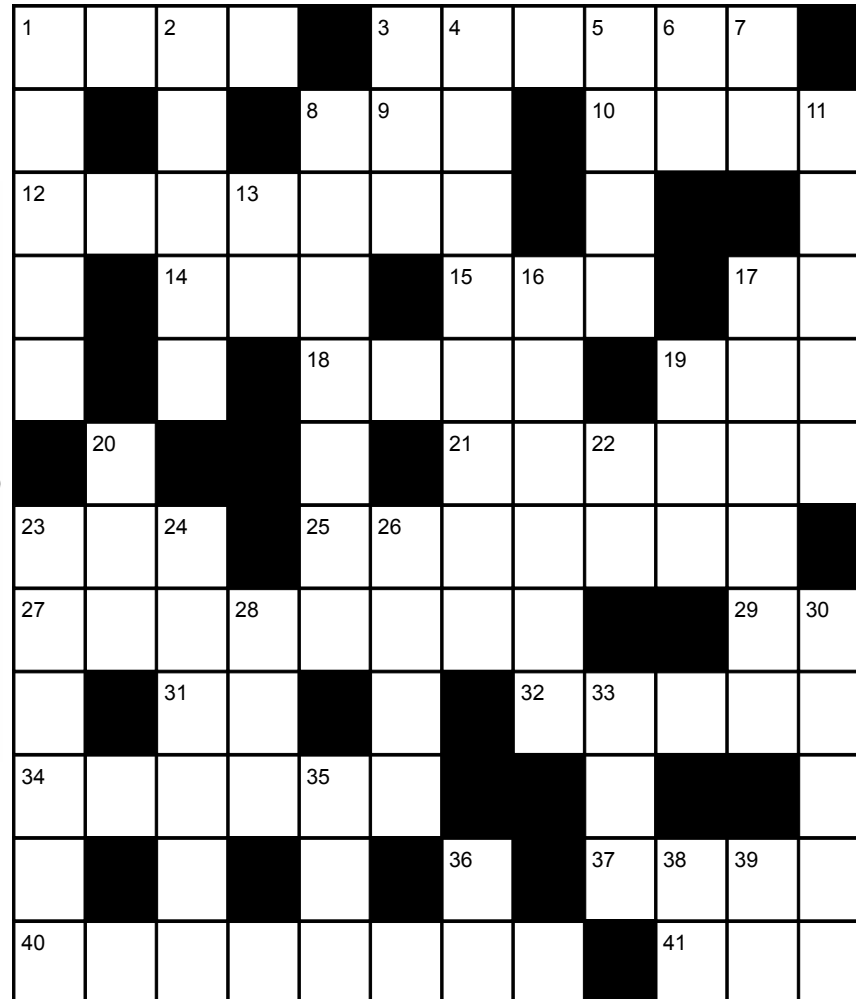
TRIP SING

SAND PACK

GAME GO

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

# CROSSWORD



## CROSSWORD CLUES

### Across

- 1 Found at the beach
- 3 Walking through the forest
- 8 Used to hold clothes together for sewing
- 10 Opposite of "Go"
- 12 Small pieces of gold
- 14 Not cold
- 15 Function/Purpose/Role (synonym)
- 17 Mathematical symbol
- 18 Found in seawater
- 19 Heavy weight
- 21 Landscape painter
- 23 Drink container
- 25 Choices
- 27 Home of English Soccer Protection in East Newcastle (initials)
- 29 Not down
- 31 Teutonic Knight (initials)
- 32 Form of radiation
- 34 Make smaller
- 37 Wondrous
- 40 Answer
- 41 Twenty four hours

