

## TIC TAC TOE RULES

Create a 3x3 grid

Player One places an X in a space

Player Two places an O in a space

Repeat until one player has three Xs or Os in a row or until the grid is filled.

The player with three in a row wins. If the grid is filled, the game is a draw.

## ERRATA

“Player Twi” should read “Player Two”

## FAQ v1.03

*How do you keep the grid from falling over?*

The grid should be flat on the table. There is no reason it should fall over.

*What materials should I use to create the grid?*

Draw the grid with a pencil\* on a piece of paper.

*Do you have any blueprints for grid creation?*

See the answer to the previous question. A blueprint should not be required. Draw two horizontal parallel lines intersected by two other vertical parallel lines, creating a grid of 9 spaces.

*What is a Tic?*

Apparently, there was a game called Tic/Tac that involved blindly drawing on a slate and the sound the chalk would make lent itself to the name. This evolved into Tic Tac Toe because words are crazy.

Perhaps making the X would sound like “Tic Tac” and making a circle for the O would sound like “Toe”.

*Why can't we use a slate?*

You can if you want.

*My pencil doesn't show up on the slate. Why?*

It's a dark color on a dark background. Try using chalk instead.

*To get my slate to lay flat on a table as suggested, I'd have to take it off of the wall. Do you think my teacher would mind?*

I do. In this instance, you can probably play upright, writing on the chalkboard as it is. This will also work with a whiteboard or smartboard if you're playing at school or on a holoboard if you're playing in the future, though you'll want to use something other than chalk for each of those.

*How do we determine who is Player One?*

Any method is acceptable. Rock Paper Scissors\*\*\*\*, for example.

*How do we determine who is Player Two?*

Determine who is Player One (see previous question). Find the other participant who is not Player One. That is Player Two.

*What should the third player be called?*

**Tic Tac Toe** is a two player game.

*That's not what I asked.*

The third player should be called an observer who does not participate in the game.

*What should the fourth player be called?*

Any subsequent players to Player One and Player Two should be called observers who do not participate in the game.

*We find it frustrating that our tournament is limited to only two players. Why can't a third or fourth player be added?*

A tournament set up is essentially a house rule and can easily be extrapolated by parsing through the rules and this FAQ with your intended use in mind. However, for clarity, I will say that in this instance, each additional player would be participating in their own 2 player **Tic Tac Toe** games and any other players beyond Player One and Player Two would be either observers not participating or involved in their own game and following the rules and FAQ data laid out here.

*How does a player play in their own 2 player game of Tic Tac Toe?*

I can see how that might have been confusing. What was meant is that in a tournament, there would be multiple games of **Tic Tac Toe** going on and the player would be a participant in one of them, eventually, perhaps, continuing on into another one. Remember, though, tournament rules are beyond the scope of these rules and this FAQ.

*Did you use GameCrafter for the Xs or were they homemade?*

They were homemade using the aforementioned pencil\* on the same piece of paper as the grid.

*Did you use GameCrafter for the Os or were they homemade?*

They were homemade using the aforementioned pencil\* on the same piece of paper as the grid.

*How do I move the Xs and Os after I have created them on the paper before the game? I'd rather not tear up my board.*

One unique feature of the pencil\* and paper game is that you can create the “pieces” as you need them. So, in a sense, the Xs and Os exist virtually until needed and then come into being as you create them in the space where you choose to place them.

*Virtually, eh? Like the cloud? Or cyberspace?*

I see where this is heading. You can substitute “in your mind” for the word “virtually” in the previous answer.

*Are cyberspace and the cloud the same thing?*

A FAQ about what should have been very simple rules is not the place to discuss various buzz marketing terms of the internets.

*Can I place my Xs or Os in cyberspace?*

No. Use the spaces on the paper created by the grid, placing your X or O in one of the spaces.

*Does the space around the grid on the paper count as a space?*

It is space, in a sense, but is not a space valid for placement of one’s Xs or Os.

*Does this mean that Player One also gets Os?*

What? Oh, I see. No. The word “one” in the previous reply does not specifically refer to either player, despite Player One also having the word “One” in his name.

*Why can’t women also be Player One?*

They most certainly can. The word “his” in the previous answer was used in its most generic sense referring to both men and women.

*Wasn’t that exclusionary?*

It wasn’t intended to be, but, to be safe, from now on I will refer to people using a variant of “him/her”.

*Can women be Player Two?*

He/she can be any player that he/she finds most appealing to his/her sensibilities.

