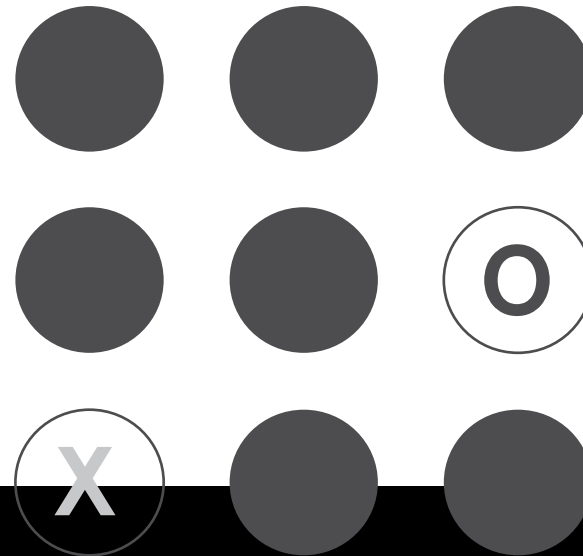


PLAYER X

---

PLAYER O

---



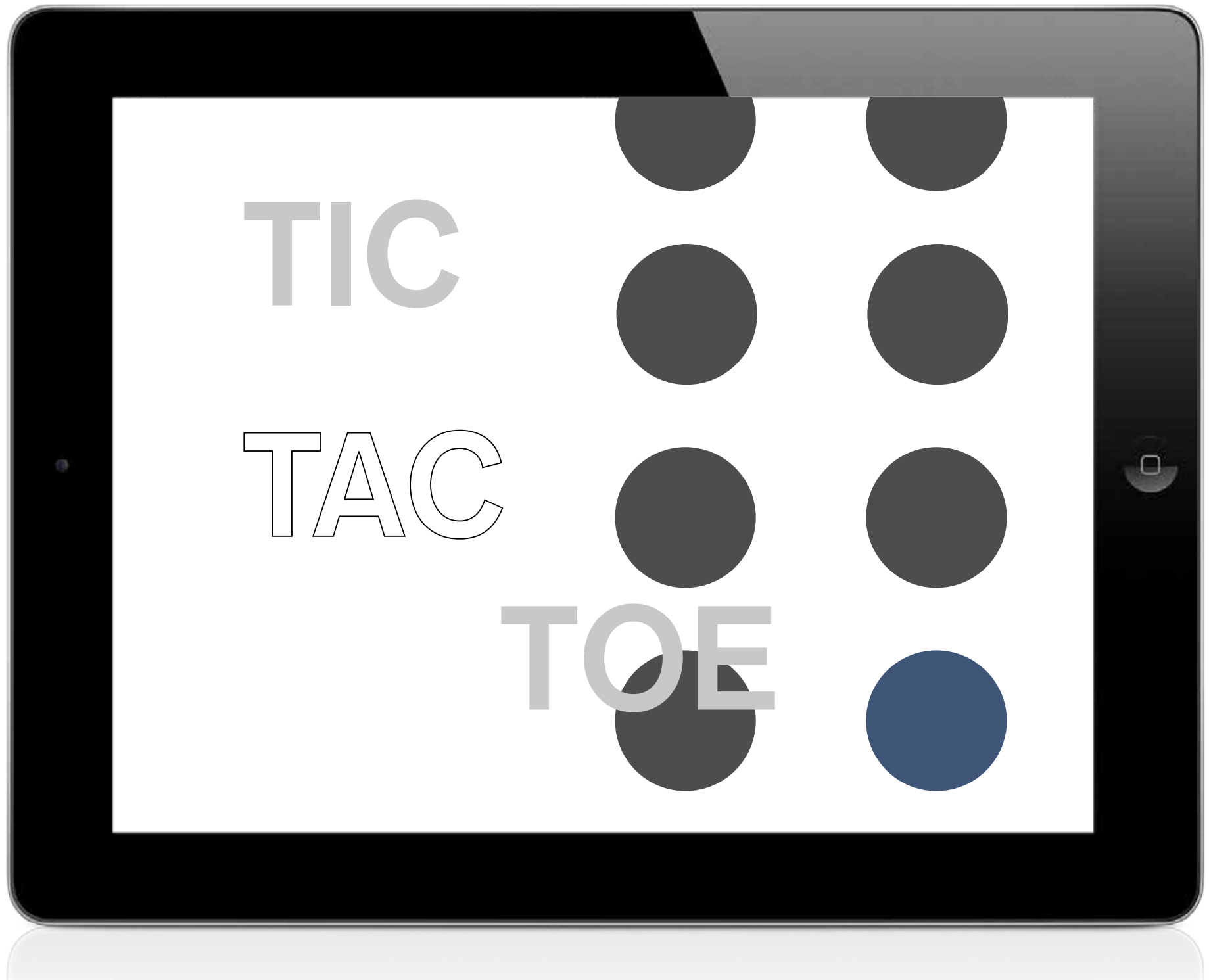
## BEFORE WE START

---

Thisalrndsjakdf;kashfjdsfh;sfk;sa  
asdljhsadfjhsjdkhfhjadsfhsdkjfjsdhf  
kajsdfkjsfhskfjsjdfskdjfhdfdsfhjd  
asdfhkdsfhsdfhsdkdjfsdkfhfsd