### Down

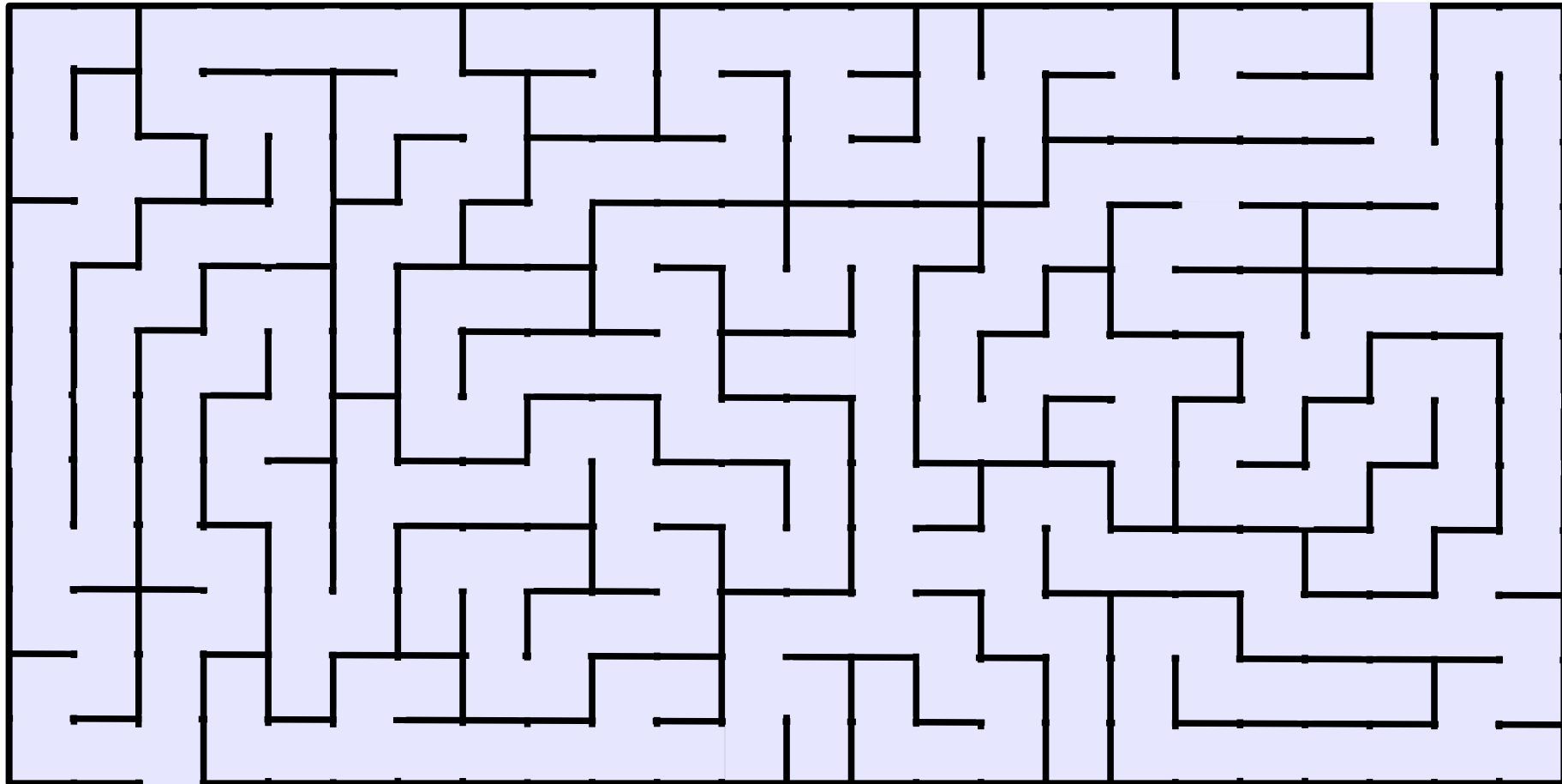
- 1 Nice weather
- 2 Opposite of day
- 3 Popular song
- 4 Protect from hot and cold
- 5 Island (abbreviation)
- 6 New Testament (initials)
- 7 Green traffic light
- 8 Where you buy pets in England
- 11 Write on paper
- 13 Don't stop
- 16 Thin rope
- 17 Small furry mammal
- 19 Metal can
- 20 Batman and Robin are the Dynamic \_\_\_\_
- 22 Opposite of "From"
- 23 Pirates keep their treasure in these
- 24 English gasoline
- 26 Light red
- 28 Snow sport
- 30 Birthday event
- 33 Atmosphere
- 35 Squirrel food
- 36 Southern Oscillation (initials)
- 38 Advertisement (abbreviation)
- 39 Ma and \_\_\_\_

*(Answers at bottom of maze)*

# MAZE



Can you help the cockatoo find the seed?