*Are men allowed to play?*

Yes. Anyone can play **Tic Tac Toe**.

*My infant son has a very difficult time manipulating the sharpened pencil; is this normal?*

It is normal. Infants are, in fact, too young to play **Tic Tac Toe**. The phrase “anyone can play **Tic Tac Toe**” should read “anyone in the appropriate age group” instead.

*What is the appropriate age group?*

Reliable source BoardGameGeek.com recommends 4 & Up.

*Up to what?*

I thought that might be an issue. Let's say 4-104 to be whimsical. Before you ask, this age range is only a guideline. Your 105 year old grandfather/mother is perfectly welcome to play **Tic Tac Toe**.

*My 105 year old grandfather has a very difficult time manipulating the sharpened pencil; is this normal?*

Yes.

*I have a question.*

Great. As we've already got the question ball rolling, it might be better to just post your question, instead of posting the fact that you have a question.

*Okay, I have a question about the game.*

Now I have a question for you: Are you one of those people who post rules questions on the BoardGameGeek forums using generic titles like "Rules Question" or "Question About the Game"?

*Maybe...*

If you are, stop it. Just stop it. That helps no one. People use that forum, among other things, as a resource to find answers to rules questions, and we, I mean they have to click on generic answers just in case they're pertinent, though they're almost always a waste of time instead. Put something pertinent to the question you're asking in your thread title from now on. Every time.

*But...*

Every. Time.

*I forgot my question [sniff]*

Well, now I feel bad, but it needed to be said. I'm a monster. Next question.

*"Space" is a very vague term. Where am I putting my Xs or Os?*

When the 3x3 grid is designed (using a pencil\* on a piece of paper), it creates 9 "spaces" in a pattern of 3 spaces by 3 spaces. These are the spaces used for X and O placement.

*I placed my O in a space, but it became quite convoluted with the X already there, not to mention my previous O. Is there a way to make this less messy, perhaps by creating another space above the grid space?*

This one is on me. I should have been clearer in the rules. You can only place an X or an O in an unoccupied space.

*How do I determine whether to place an X or an O in the unoccupied space?*

This one is on you. The rules clearly state that Player One places the Xs and Player Two places the Os.

*How do I remember if I'm Player One or Player Two?*

Perhaps nametags would be in order.

*I have made nametags, but they say my name and my opponent's name. That didn't help as it's still unclear which of us is which player. Any other suggestions?*

Perhaps a First Player marker. You'll have to find or make one yourself. Alternately, Player One could draw a big X on his/her hand. No, you shouldn't use the pencil for this. I don't recommend indelible ink pens, either. And before you ask, Player Two can either look at the X on Player One's hand and remember that this makes him/her Player Two who uses the opposite of X in this game (O) or draw an O on his hand. His/her hand.

*We tried a house rule where Player Two used Xs and Player One used Os. This seems to work equally well, but may require more playtesting. Is this acceptable?*

Yes. As with any house rules, however, it is up to you to go through this FAQ and make changes as appropriate.

*The previous question gave us the idea to use other letters than Xs and Os. We have houseruled using Qs and Cs. Is this okay?*

No. It must be Xs and Os. These are the only letters that work.

*I'm from England...*

Let me stop you right there. I have purposely used the symbols for Xs and Os and not written them out to specifically avoid the question you are going to ask.

*I didn't actually have a question, I'm just proud of my nationality and wanted to mention it before saying pip-pip and cheerio to these bloody brill rules for naughts and crosses.*

Sigh.

*I read the previous question. What the hell are naughts and crosses?*

Right. Naughts and Crosses is a game that Brits fancy playing while fannying about their flats waiting to take the lift down to a waiting lorry to head out for a pint.

*When placing my X or O in a space, must I place it adjacent to another X or O?*

Not sure where you got that idea, but you may place an X or an O in any unoccupied space.

*If I can place either an X or an O, what is the point of having a Player One and Player Two?*

As Player One, you may place Xs in any unoccupied space. Player Two may place Os in unoccupied spaces.

*My opponent is a much faster writer than I am (I am 106 years old and have a difficult time manipulating the fountain-pen), and she usually gets all of her Xs down before I have placed more than one of my Os. Is there a way to balance this with a handicapping system?*

Ah, that's my bad again. You are meant to take turns placing Xs and Os. It's not a race.

*Who goes first?*

I would say that Player One should be the first player and should start by placing an X.

*I'm from England, and I've been noticing a worrying trend of yanks writing "an cross". Has the Queen's English really gone so barmy across the pond?*

Yes.