LETS PLAY

## LAYOUT TWO - ADD ONE COLOUR

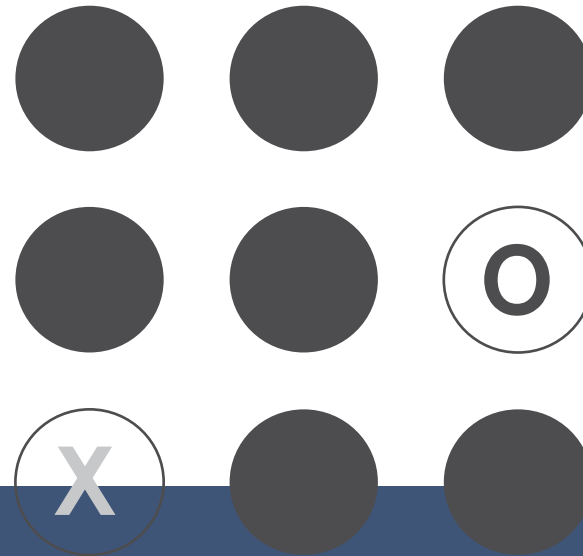


PLAYER X

---

PLAYER O

---



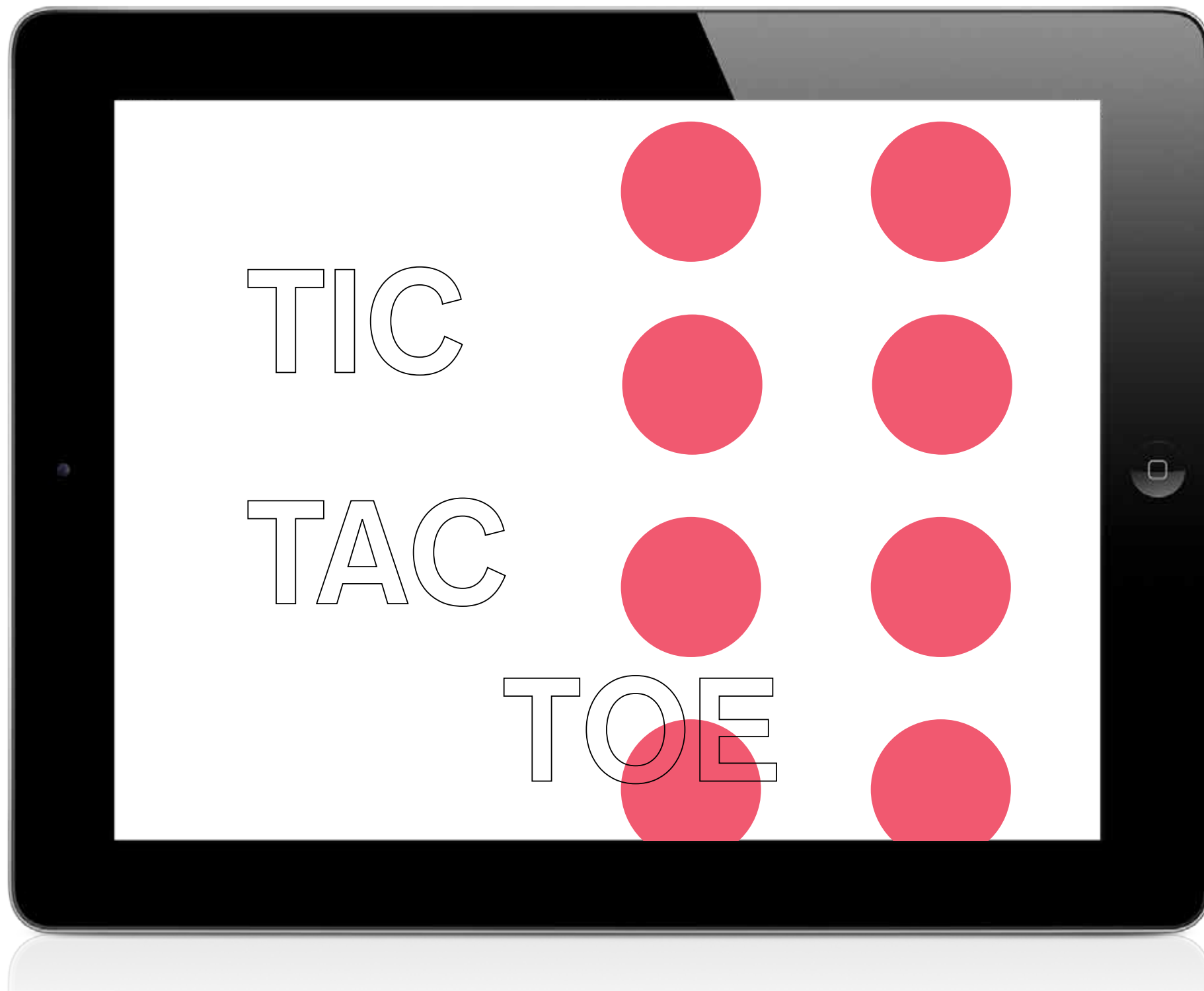
## BEFORE WE START

---

Thisalrndsjakdf;kashfjdsfh;sfk;sa  
asdfijhsadfijsjdkhfjadfhskjfsdhf  
kajsdfkjsfhsdkfsjdfskdjfhdfdsfhjd  
asdfhkdsfhsdfhskdjfsdkfhfsd