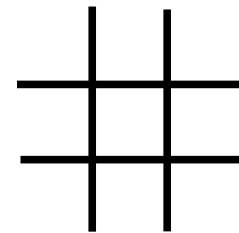
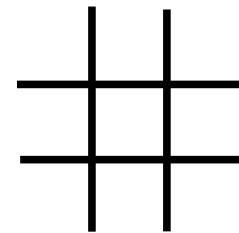
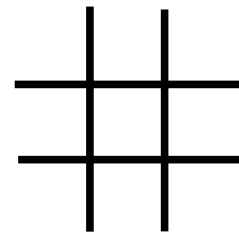
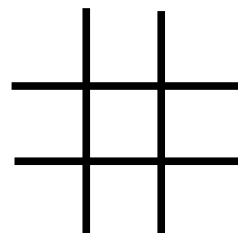
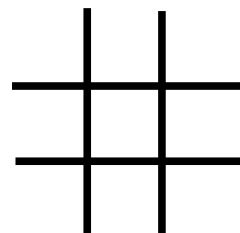
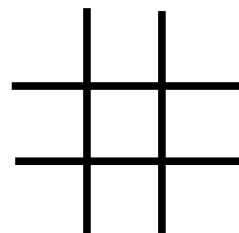
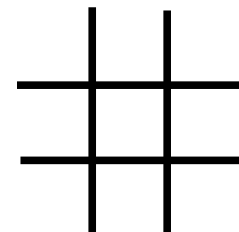
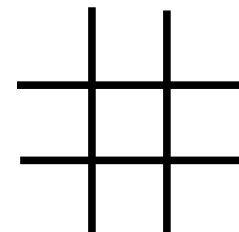
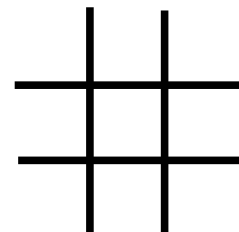
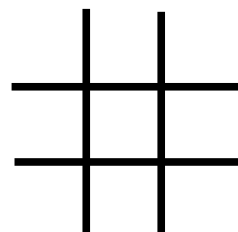
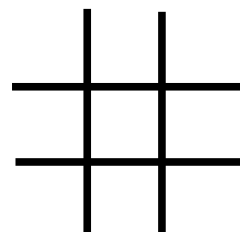
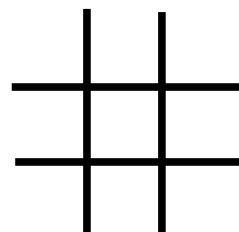
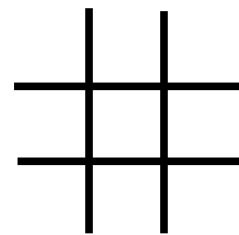
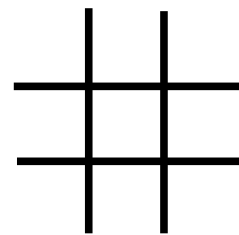
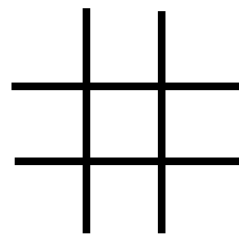
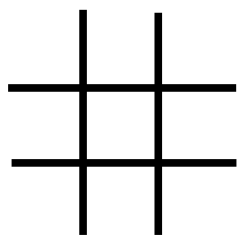
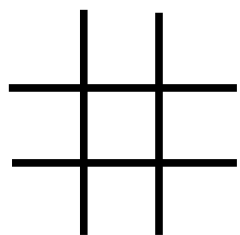
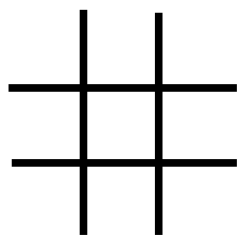


