Our custom addition to the original game is a special 3x3 shot, of which each player has two to use throughout the game. The way it works is, the user inputs the center point of the 3x3 grid, and if that position is neither out of range of the actual board, nor has already been attacked, then starting at index [row - 1, column - 1] which is the top, leftmost position of the grid, three consecutive columns will be attacked, and this repeats for the following two rows.

However, if the center point is chosen in a location where some other positions of the 3x3 grid are out of range or already attacked, the attack still goes through, but those positions will remain unaffected by the special attack. This was intended to give the users more flexibility for where they want to attack. Hence, if the inputted center point is valid (in range and not already attacked), the attack is valid, but the user could choose this point such that they end up not utilizing all 9 individual attacks at once, if they wish to.

When the AI mode is selected, the first two moves of the bot's will always be those special shots, and then the bot will start to attack one position at a time. The location of all these attacks depends on the selected difficulty.