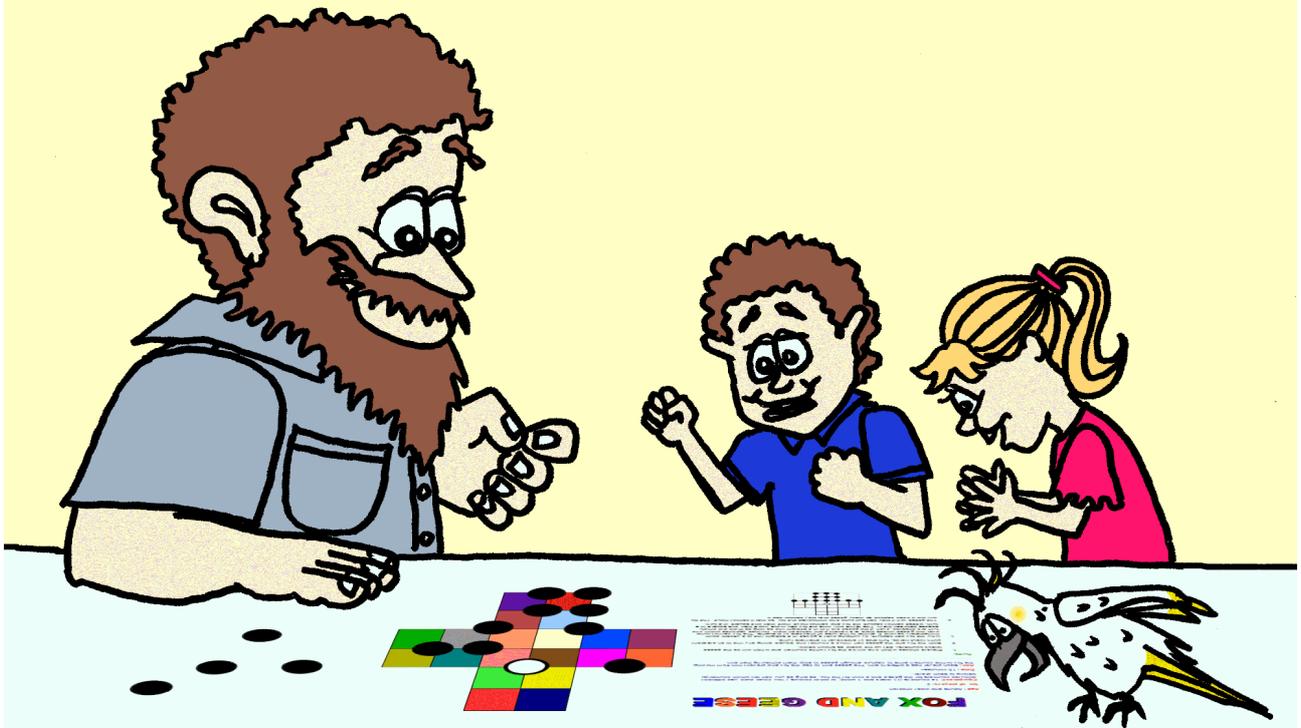


Printable Board Games



15 Favourite Printable Board Games from
Family Games Treasurehouse

Index

Games

Fox and Geese	3
Halma	4
Leapfrog	5
Quartette	6
Centennial	7
Everest	8
Nine Holes	9
Gobang	10
Achi	11
Shepherds and Wolf	12
Madelinette	13
Alquerque	14
Chess	15
Checkers/Draughts	19
Reversi	20

Appendix (Printable boards and pieces)

Chess/Checkers Board	23
Chess Pieces	24
Checkers/Draughts Pieces	25
Reversi Pieces	26
Shepherds and Wolf	27



Fox and Geese

Age: Adults and older children

No. of players: 2

Equipment: 14 counters (13 black and 1 white; or other colours.) You could even use different coloured counters for the geese and a coin for the fox, as long as you can tell which counter(s) belong to each player.

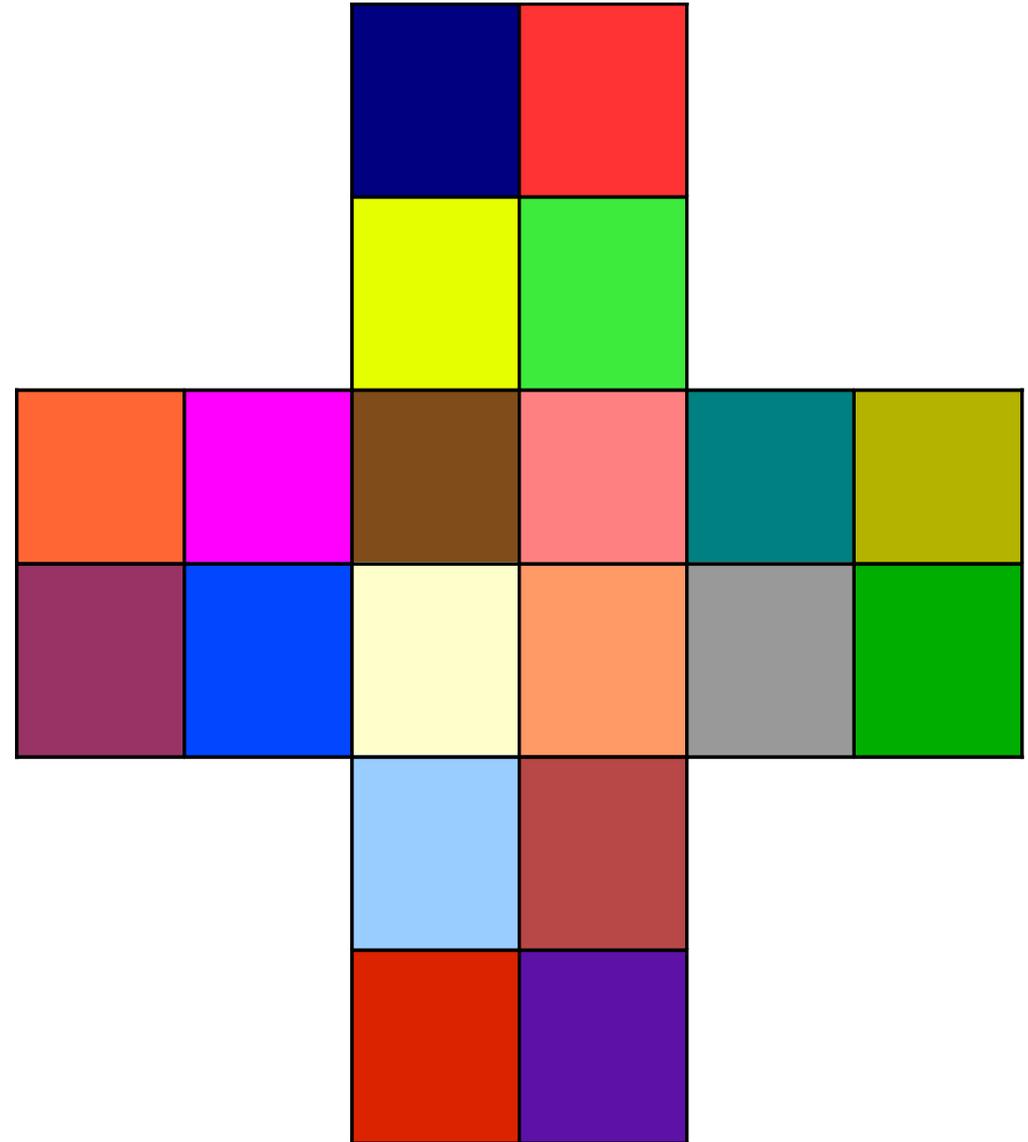
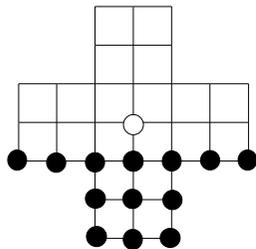
Time: 10 minutes+

Aim: Each player has a different aim. The geese aim to trap the fox and prevent him from moving; the fox (white counter) aims to capture enough geese to stop them achieving their aim.

.....

Rules:

1. Players choose which one will be the fox (white counter) and which will be the geese (black counters). Set up the board as shown below.
2. Both the fox and the geese can move a counter one square along any line to an adjacent point (backwards, forwards or sideways) in alternate turns.
3. Only the fox can capture, by jumping over a goose in a straight line to a vacant point immediately beyond it, similar to the rules of checkers or draughts. The fox cannot jump over two geese unless there is a vacant point between them. Multiple captures within one turn are possible, even if the geese are not in a straight line as long as there are empty spaces between them. This is the only time the fox can move more than one square in a turn. Geese cannot capture the fox and cannot move more than one square in a turn.
4. The geese win if they can surround and immobilise the fox, so that it cannot move. The fox will win if it can capture so many geese that they cannot trap it.



© 2012 www.family-games-treasurehouse.com

HALMA

Age: Adults and older children

No. of players: 2-4

Equipment: Two players – 19 counters each

Three players - 13 counters each

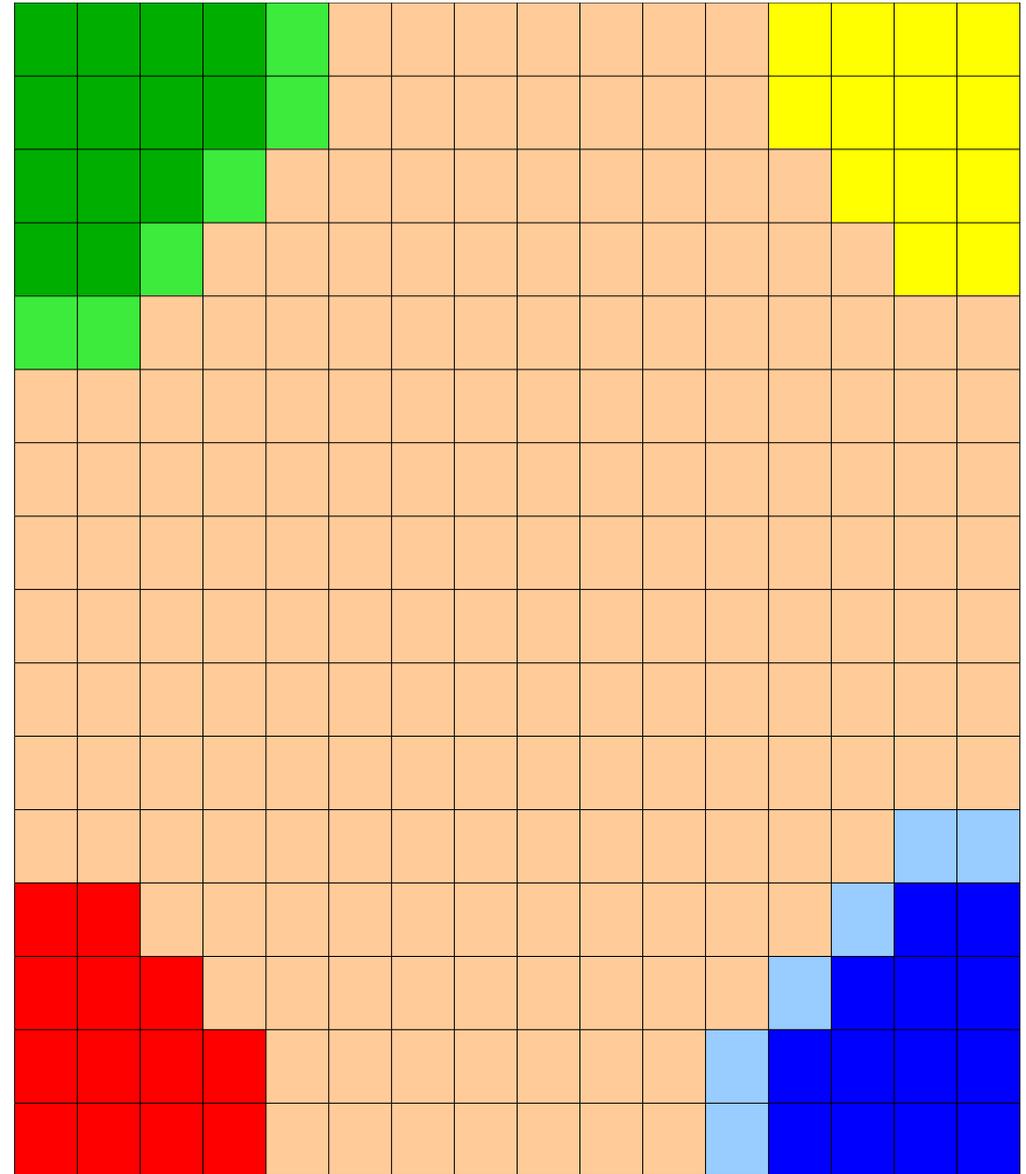
Four players – 13 counters each

Time: 15 minutes+

Aim: To be the first player to move all their counters to the opposite camp.