**Answers to Crossword:**

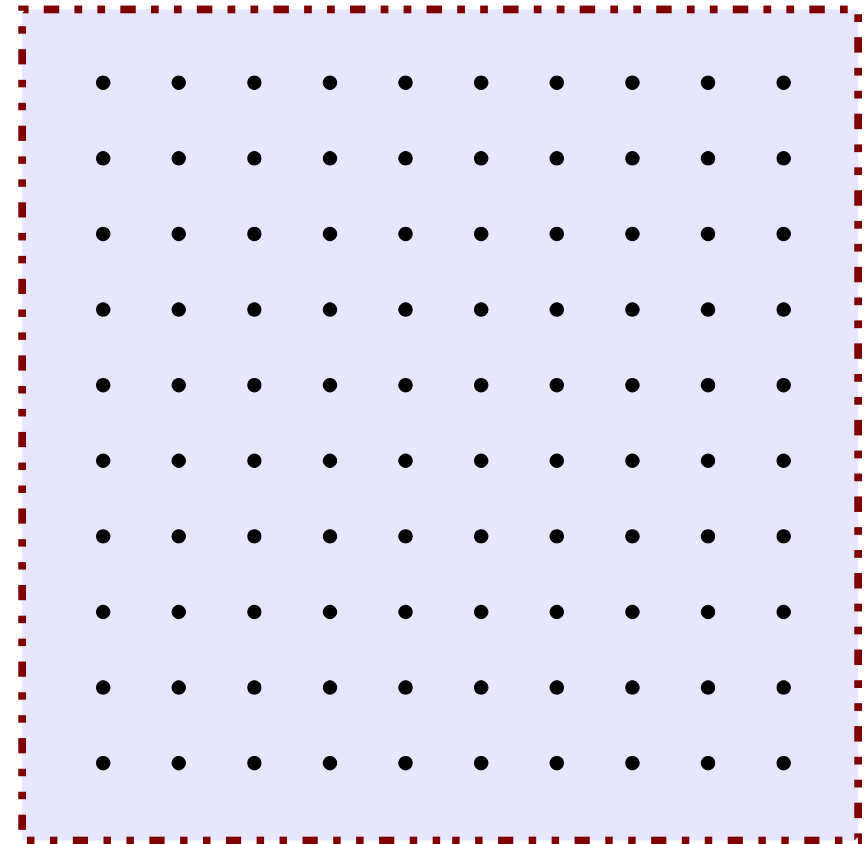
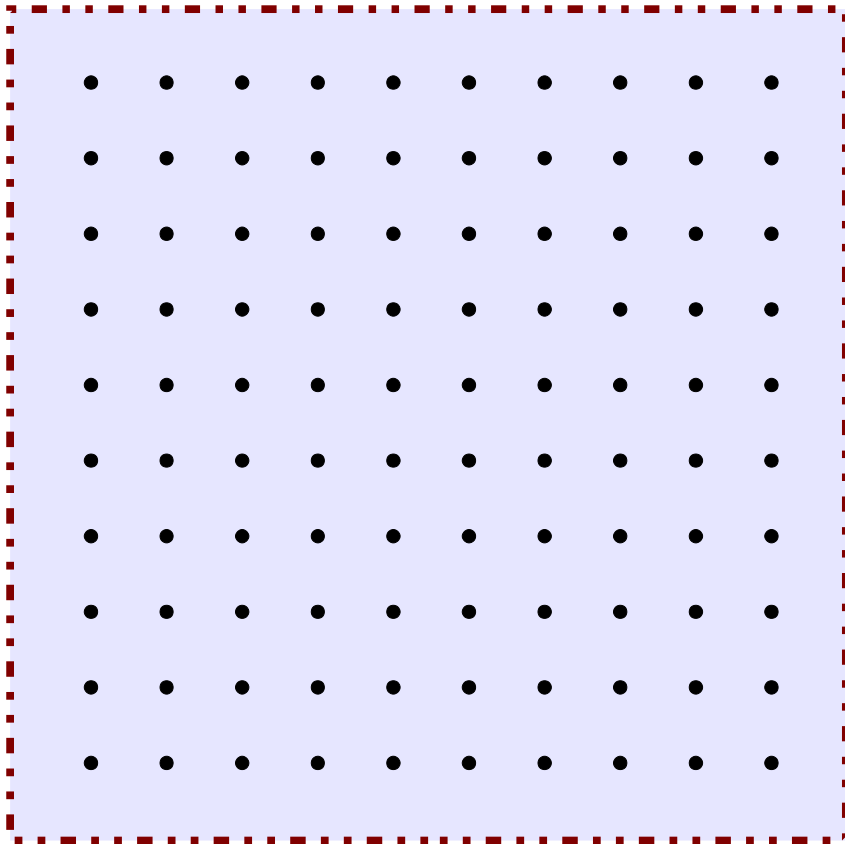
**Across:** 1 Sand, 2 Hiking, 8 Pin, 10 Stop, 12 Nuggets, 14 Hot, 15 Use, 17 Pi, 18 Salt, 19 Ton, 21 Artist, 23 Cup, 25 Options, 27 Hoespien, 29 Up, 31 TK, 32 Gamma, 34 Shrink, 37 Rapt, 40 Solution, 41 Day  
**Down:** 1 Sunny, 2 Night, 3 Hit, 4 Insulate, 5 Isle, 6 NT, 7 Go, 8 Petshop, 11 Print, 13 Go, 16 String, 17 Possum, 19 Tin, 20 Duo, 22 To, 23 Chests, 24 Petrol, 26 Pink, 28 Ski, 30 Party, 33 Air, 35 Nut, 36 SO, 38 Ad, 39 Pa