*In repeating my first turn as in the rules, I'm finding it impossible to get more than one O on the board (we're playing with the house rules of Os going first), let alone three. Additionally, the pencil tends to rip through the paper after the fourth or fifth time placing the O into the space. Can we add a house rule where instead of repeating we can take a different move on subsequent turns?*

No house rule necessary. This is a rule. Each player, in turn, puts an X or an O, as appropriate, into an unoccupied space. The spot where you had placed an X or an O (as appropriate) would be filled on the next turn, and so you would have to place a new X or O in a new space.

*I'm confused as to when I can appropriate my opponent's letter.*

You're confusing the verb "appropriate" (meaning to take to or for oneself or take possession of) with the adjective "appropriate" used in the previous reply (meaning suitable or fitting for a particular purpose, person, or occasion).

*I'm from England and wanted to say cheers for the Oxford Comma, mate.*

...

*My daughter (excited that she is now allowed to play) spilled dry Cheerios all over the grid, causing it to be filled. This happened simultaneously with my getting three in a row. Is it a draw or has someone won?*

The Cheerios don't enter into it. You have won. The draw situation only happens if the grid is filled with Xs and Os and no one has achieved three in a row. Also, to the gentleman from England, we are discussing the cereal Cheerios, not the salutation used earlier.

*I'm from England, I'm female, and I know what Cheerios are, mate.*

Apologies. Just trying to stay ahead.

*Having just finished our first set of games, I was extremely disappointed to find myself in several rounds with three in a column instead of a row. Of course, these games ended in draws instead of victory for my opponent, but it was still disappointing. I understand the need for orthogonal scoring, but can't the old tried-and-true up-and-down scoring also be used?*

Not only can you score up-and-down and across, you can even score diagonally!

*This is just a rip off of Connect Four.*

Check your timeline.

*Pretty sneaky, sis.*

Csssshhhh...

*This game is broken. If Player One goes into the center space, it will always end in a draw. Broken.*

Stop declaring games broken just because you can't win them. Although Tic Tac Toe may, in fact, be broken.

*I am skilled at memorization. Can my opponents take notes in order to give them any chance of overcoming my superior intellect?*

Sure.

*Can I have sheep for wood?*

And now we're just waiting for the inevitable Busen Memo reference.

*Wait! I messed that up!*

Too late.

*When will the solo rules be available?*

This is a two player game. There are no solo rules. That said, I'm sure someone has created some sort of AI type deal on BoardGameGeek.com.

*In fact, BGG user MorningStar has created not just an AI but also a variant AI.*

Well, there you go, then.

*It requires something called a Python program. Where do I get that and how do I use it?*

I don't know and I don't know. This FAQ is specifically for discussion of the rules for **Tic Tac Toe** and is not affiliated with MorningStar or any other users or programs created for the same game.

*Can I publish your rules as my own?*

Well, I would appreciate some credit if you use them verbatim, of course, but these are standard rules for a game that was likely developed millennia ago, so I guess, maybe?

*Done. I have started a Kickstarter with miniatures called Zombie Tic Tac Toe. We are currently at 1080% of our funding goal. Thanks.*

I...Can I at least get in on the Early Bird level?

*Sorry, the Early Bird \$25 off discount for this fast-paced game sold out before we had launched the project. Maybe you can get in early on the "Exploding Kittens" expansion.*

Well, now I want it even more.

*How much is shipping to England?*

Are you the, er, person from England?

No.

Oh, you are just another person from England, then?

No.

Of course. Well, I am not affiliated with Zombie Tic Tac Toe, if that is what your question is about. If you are asking about the rules above for **Tic Tac Toe**, this is a pencil\* and paper game. You can use pencil\* and paper that you have in your own home. There is no need for shipping.

*Busen Memo!!!!1!!*

And there it is.

*Why can't I use cardboard to write the grid on?*

I'm done.

\*Or pen\*\*

\*\*Or crayon\*\*\*

\*\*\*Use a writing implement of your choice

\*\*\*\*Rock, Paper, Scissors Rules\*\*\*\*: Player One and Two form fists. They pound them three times, counting out loud. On three, both players form their hands into the shape of either a rock (keeping a fist shape), a piece of paper (a flat, open hand) or scissors (a peace sign, on its side). To determine the winner, understand that paper beats rock by covering it, rock beats scissors by pummeling them and scissors beat paper by cutting it.

\*\*\*\*For Rock, Paper, Scissors errata and FAQ, see the forthcoming file, if I can edit it down to a point where it does not cause system overload.