.....
Rules:

1. Each player chooses a 'camp' (corner of the board). If there are two players, they each place 19 counters in the top left and bottom right 'camps', using the dark and light squares. 3-4 players place 13 counters each in their 'camp' using only the dark squares.
2. Players choose who will go first.
3. Each player takes turns to move one counter one square in any direction (backwards, forwards, sideways, diagonally).
4. Players can jump over any other counter (either your own or an opponent's) onto a vacant square, similar to Draughts and Chinese Checkers. Counters are not removed.
5. The aim is to move all of your men from your camp to the camp on the opposite corner of the board. Building a ladder of men can help you make multiple jumps across the board, but they can also help your opponents to move their own men.
6. The first player to get all their men to the opposing camp wins the game.



© 2012 www.family-games-treasurehouse.com

LEAPFROG

Age: All ages

No. of players: 2

Equipment: 50 counters of different colours per player (total 100 counters). If you don't have enough counters, you could use coins or anything else, as long as you can tell which counter(s) belong to each player.

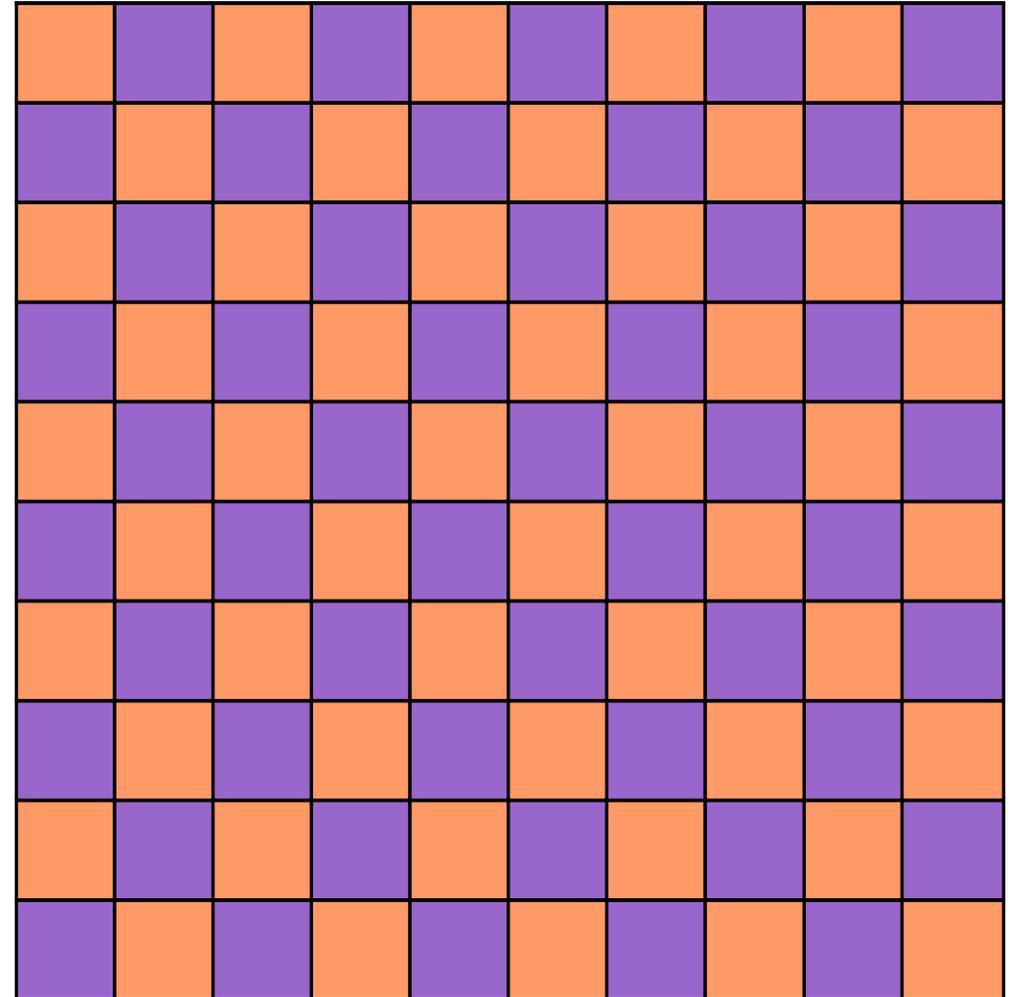
Time: 10 minutes+

Aim: To be the player who captures the most of your opponents counters.

.....
Rules:

1. Players toss a coin to choose who will go first.
2. Each player takes turns to put one counter on any vacant square until the board is filled with all 100 counters.
3. Both players then remove any one counter from the board, leaving 49 counters per player.
4. Player One captures one of their opponent's counters by jumping over it in a straight line to a vacant point immediately beyond it, similar to the rules of checkers or draughts. Player Two then has a turn and so on.
5. Players cannot jump over two counters unless there is a vacant point between them. Multiple captures within one turn are possible, even if the counters are not in a straight line as long as there are empty spaces between them. This is the only time a player can move more than one square in a turn.
6. The game finishes when one player cannot capture any more of their opponent's counters.
7. The winner is the player who has captured the most of their opponent's counters.

Note: Adults and older children may try to use strategy and logic in placing their counters on the board in Step 2 to reduce the number of counters their opponent can capture. Younger children can simply place them anywhere and just have fun!



QUARTETTE

Age: All ages

No. of players: 2

Equipment: 8 counters (4 black and 4 white, or other colours)

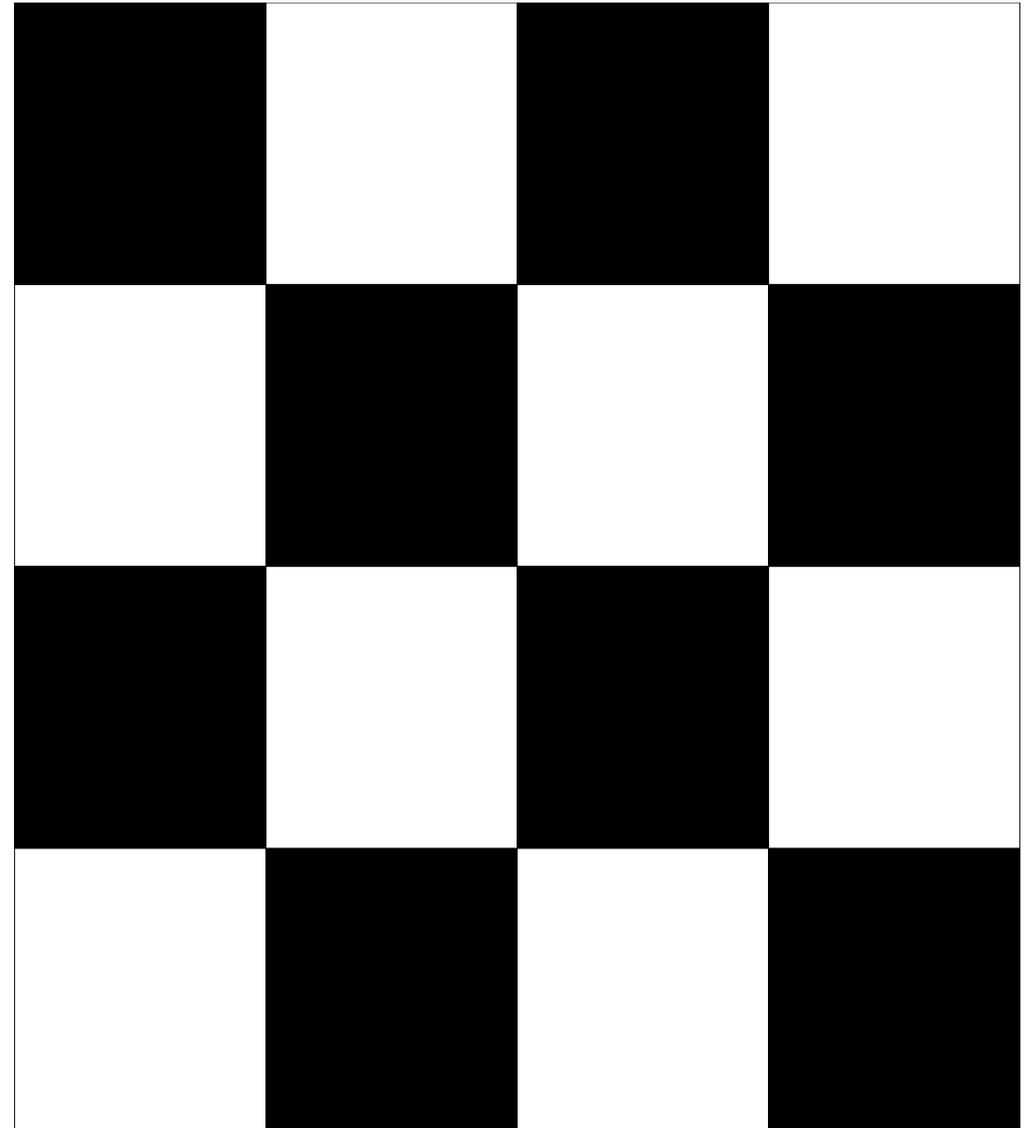
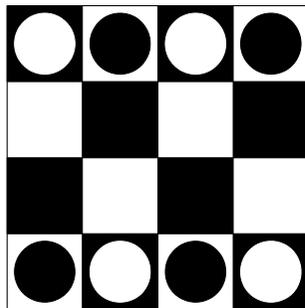
Time: 10 minutes+

Aim: To create a straight line of four counters; vertical, horizontal or diagonal.

.....

