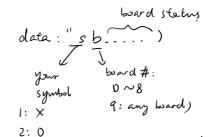
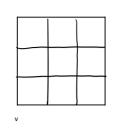
Tic Tac Toe Strategy

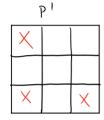
Saturday, January 28, 2017 1:25 PM

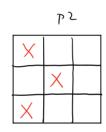
O	l	2
3	4	5
6	٦	8

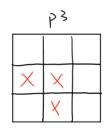


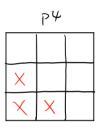


output: o ~ so (breation on board)









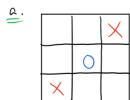
Play First

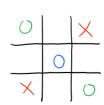
First, plays are corner.

Opponente: #4.

not #4 => (on mh!

1) of lander Us create pl



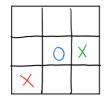


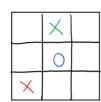
O X

Then fin the corner

X 0

<u>d</u>





play on the edge

we touching first X.

supposent pues diagnally.

not touching you znd X.

C. bbokit (TLES)



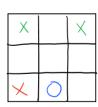
L > not when



L=) touchly X

o me at center.

Ð.



any wreer has one space between the first X.



doit blode = min!





opponent starts at wrher:

(2) opponent starts at center; Force a draw !

> 15t => corner leep bludging

3 opponent seats at edge:

try win S.

1st => corner have to O.

if opposer > UXO

if opponent in a next to X.

which you can hable ox)

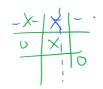
Х	X	\		Χ		
Ú	S	义	-	0	O	\prec_1
0	0				X	O
,						

X	(\circ)	X
V	C	X
$\overline{(o)}$	X	

XOX

no blury revery

IF no blocking, weste the one with rows of z's or 3.



First.

play wrner

Sewnd.