LETS PLAY

## LAYOUT THREE - ADD TWO COLOURS

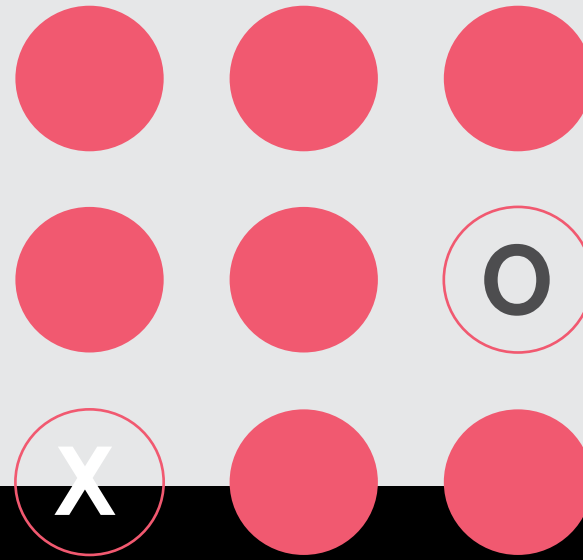


PLAYER X

---

PLAYER O

---

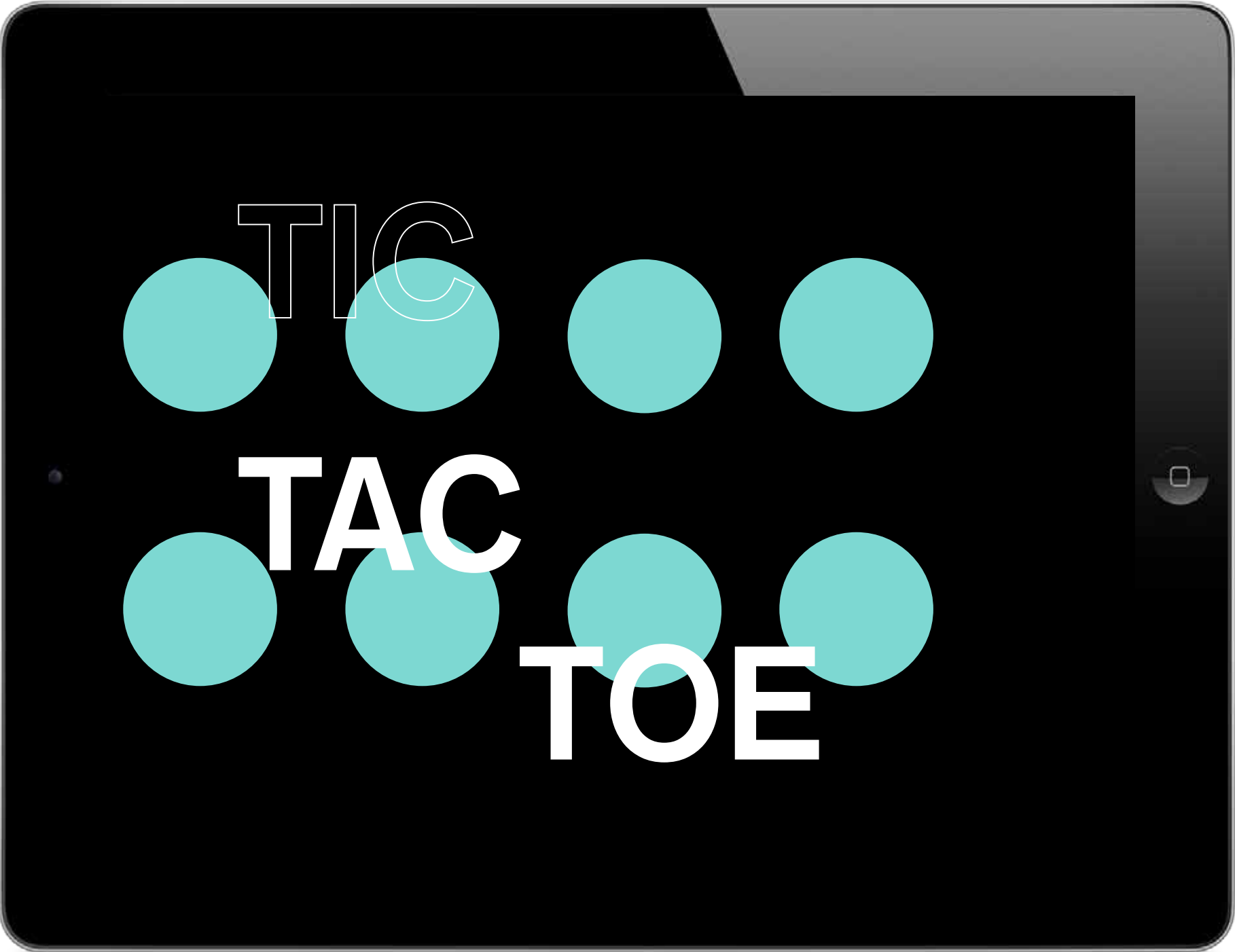


## BEFORE WE START

---

Thisalndsjakdf;kashfjdsfh;sfk;sa  
asdljhsadfjhsjdkhfdhfsdkjfsdhf  
kajsdjkjsfhskfsjdfskdjfhdfdsfhjd  
asdfhkdsfhsdfhskdjfsdkfhfsd

LETS PLAY



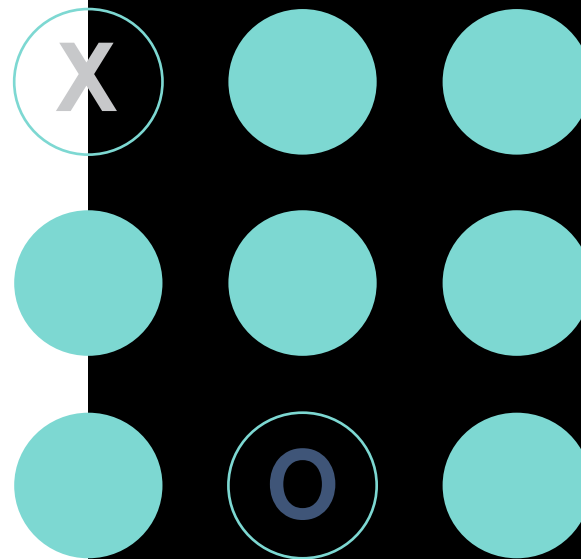
PLAYER X

PLAYER O

### BEFORE WE START

Thisalfndsjakdf;kashfjdsfh;sfk;sa  
asdfijhsadfjhsjdkhfjadfhskjfsdhf  
kajsdjkjsfhskfsjdfskdjfhdfdsfhjd  
asdfhkdsfhsdfhskdjfsdkfhfsd

LETS PLAY







## ALTERNATE DESIGN

PLAYER X

PLAYER O

T I C

T A C

T O E

### BEFORE WE START

This is a random string of characters  
asdfghjkl;lkjhgfdsghjkl;lkjhgfdsghjkl;  
asdfghjkl;lkjhgfdsghjkl;lkjhgfdsghjkl;  
asdfghjkl;lkjhgfdsghjkl;lkjhgfdsghjkl;

LETS PLAY