Rules:

1. One player takes a black counter in one fist and a white counter in the other fist. The other player chooses a fist. The player with the white counter has that colour and goes first.
2. Place the counters on the board as shown below.
3. Player One moves any counter one square vertically or horizontally (but not diagonally) onto any vacant square. Players alternate turns, moving one counter at a time. Each player must make a move, even if that move disadvantages them.
4. The winner is the player who moves their four counters into a straight line vertically, horizontally or diagonally.



CENTENNIAL

Age: All ages

No. of players: 2 to 8

Equipment: Three dice; One counter per player (coloured or marked so each player's counter is easily identified)

Time: 10 minutes+

Aim: To be the first player to move their counter from Start to 12 and back again.

.....

Rules:

1. Each player puts their counter on the 'Start' square and rolls one die to determine who starts the game (highest score goes first).
2. Player One throws all three dice together. If one of the dice is a '1', they can move their counter from Start to square '1'. They could also move to square '2' if there is a '2' or another '1' (since $1 + 1 = 2$), and so on. If a player throws a 1, 2 and 3, they can move from Start to square '6' from that one throw (1, 2, 3 obviously; but $1 + 3 = 4$, $2 + 3 = 5$, and $1 + 2 + 3 = 6$).
3. Player Two (to the first player's left) then rolls the dice and moves their counter (if possible), with each player continuing in a clockwise direction. One or more counters can occupy the same square. Once a player gets to square '12', their turn ends until the next round when they start trying to move back down the board from square '11' to square '1'. The first player to reach square '1' shouts "Centennial!" and wins the game.
4. If any player overlooks a number they could use, any other player who also needs that number can claim it and use it immediately. For example, if Player Three is on square '8' and throws '1', '5', and '4', they may see that $5 + 4 = 9$ and move to square '9' but overlook that $1 + 5 + 4 = 10$, which they could have used to move to square '10' as well. Another player who was already on square '9' could claim the '10' and move immediately to square '10', even though it wasn't their turn. (However, a player on square '5' could not claim $5 + 1 = 6$, since Player Three did not need to throw a '6'.) Adults and older children may need to help younger children to see any numbers they could use.

Note: Centennial is also known as Ohio or Martinetti, but the rules are identical.

START
1
2
3
4
5
6
7
8
9
10
11
12

EVEREST

Age: All ages

No. of players: 2 to 8

Equipment: Three dice; One pen/pencil per player; One board per player

Time: 10 minutes+

Aim: To be the first player to cross off all their numbers.

NOTE: The board can simply be printed (one copy for every player each time you play) or printed and laminated with clear plastic to seal the board so a felt tip pen can write on it (and be erased at the end of the game ready for the next time you play)!

Rules:

1. Each player rolls the dice to determine who starts the game (highest score goes first).
2. The first player throws all three dice together. The aim is to cross out all 24 squares on your board in any order. For example, if Player One throws a '1', '2' and '5', they could choose to cross off any one of the following numbers in either line:

- 1
- 2
- 5
- 3 (since $1+2=3$)
- 6 (since $1+5=6$)
- 7 (since $2+5=7$)
- 8 (since $1+2+5=8$)

Note: You cannot cross off more than one number in any turn.

3. Player Two (to the first player's left) then completes their turn and so on. If there are no numbers left on your board to cross off with the numbers on the dice, you forfeit that turn.
4. The first player to cross off all 24 numbers on their board wins the game.

12	1
11	2
10	3
6	4
8	5
7	6
9	7
5	8
4	9
3	10
2	11
1	12

NINE HOLES

Age: Adults and older children

No. of players: 2

Equipment: Six counters (three black and three white, or other colours)

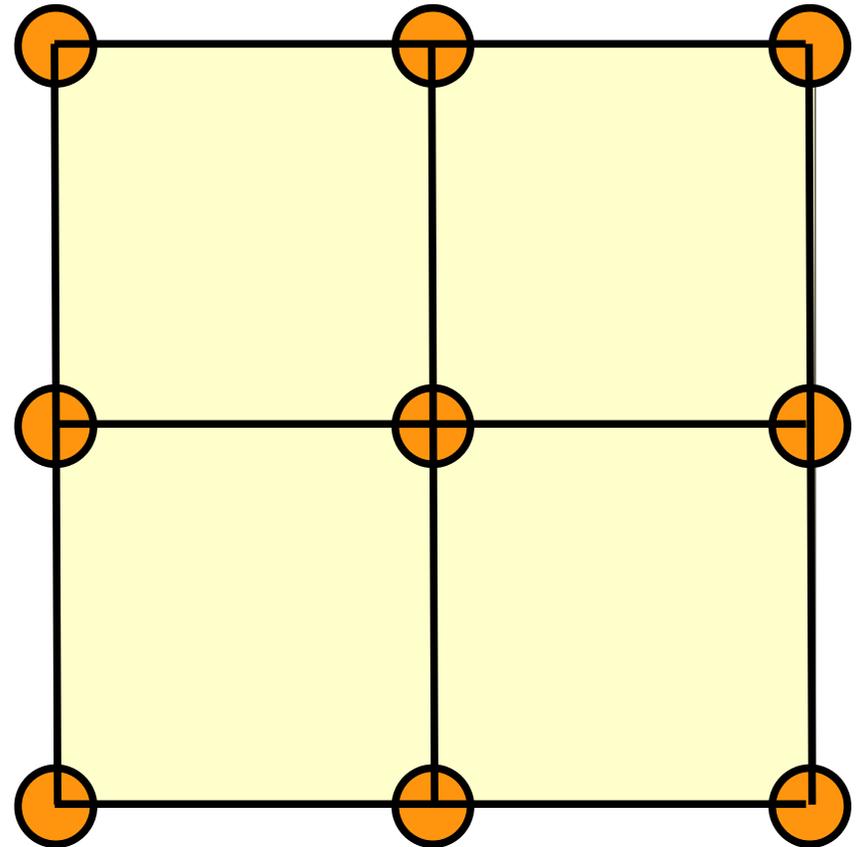
Time: 5 minutes+

Aim: To be the first player to get three counters in a row.

.....
Nine Holes is a simple board game which has been found scratched on the floor of medieval cathedrals and Japanese temples, probably by young apprentices who were waiting their turn to serve. Although the game's rules are very simple, it can take a lot of strategy to beat an experienced opponent.

Rules:

1. One player holds a black counter in one fist and a white counter in the other fist. The opposing player chooses one hand. Whoever gets the black counter uses that colour and starts first.
2. Each player takes it in turn to put one counter on any of the nine points on the board. They should try to get three of their counters in a row (either vertically or horizontally), while preventing their opponent from doing the same.
3. Once all six counters are on the board (assuming no player got three in a row), players take turns to move one of their counters along a line onto a vacant point. Play continues until one player wins by getting three counters in a row.



© 2012 www.family-games-treasurehouse.com

GOBANG

Age: Adults and older children

No. of players: 2

Equipment: Two hundred small counters (100 black and 100 white, or other colours)

Time: 10 minutes+

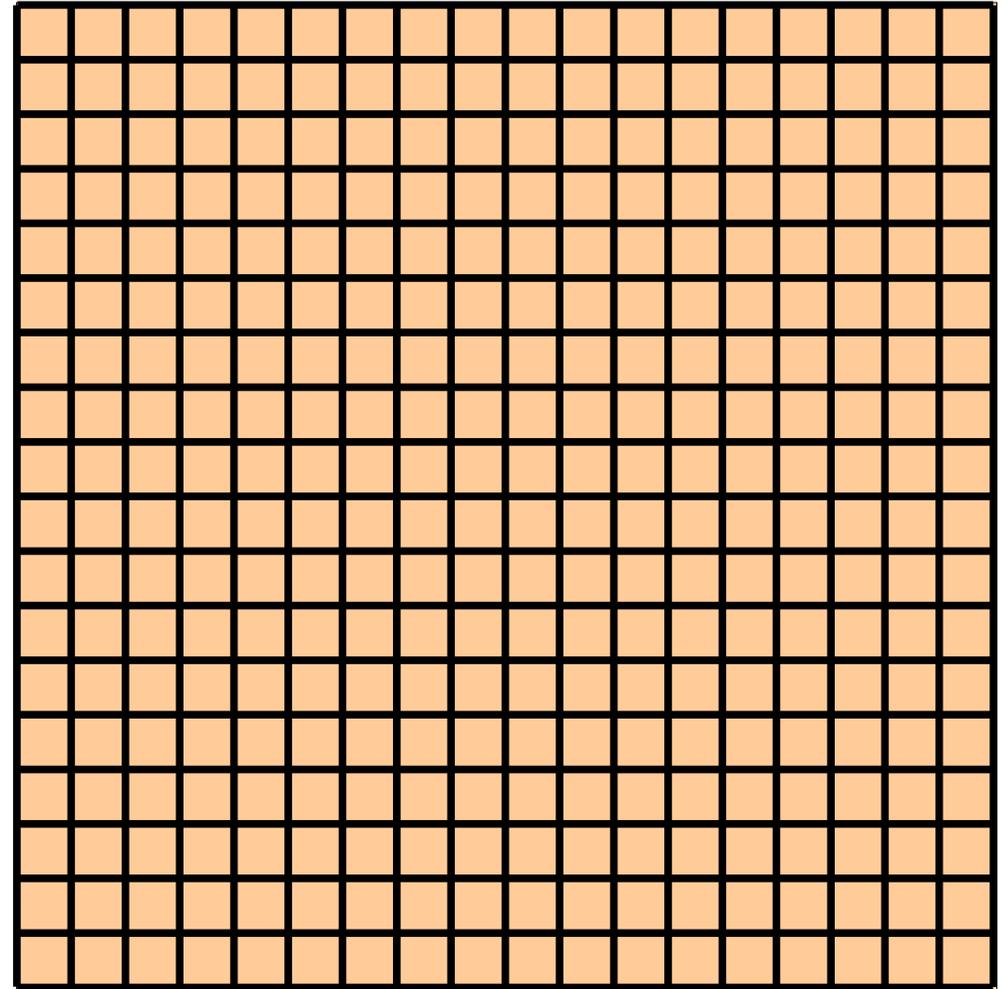
Aim: To be the first player to get five counters in a row.

.....

Gobang is the Japanese version of *Nine Holes*. There are 324 squares (18 x 18) and the counters should be small enough to fit on a square. Rice grains, seeds or something similar make suitable counters.

Rules:

1. One player holds a black counter in one fist and a white counter in the other fist. The opposing player chooses one hand. Whoever gets the black counter uses that colour and starts first.
2. Each player takes it in turn to put one counter on any of the 324 squares on the board. They should try to get five of their counters in a row (vertical, horizontal or diagonal), while preventing their opponent from doing the same.
3. Once all 200 counters are on the board (assuming no player got five in a row), players take turns to move any one of their counters to a square adjacent to their counter (horizontal and vertical, but not diagonal). Play continues until one player wins by getting five counters in a row.



