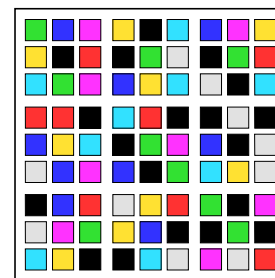


## On the Subject of Ultimate Tic Tac Toe

*Torpedo at A2, wait... that's not right. Bishop to...no no no, it's not that game either... Ah, now I know! O at A1 A1*

This module consists of 9 3×3 grids.

Each individual cell is colored in 1 out of 8 possible colors. The possible colors are black, blue, green, cyan, red, magenta, yellow and white.



To disarm this module, win 1 round of Ultimate Tic Tac Toe against the bomb.

## The rules of Ultimate Tic Tac Toe

- Placing your symbol into a cell in one of the small 3×3 grids will determine where the next player has to place their symbol in the big 3×3 grid.
  - Example: O into A1 (big grid) A2 (small grid) – X has to be placed somewhere into A2 in the big grid.
- Placing a symbol into a cell that would make the next player play into an already won grid allows the next player to choose where to play.
  - Example: C2 (big grid) is already won by someone. Os turn: B3 (big grid) C2 (small grid) – X gets to choose freely where to place his symbol.
- Winning a small 3×3 grid will win that cell in the big grid. To win the game, win 3 cells in the big grid that form a valid tic tac toe.

## Module behavior

If the bomb is restricted to a specific small grid, it will choose the cell within that grid with the lowest value, favoring earlier cells in reading order in case of ties.

Otherwise, it will choose the first small grid in reading order that contains the lowest-value cell, then make a move in that grid as described above.

A strike will be incurred in the following situations:

- Attempting to place an O in a small grid when the player is restricted to a different small grid.
- Allowing the game to end in a draw.
- Allowing the bomb to win.

In the latter two situations, a strike will reset the game and generate a new board.

## Color values

Black	0	Blue	1	Green	2	Cyan	3
Red	4	Magenta	5	Yellow	6	White	7