

Board Games for 2–3 Players

Games worth owning for dad nights

STILL DAD

UNDER AGE 6

Hoot Owl Hoot	Cooperative color-matching game. Everyone wins together. Great for teaching turn-taking.
Zingo	Bingo with picture tiles instead of numbers. Fast, fun, and no reading needed.
Spot It! (Dobble)	Find the matching symbol between two cards. Works with any age, endlessly replayable.
Sneaky Snacky Squirrel	Collect acorns with tongs. Builds fine motor skills. Kids genuinely love this one.
Hi Ho Cherry-O	Classic fruit-picking counting game. Zero strategy, but teaches numbers and patience.

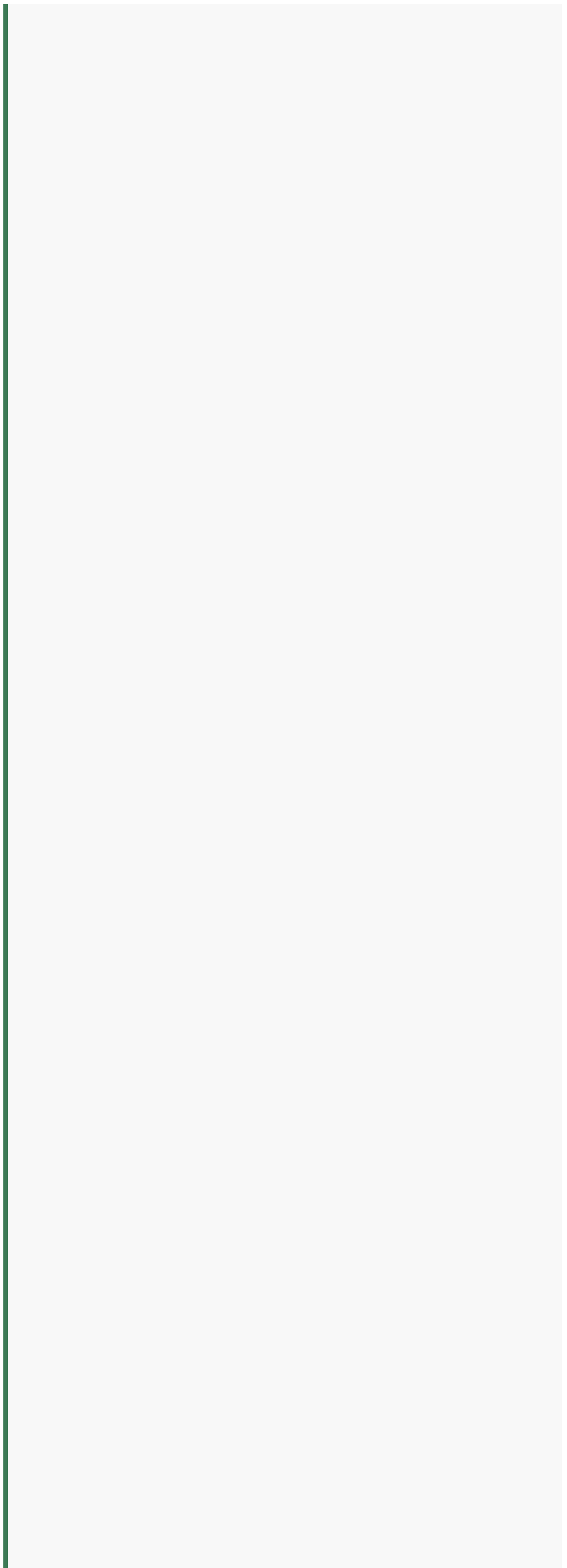
AGES 6 TO 10

Uno	The all-time classic. Every kid knows it. Every adult still enjoys it. Just do it.
Sushi Go!	Fast card-drafting game with cute sushi art. Plays in 15 minutes. High replay value.
Connect 4	Strategy, fast setup, no reading required. The best kind of "one more game" game.
Sequence for Kids	Match cards to the board to make rows. Introduces strategy without being overwhelming.
Rat-a-Tat Cat	Memory and strategy card game. Gets kids thinking ahead. Good intro to real strategy.

The point isn't the game. It's the 45 minutes at the table where nobody is looking at a screen and you're actually talking. Buy one game. Play it tonight.

AGES 10 AND UP

Ticket to Ride	Build train routes across a map. Easy to learn, hard to master. Great for 2–3.
Catan (base game)	Collect resources, trade, build. The game that made modern board gaming mainstream.
Codenames Duet	Two-player word-guessing cooperative game. Good for any kid who can read and reason.
Splendor	Collect gem tokens, buy cards, build an empire. Beautiful and surprisingly deep.
Bananagrams	No board, no turn order: just tile scrambling and word building. Fast and loud.



DAD + TEEN

Azul	Draft and place colorful tiles. Abstract, visual, and deeply satisfying. Hard to put down.
7 Wonders Duel	Specifically designed for two players. Build a civilization, collect science, wage war.
Jaipur	Two-player trading and collection game. Plays in 30 minutes. Easy to learn, hard to master.
Dominion	The original deck-building game. Huge variety with expansion packs. Endlessly replayable.
Pandemic	Cooperative: you work together against the game. Great for teamwork and strategy.

WHAT TO LOOK FOR WHEN BUYING

- Plays in 30 minutes or less: you can always play twice
- Easy setup and put-away: no 10-minute sorting sessions
- High replay value: different outcome each time
- Works with 2 players: 3-person households need 2-player options
- Age range slightly below your kid: they should feel competent, not stuck