ACHI

Age: Adults and older children

No. of players: 2

Equipment: Eight counters (four black and four white, or other colours)

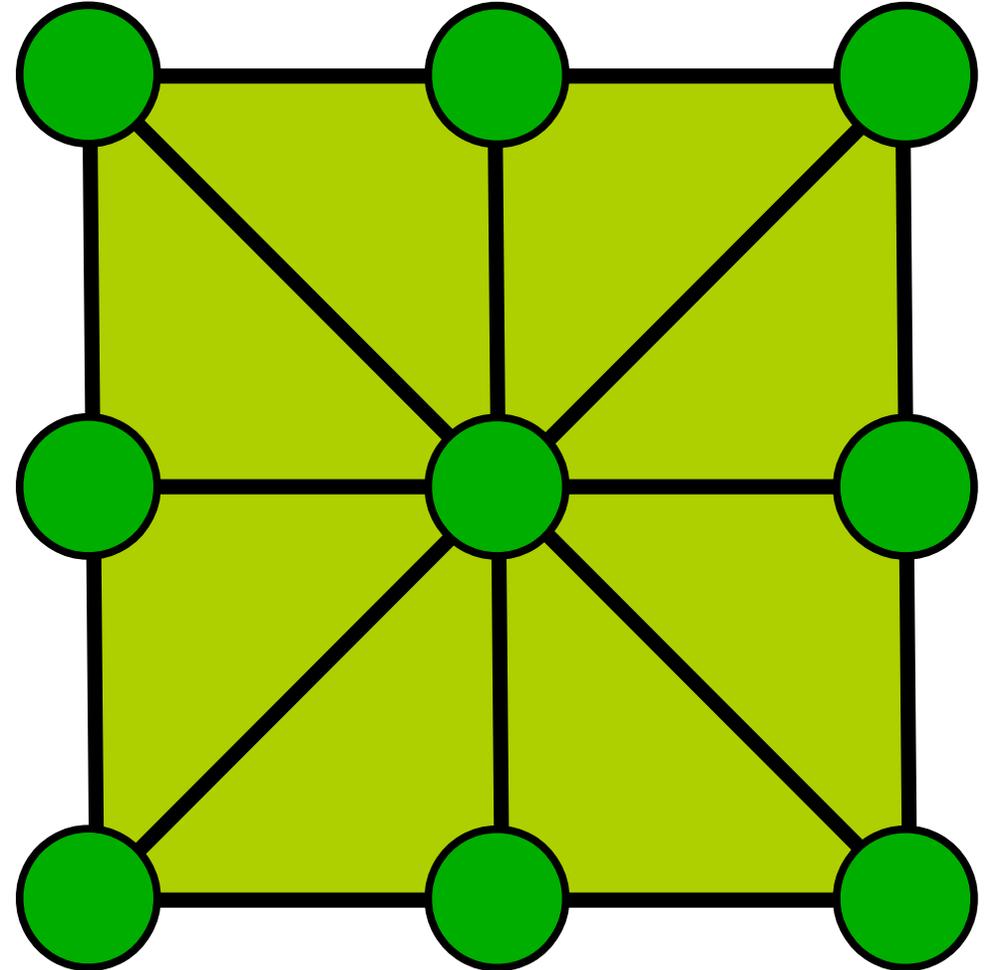
Time: 5 minutes+

Aim: To be the first player to get three counters in a row.

.....
Achi is a simple board game which is popular in West African countries, particularly Ghana, similar to Nine Holes and Gobang.

Rules:

1. One player holds a black counter in one fist and a white counter in the other fist. The opposing player chooses one hand. Whoever gets the black counter uses that colour and starts first.
2. Each player takes it in turn to put one counter on any of the nine points on the board. They should try to get three of their counters in a row (vertical, horizontal or diagonal), while preventing their opponent from doing the same.
3. Once all eight counters are on the board (assuming no player got three in a row), there should be only one point vacant. Players take turns to move one of their counters adjacent to the vacant point along a line onto that point. Play continues until one player wins by getting three counters in a row.



© 2012 www.family-games-treasurehouse.com

SHEPHERDS AND WOLF

Age: Adults and older children

No. of players: 2

Equipment: Chess board; Four counters of one colour and one counter of another colour

Time: 10 minutes+

Aim: Each player has a different aim. The four shepherds win if they can trap the wolf, while the wolf aims to break past the shepherds and reach the sheepfold.

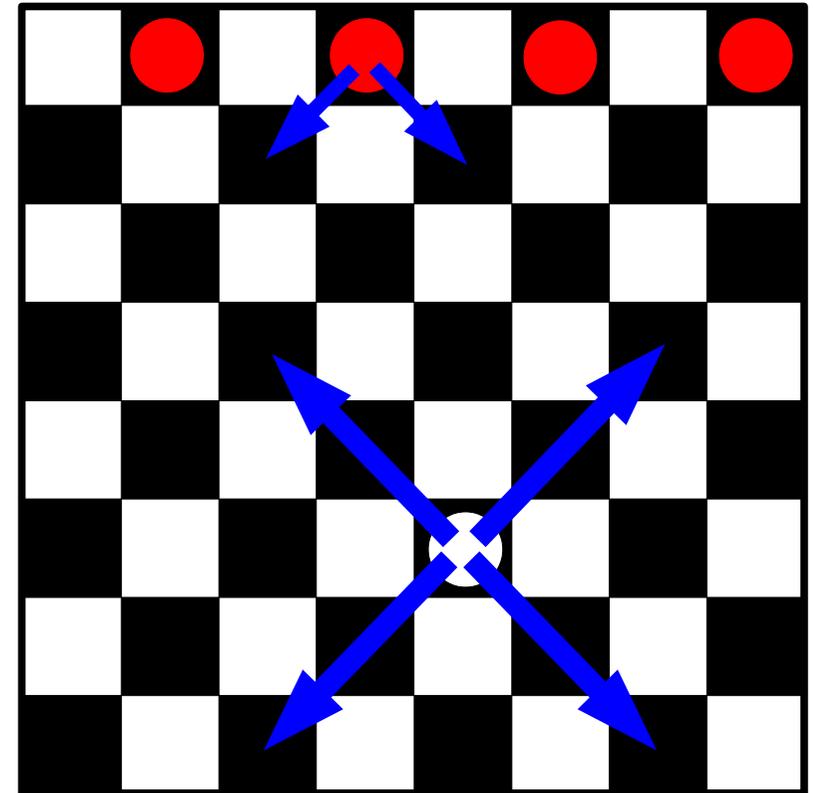
Shepherds and Wolf (also known as Cows and Leopards) is an unusual board game for two players since each player has a different number of counters and different aims to win. The game originally came from Sri Lanka. Although the rules are simple, it can be quite difficult to win.

Rules:

1. The game is set up on a standard chess/checkers/draughts board as shown below. The Shepherds are on the black squares at one end of the board, defending the sheepfold, while the Wolf can start on any black square. The Shepherds move forward one square at a time on a diagonal onto a vacant black square - they cannot move backwards. The Wolf can only move TWO squares in a straight line on a diagonal, but can move forwards and backwards. Neither Shepherds nor Wolf can jump over or capture each other. The Shepherds have the first move.
2. The Shepherds win the game if they can trap the wolf so that it cannot make a valid move (that is, two diagonal steps in any direction). The Wolf wins if it can get past the Shepherds and reach their end of the board.
3. Players then swap roles and ends.

NOTE: See the appendix for a printable chess board and Shepherds and Wolf pieces.

Shepherds



Wolf

© 2012 www.family-games-treasurehouse.com

MADÉLINETTE

Age: All ages

No. of players: 2

Equipment: Six counters (Three purple and three orange; or any two colours)

Time: 5 minutes+

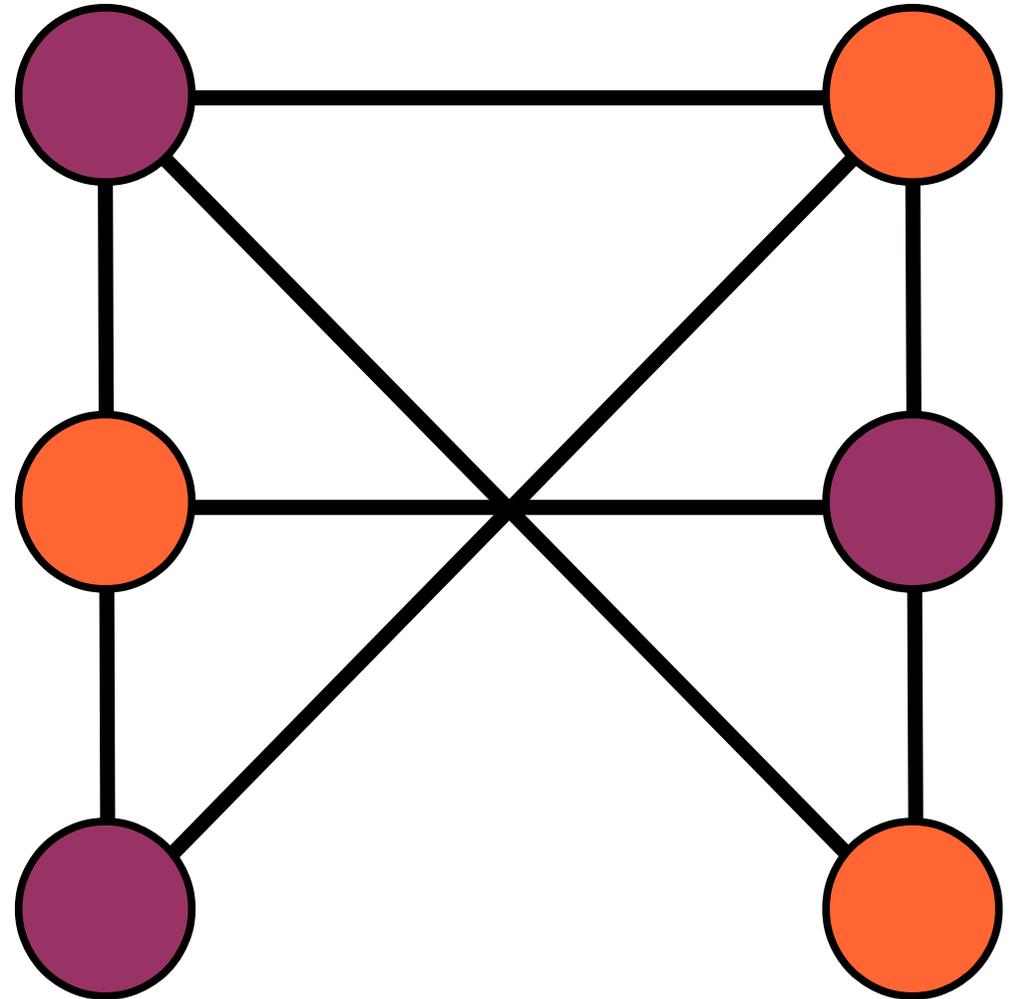
Aim: To block your opponent so they cannot move.

.....
Madelinette is a simple board game which can involve strategic moves or can be played by younger children just for fun.

Rules:

1. Draw a board and then place the six counters on the points as shown, leaving the middle point vacant. Players toss a coin to decide who will go first.
2. Each player takes turns to slide one of their counters to the vacant point on the board, with the aim of positioning their counters so that all three of their opponent's counters are blocked and cannot move.
3. The winner is the player who prevents the other player from being able to move any of their pieces.

Hint: Think about where you would need all the pieces to enable you to win and then work out a strategy to force the other player into that position.



