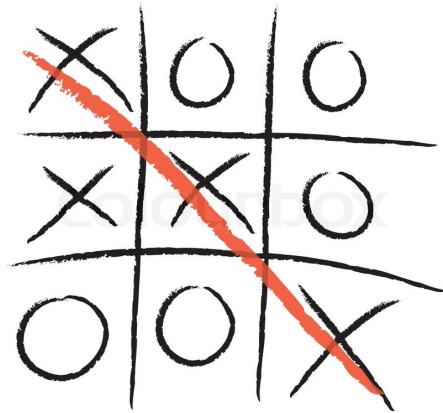


How to Play Tic-Tac-Toe

This tutorial is for users who are unfamiliar with the game tic-tac-toe and are looking for an quick and easy game that is appropriate for all ages.



Goals:

1. Learn how to play the game tic-tac-toe
2. Have fun!
3. Win! (maybe)

Time to complete:

- < 5 minutes

Tic-tac-what now?

- *Tic-tac-toe is a simple game also known as Xs and Os, or noughts and crosses in different parts of the world. It is a game designed for two players who mark a 3x3 board. Traditionally one player is designated by the mark **X** and the other player is distinguished by the mark **O**. The winner is the player who is able to get three of their marks in a row, either horizontally, vertically, or diagonally.*

Gathering game materials

The best part of tic-tac-toe is that it is so easy to make a board out of readily available materials. No special

game pieces are required!

What you'll need:

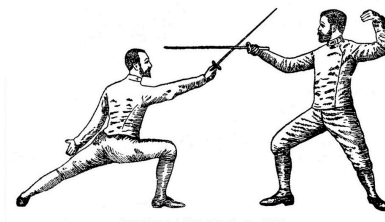
1. A piece of paper to use to make the board.



2. A writing utensil or two.



3. An opponent to play against.



That's it!

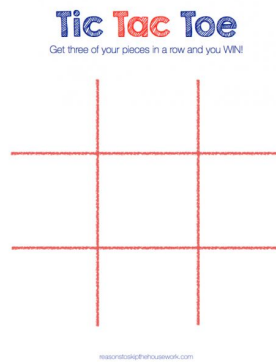
Creating the board

A traditional tic-tac-toe board is a 3x3 grid. Each empty square is an opportunity for a player to claim the space.

Creating a board is as simple as:

1. Taking your piece of paper and drawing **2 horizontal lines parallel** to each other.
2. Then drawing **2 vertical lines parallel** to each other that **intersect the first two lines**.

The final product should look like this:



Now you are ready to play!

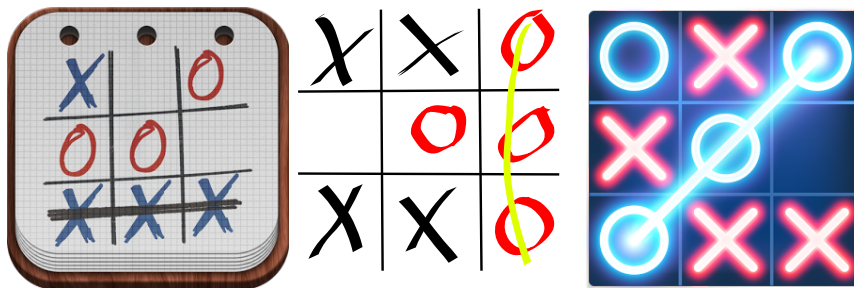
Rules & playing the game

Basic rules:

1. Player 1 and player 2 take turns.

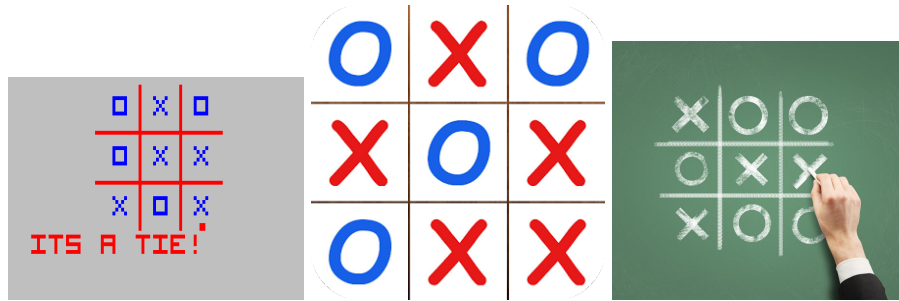
tip: the easiest way to decide who goes first is to [flip a coin](#) and the winner goes first.

2. One player marks their spaces with an **X** while the other player marks their spaces with an **O**.
3. The first player to get three of their marks in a row -- either **horizontally**, **vertically**, or **diagonally**, is the winner.



4. If players fill the board before either get three marks in a row then a tie is declared.

Some examples of tie situations:



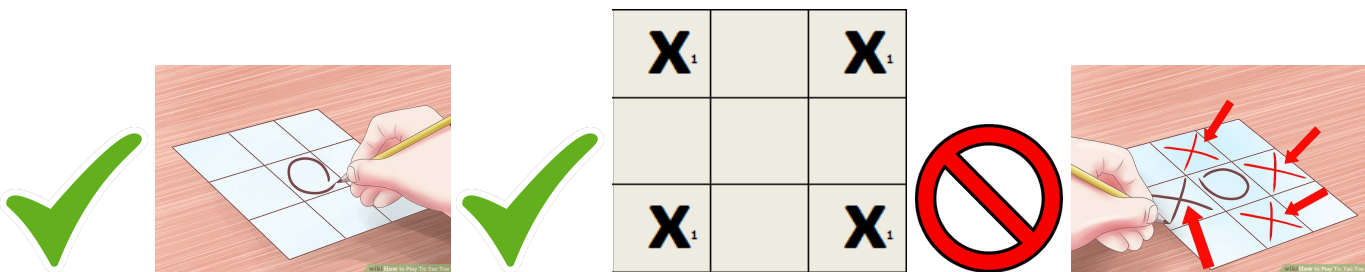
Playing strategically

1. Mark spaces offensively and defensively:

- Anticipate the other player's next move and mark *your* space accordingly; **block possible winning moves**.
- Similarly, choose to mark spaces with later options in mind. Mark spaces that set you up for a multiple future choices leading to a win (if possible); **use your turn to mark a space that you know can lead you to a win or at *least* a tie**.

2. Choose your *first* move wisely:

- The **center square** and the **top or bottom corner squares** offer the most in terms of future options -- **avoid the outer center squares**.



Have fun!

- It's just a game after all. 😊