# TIC TAC TOE

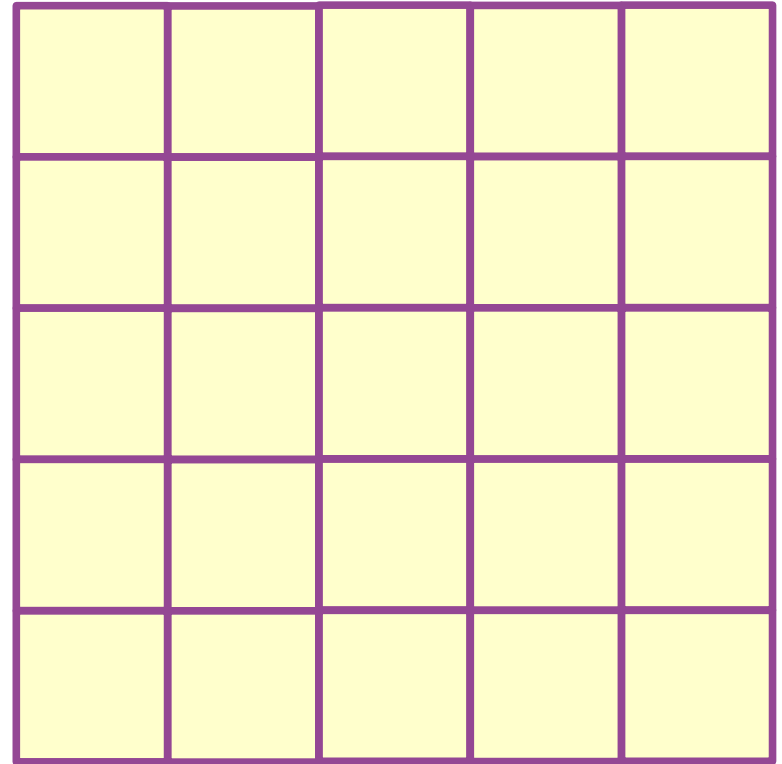
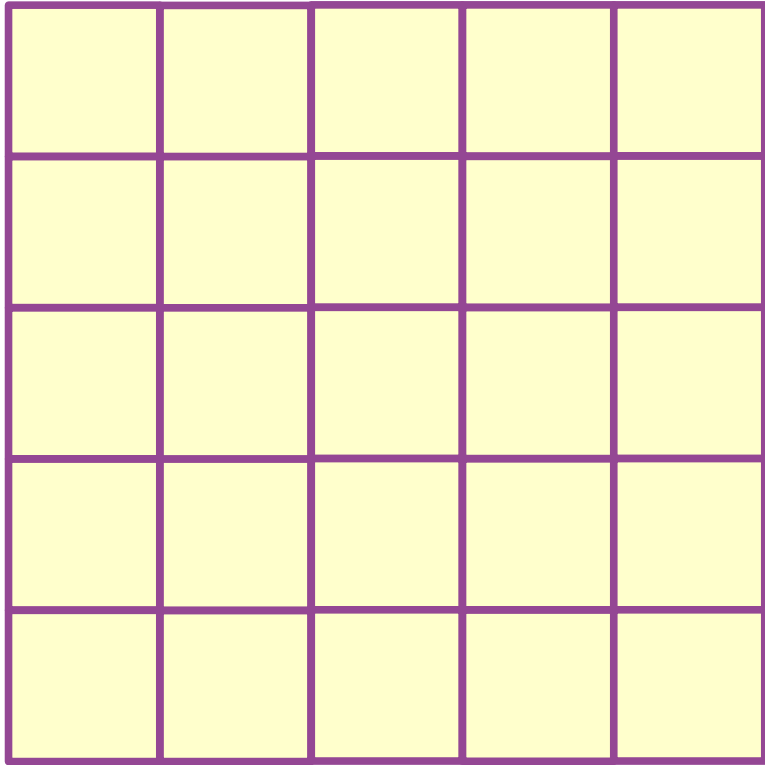
(NOUGHTS AND CROSSES)



# BOXES/WORM



# BOXWORDS





# BATTLESHIPS

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

***Home Fleet***

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

***Enemy Fleet***

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Games,  
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