© 2012 www.family-games-treasurehouse.com

ALQUERQUE

Age: Adults and older children

No. of players: 2

Equipment: Twenty four counters (12 red and 12 white; or any two colours)

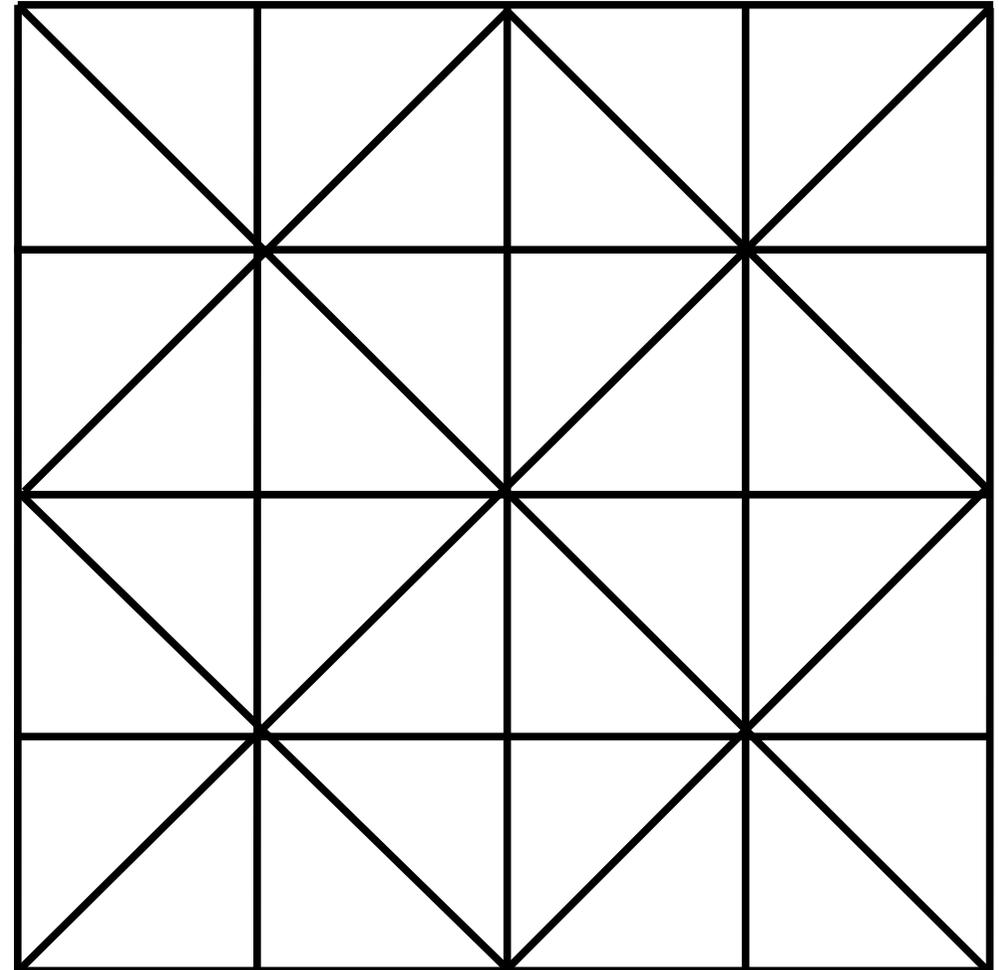
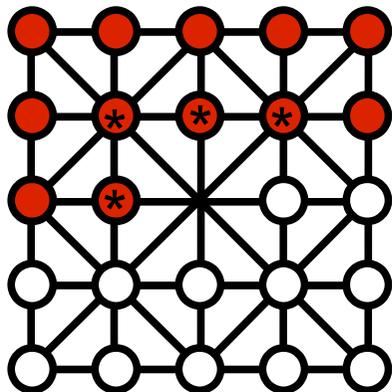
Time: 15 minutes+

Aim: To capture all your opponent's pieces.

.....
Alquerque is an old game which began in Europe when invading armies brought the game from the Middle East to Spain during the tenth century. It is similar to checkers, which probably developed when someone decided to play Alquerque on a chess board.

Rules:

1. Set out the board as shown below. One player takes a red counter in one fist and a white counter in the other. The opposing player chooses a fist. The player with the red counter goes first. The two counters are replaced on the board.
2. Players move one counter to any adjacent empty point, along any line. For example, on the first move the red player can move any one of four counters (shown with an asterisk *) to the centre, vacant point.
3. An opponent's counter can be captured by jumping over it in a straight line to a vacant point immediately beyond the counter, just like in checkers. Captured counters are removed from the board. Capturing is compulsory - you must capture an opponent's piece if there is an opportunity to do so. If you fail to do so, your piece can be removed from the board. If there are two or more pieces you could capture, you can choose which one you will take. It is also possible to capture more than one counter in one turn, as long as there is a vacant point between the counters, even if the counters are not in a straight line.
4. The winner is the player who captures all of their opponent's counters.



© 2012 www.family-games-treasurehouse.com

CHESS

Age: Adults and older children

No. of players: 2

Equipment: Chess board and pieces (see appendix for printable copies)

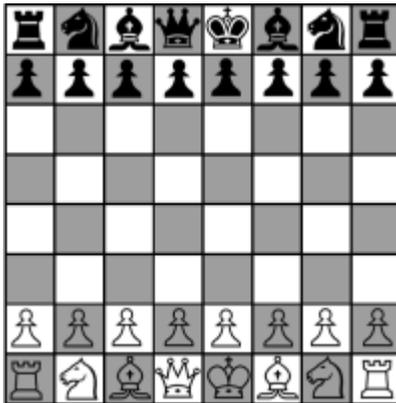
Time: 15 minutes+

Aim: To checkmate (capture) your opponent's King.

Chess is one of the best known strategy board games in the world. Anyone can learn to play chess although it takes years of practise to become a master. These rules are only the basic rules - see our website (www.family-games-treasurehouse.com/basic_chess_rules.html) for all the rules including a sample game.

Rules:

1. Two players sit opposite each other at a table with the chess board between them. The board is set up so that the white square is to the right of the row closest to each player. The playing pieces (called 'men') are set up as shown in the diagram below.



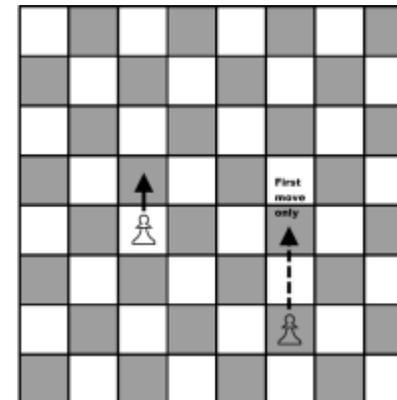
The chess pieces have special names:



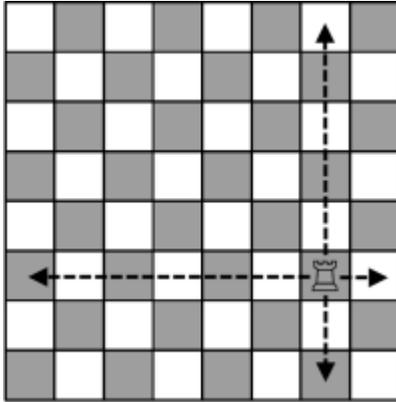
Notes: (a) The King is always the tallest piece and often has a cross-shaped top. (b) The Queen always starts on her own colour. (c) Each player starts with 8 Pawns, 2 Rooks, 2 Knights, 2 Bishops, 1 Queen and 1 King.

2. Each chess man has its own way of moving. You will need to learn their movements thoroughly to be able to play chess well. *Note that in the following diagrams, a dashed line show all the possible squares where that piece can move in a straight line. It can stop at any square along a dashed line.*

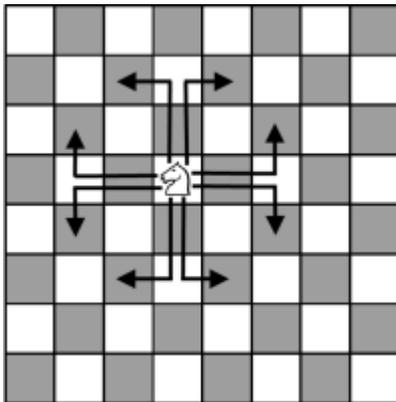
A **Pawn** can only move forward one square at a time in a straight line, except for its first move and when capturing another man. When a Pawn moves for the first time in a game, you have the choice of moving one or two squares forward. When capturing another piece it moves diagonally one square



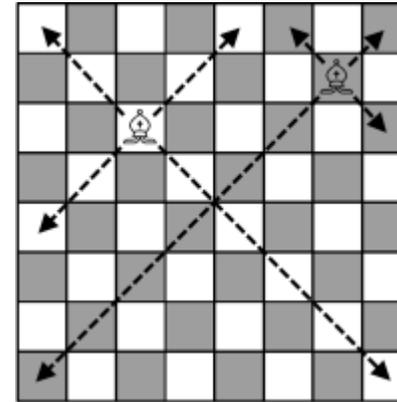
A **Rook (symbol: R)** can move any number of squares forwards, backwards or sideways, but not diagonally, until it reaches another piece or the edge of the board.



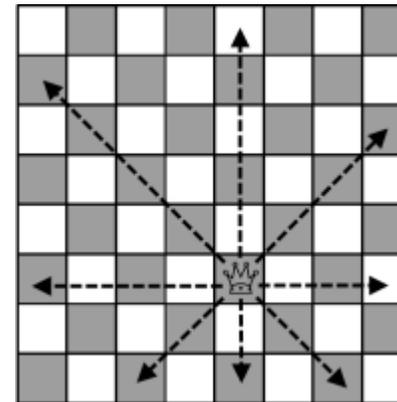
A **Knight (symbol: N, since K is used for the King)** has the most unusual method of moving. It is the only chess piece that can jump over other men. It moves three squares in the shape of the letter "L". That is, two squares forward or backward followed by one square sideways, or two squares sideways followed by one square forward or backward. Although it sounds confusing, the diagram below should help.



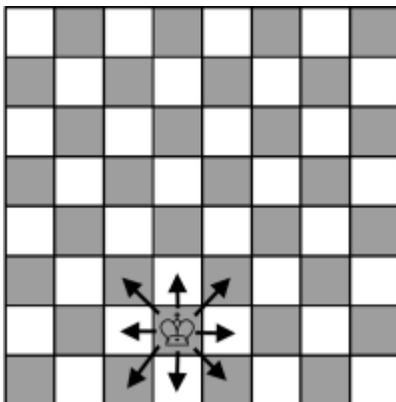
A **Bishop (symbol: B)** can move any number of squares diagonally, but not forwards, backwards or sideways, until it reaches another piece or the edge of the board. The Bishop that starts on the black square will always stay on a black square. The Bishop that starts on the white square will always stay on a white square.



The **Queen (symbol: Q)** is the most powerful piece. She can move any number of squares forwards, backwards, sideways or diagonally until she reaches another piece or the edge of the board.



The **King (symbol: K)** can only move one square in any direction, forwards, backwards, sideways or diagonally. However, the King must NEVER move to a square where it can be captured.



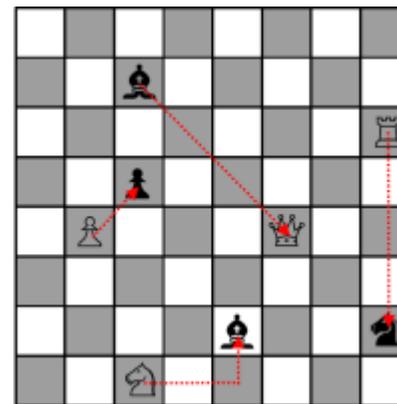
NOTE: You cannot "take back" a move once it has been completed. In fact, according to chess etiquette, you must move a piece if you touch it. Think about your move and its consequences before you touch any piece.

3. One player holds a black Pawn in one fist and a white Pawn in the other fist. The opposing player taps one of the fists. The colour of the Pawn in that fist is the opposing player's colour for the game. If more than one game is played, they swap colours each game. The player with the white pieces goes first.

4. Players alternate turns to move one piece. The move must be according to the rules in point 2 above. A piece cannot jump over another piece (except for the Knights) and two pieces cannot occupy the same square.

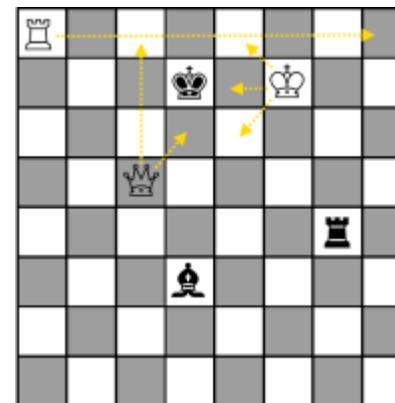
5. A player can capture an opponent's piece by landing on the square occupied by the opponent's piece. That piece is removed from the board and is not used for the rest of the game (but see point 7 below for an exception). However, a Pawn captures in an unusual move. A Pawn captures by moving one square diagonally. This is the only time a Pawn does not move straight ahead.

In the diagram below, the white Pawn can capture the black Pawn (or vice-versa), the white Rook can capture the black Knight, the black Bishop can capture the white Queen, and the white Knight can capture the black Bishop.



6. If a Pawn is able to move all the way across the board to the opposite side, it is promoted to any other piece except a King (or a Pawn). Usually (99% of the time) this is a Queen since it is the most powerful piece due to its moves. It is possible (though extremely rare) for a player to have nine Queens (their original Queen and eight new Queens) if all their Pawns make it to across the board. If the player's Queen has already been captured, the Pawn and Queen are simply exchange on the board. If not, the Pawn (or another piece) must be marked in some way to show it is now a Queen.

7. The aim of chess is to checkmate your opponent's King. A player's King is checkmated when the player cannot move or protect their King so that it would be captured on the next move. (The King is never actually captured in chess.) Whenever a King is under threat of being captured, the player must say "Check". If the King cannot move or be protected, the player says "Checkmate" or, more commonly, simply "Mate".

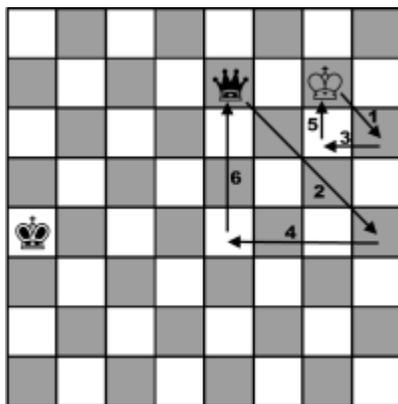


It is Black's move. The black Bishop and black Rook cannot capture any of the white pieces or prevent them from capturing the black King by getting in the way. The Black King cannot move to any adjacent square since they are all covered by the three white pieces. Checkmate!

8. Many chess games end in a draw. This occurs when neither player can force a checkmate, such as when each player is left with only their King. Since neither King is allowed to enter a square where they can be mated, it is impossible for either player to get close enough to threaten the other King.

Other situations are harder to know if there is a draw:

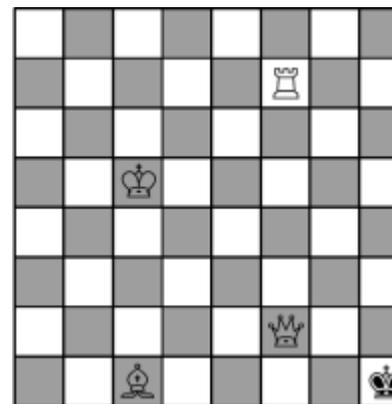
(a) If each player makes the same move three times in a row, it is deemed a draw. In the example below, it is white's move. Follow the numbered moves and you will see that these moves could be repeated forever, so the game is declared a draw. Note that White has two Queens (due to a Pawn's promotion) and that Black puts White in check after moves 2, 4 and 6. *This is from a championship game played between Paul Brandts (White) and Fred Wilson (Black) in 1970.*



(b) Another case where it is difficult to resolve a draw is the 50-move rule. If neither player moves a Pawn or captures another piece for fifty consecutive moves, the game is declared a draw.

(c) Finally, if both players agree, a draw can be declared at any time.

9. If neither player can checkmate their opponent and there are no valid moves left, the game is declared a "Stalemate". This can be a good tactical move for a player who is outnumbered and facing checkmate. If they can manoeuvre their King so that it is not in check yet cannot make a legal move, they can cause a Stalemate.



It is Black's move. Even though White has many more pieces than Black, the black King is not in Check. However, Black cannot move since the King can never move where it could be captured and the white Queen controls all those squares. Stalemate!

A printable chess board and printable chess pieces are included in the Appendix.

© 2012 www.family-games-treasurehouse.com

CHECKERS/DRAUGHTS

Age: Adults and older children

No. of players: 2

Equipment: Chess/Checkers board; 24 counters (12 black and 12 white; or any two colours)

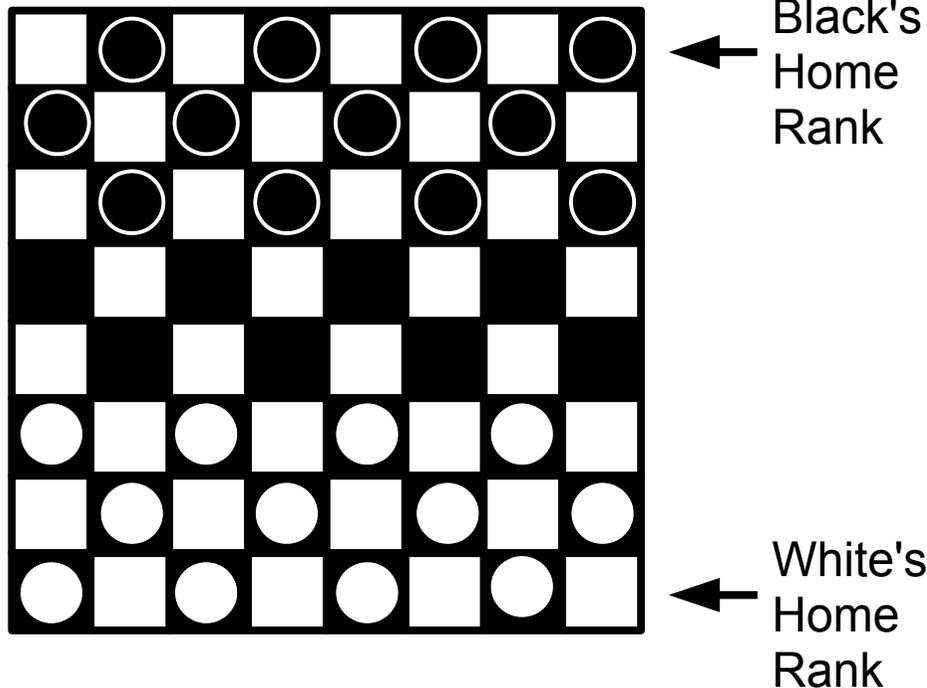
Time: 15 minutes+

Aim: To capture all your opponent's pieces or block them so they cannot move.

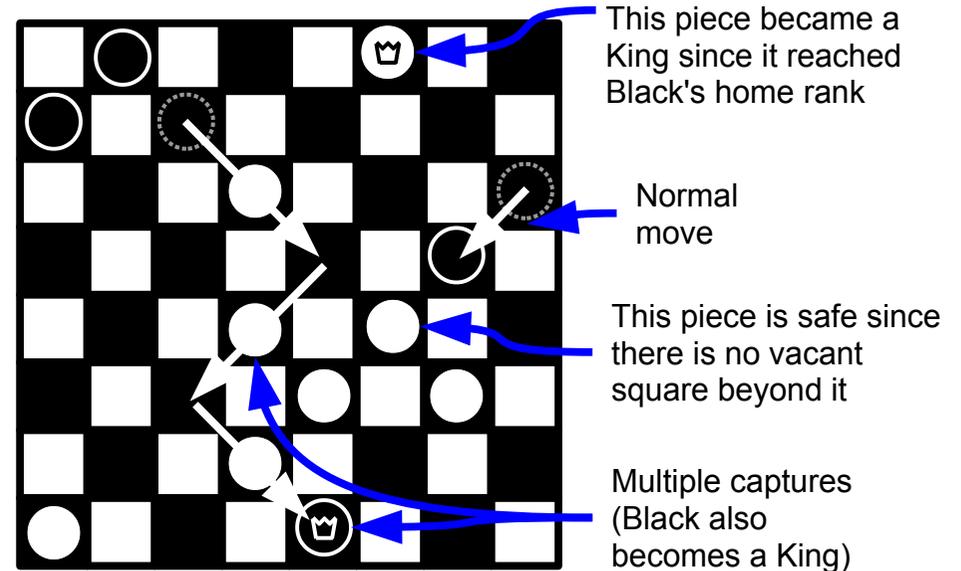
Checkers (which is also known as *chequers* or *draughts*) was first played in France during the 12th century, possibly based on the even older game of *Alquerque*. It is a fun strategy game for children and adults, and can produce a lot of rivalry.

Rules:

1. The checkers board is set up as shown. Note that the game is only played on the black squares, with the black square in the lower left corner. One player holds a black counter in one fist and a white counter in the other fist. The other player chooses a fist. The player with the black counter goes first.



2. Players take alternate turns to move one piece diagonally to a vacant square, starting with Black. This means that only pieces in the third rank can move on the first turn. Pieces can only move forward (on a diagonal). Once a piece has moved and you take your finger off it, it cannot be moved again until your next turn. (This rule may be relaxed for children.)



3. Players can capture an opponent's piece by jumping over it in a straight line to a vacant square. Captured pieces are removed from the board. Capturing is not optional - you must capture an opponent's piece if there is an opportunity to do so. If you fail to do so, your piece can be removed from the board. If there are two or more pieces you could capture, you can choose which one you will take. You can also capture multiple pieces as long as there is a vacant square between each piece, even if they are not in a straight line (see diagram below). Note: Good players can use a forced capture in a strategic move to make their opponent move a piece for their own advantage. You may lose one piece but can position their pieces for a multiple capture. (Again, children may relax the rule about forced captures.)

4. If a player moves one of their pieces to the home rank of the opposing player, that piece becomes a King. Some counters are designed with a crown on one side, so that the piece can be flipped over to show it is a King. Other counters are made to fit on top of each other so that a King is shown by two pieces joined together. A King can move one square forwards or backwards in a diagonal line.

5. The game finishes when one player captures all their opponent's pieces or blocks their opponent so they cannot move any of their pieces. Unfortunately, games quite often end in a draw when neither player can block or capture all of their opponent's pieces. As the Australian bushranger, Ned Kelly, said just before he was hanged, "Such is life!"

REVERSI

Age: Adults and older children

No. of players: 2

Equipment: Chess/Checkers board; 64 counters (black on one side, white on the other)

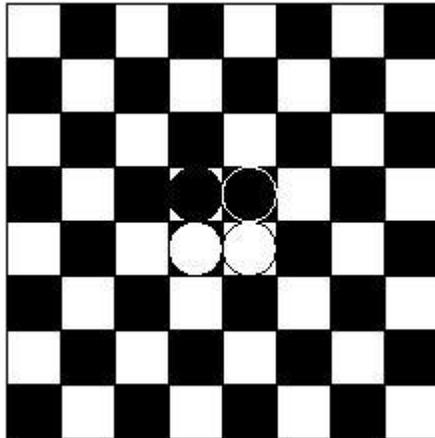
Time: 20 minutes+

Aim: To be the player with the most pieces of their colour face up at the end of the game.

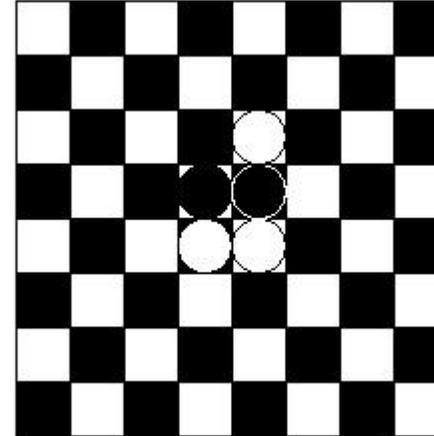
.....
Reversi is a strategy game for two players which was invented in the late 19th century. It has been revived recently as Othello™.

Rules:

1. Each player takes 30 counters and chooses a colour. The remaining four counters are placed in the middle of the board as shown.



2. Player One (white) places one of their counters (with their colour uppermost) in a square adjacent to the counters already on the board. They place their counter next to one of the opposite colour to trap the other player's counter between two counters of their own colour.

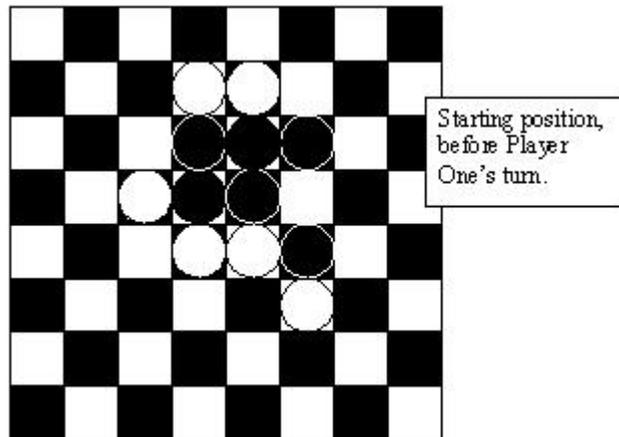


3. Any counters belonging to Player Two which are trapped are turned over so they now have Player One's colour.

4. Player Two (black) now has a turn, repeating steps 2 and 3. Counters must be placed to trap at least one of your opponent's counters. If you cannot trap any of their counters, you lose your turn. Any trapped counters are turned over, even if they have been turned over already.

5. Players take turns, until all the counters are on the board.

6. It is possible to trap your opponent's counters in multiple directions, even diagonally.



7. The winning player of Reversi is the one with the most counters of their colour when all the squares are filled with counters.

Hint: It is helpful to gain control of the squares at the edge of the board and particularly the corner squares, since they are less likely to be trapped. Take care not to allow your opponent to control these squares, if possible.

Appendix

Chess/Draughts Board

Chess Pieces

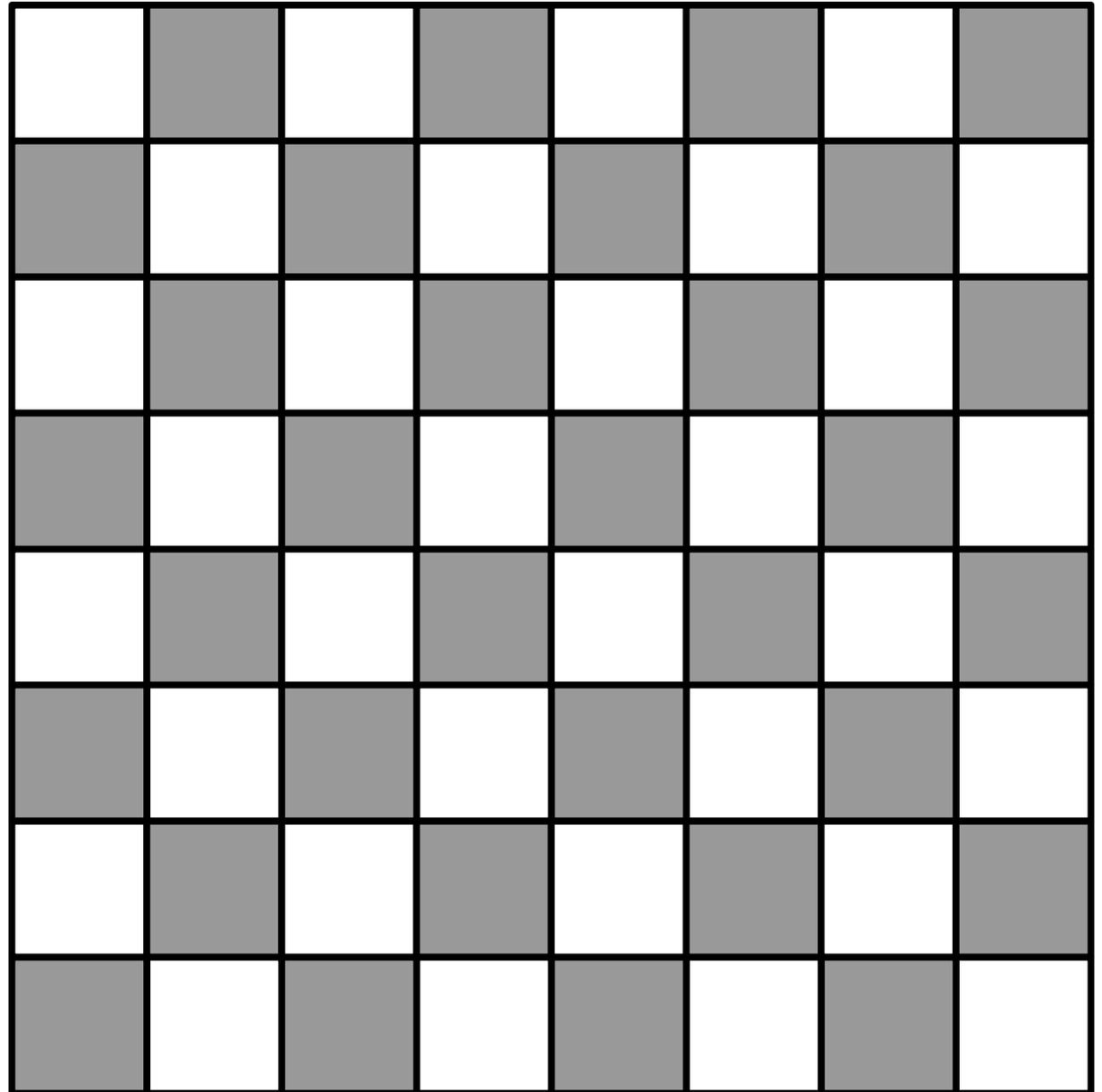
Checkers/Draughts Pieces

Reversi Pieces

Shepherds and Wolf
Pieces and Board

CHESS/
DRAUGHTS

BOARD



Chess Pieces



King



Queen



Rook



Rook



Bishop



Bishop



Knight



Knight



Pawn



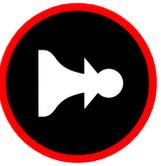
Pawn



Pawn



Pawn



Pawn



Pawn



Pawn



Pawn



King



Queen



Rook



Rook



Bishop



Bishop



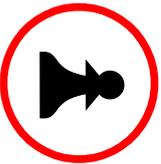
Knight



Knight



Pawn



Pawn



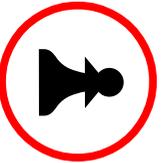
Pawn



Pawn



Pawn



Pawn

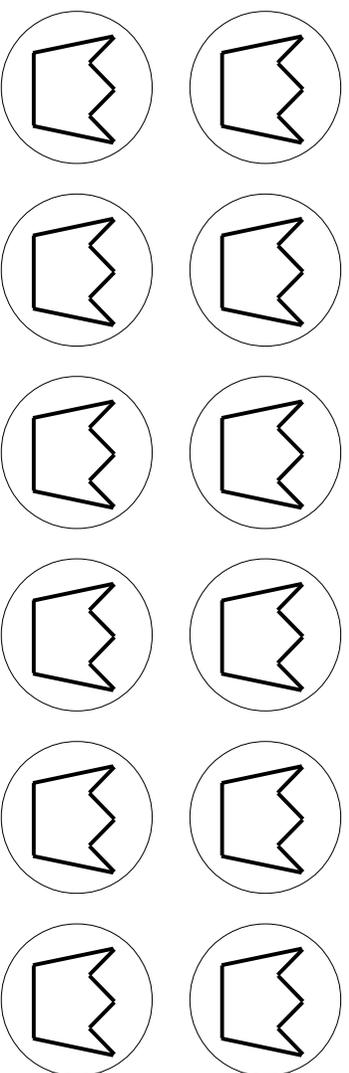
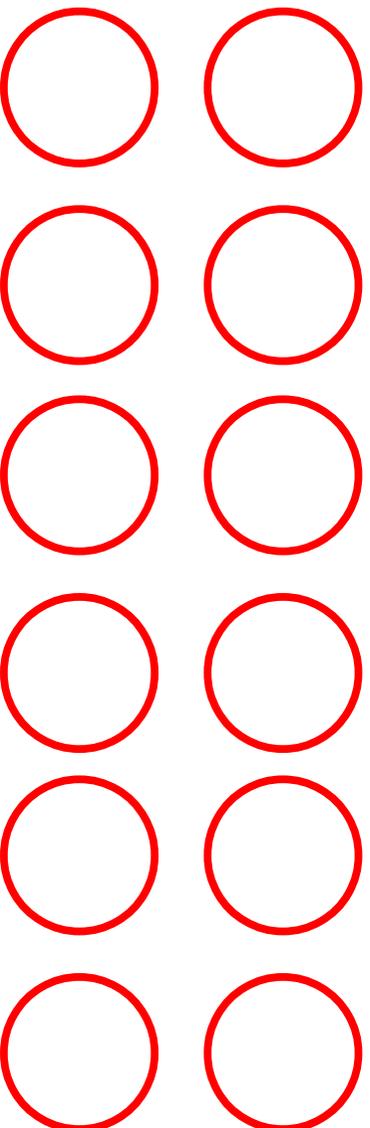
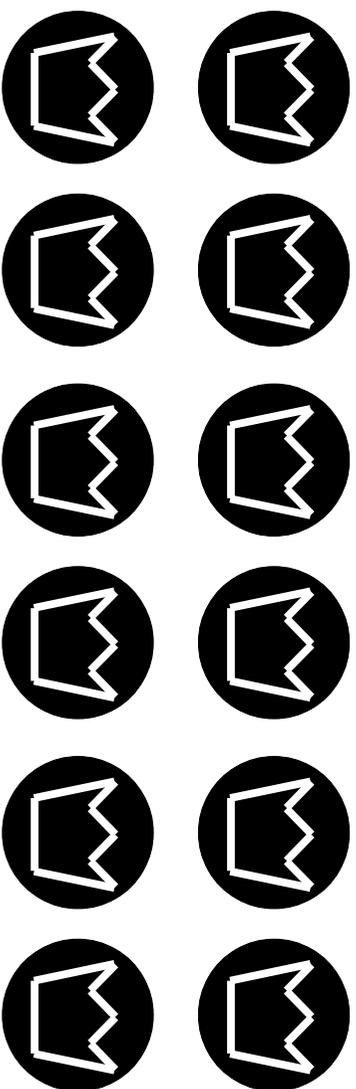
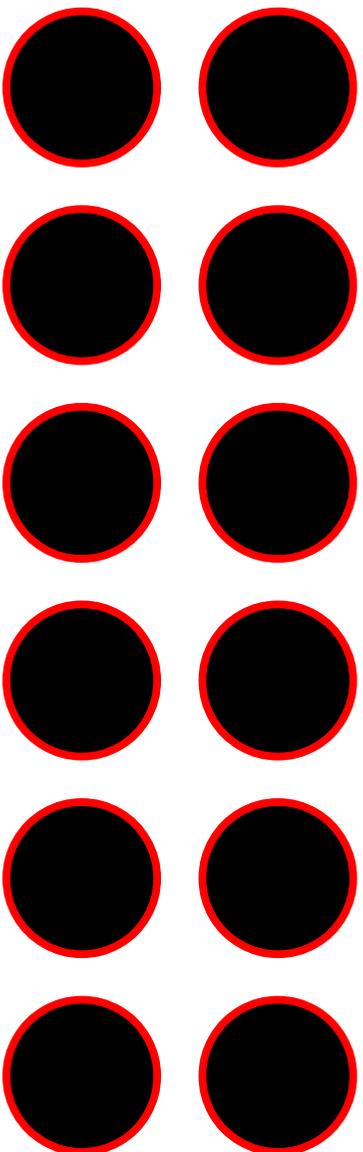


Pawn

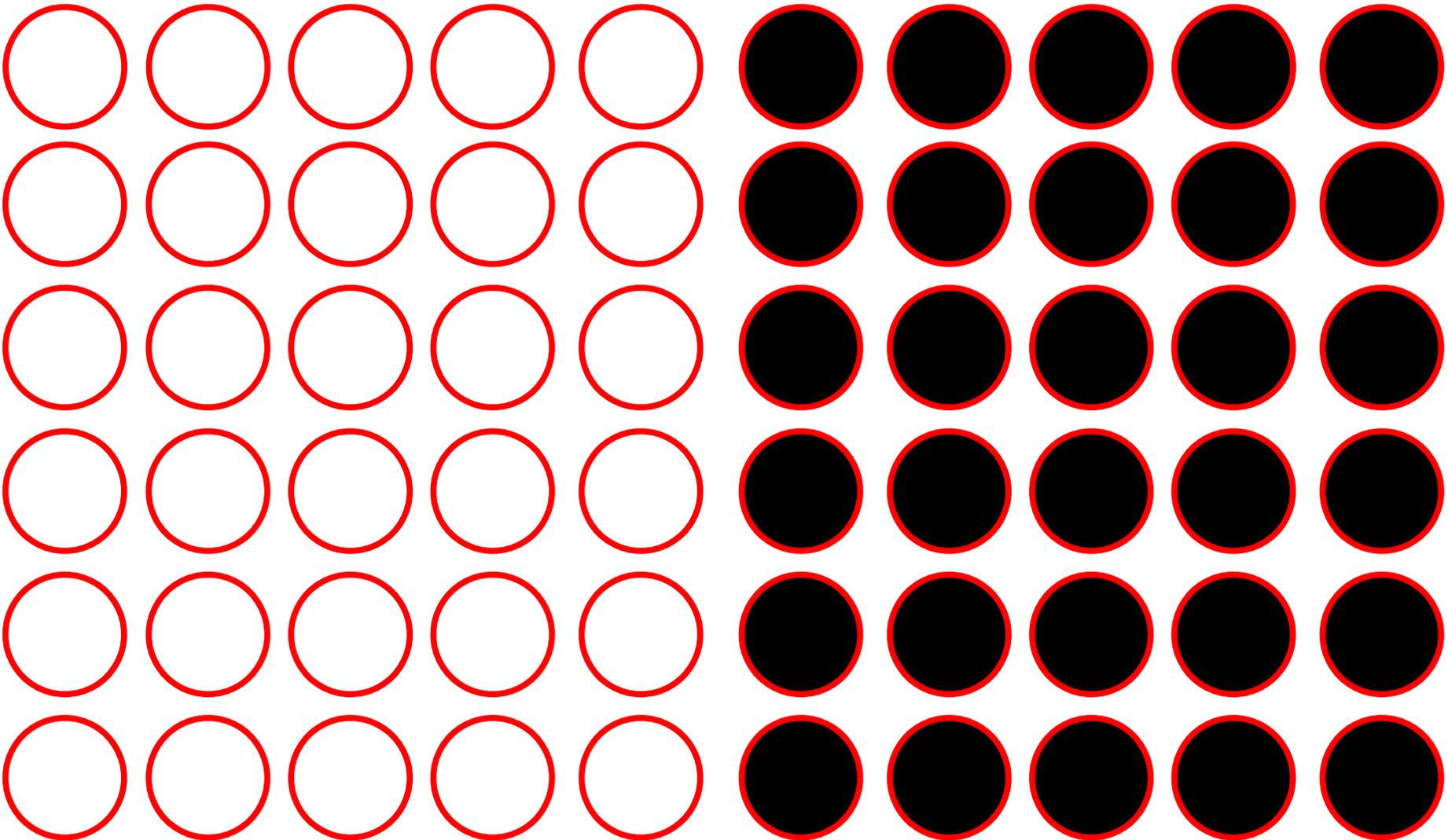


Pawn

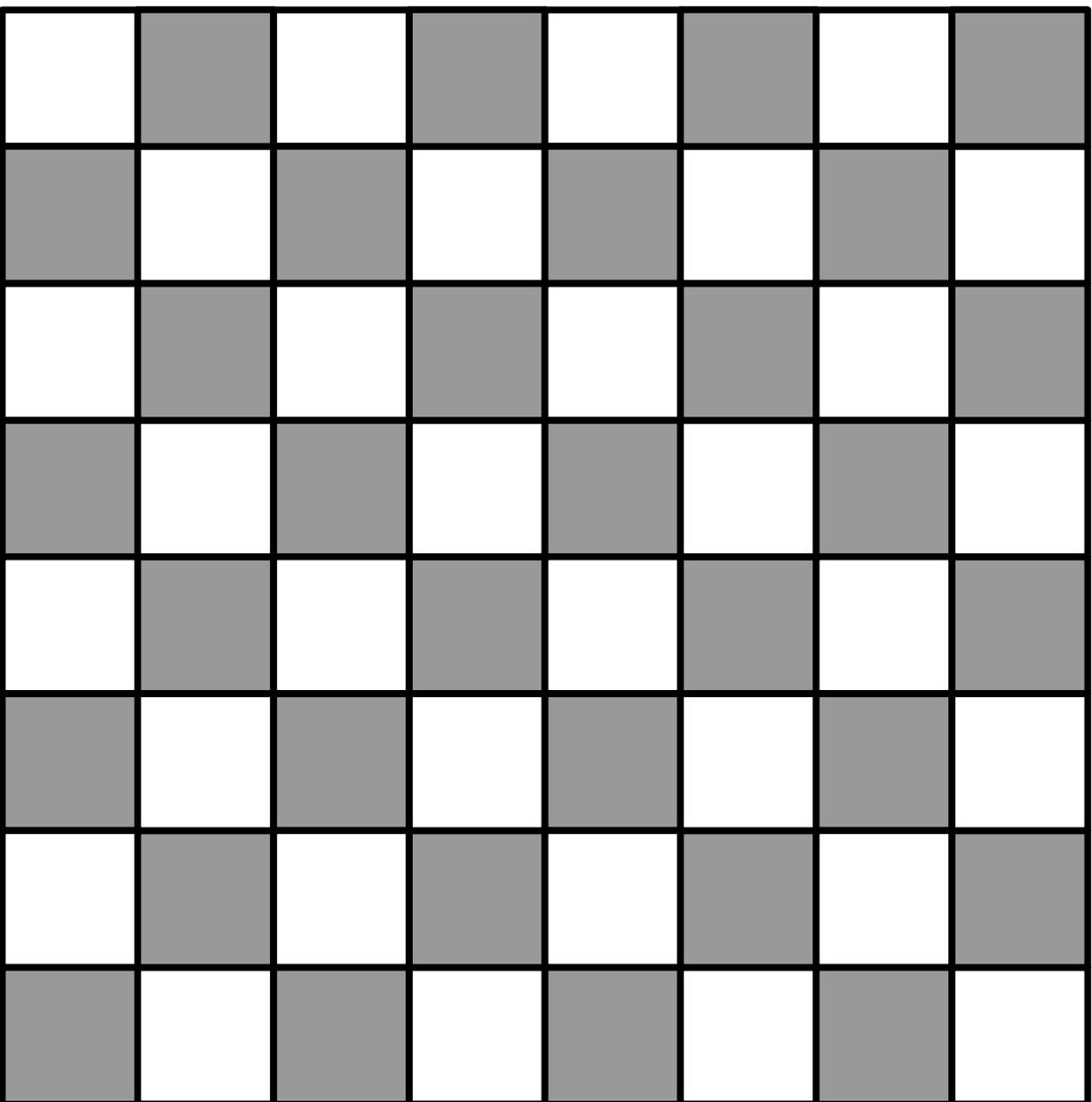
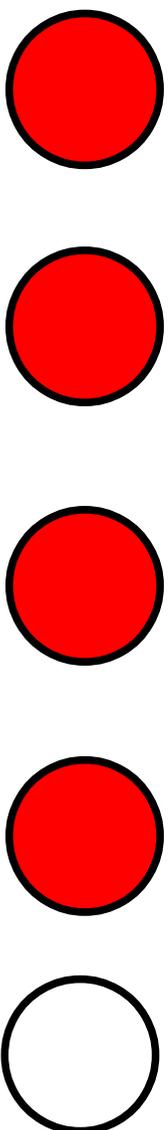
Checkers Pieces



Reversi Pieces



Shepherds and Wolf Pieces



If you have enjoyed these
Printable Board Games,
why not check out Family Games Treasurehouse
<http://www.family-games-treasurehouse.com>
for lots more family friendly games?

