

# Tic Tac Toe Games

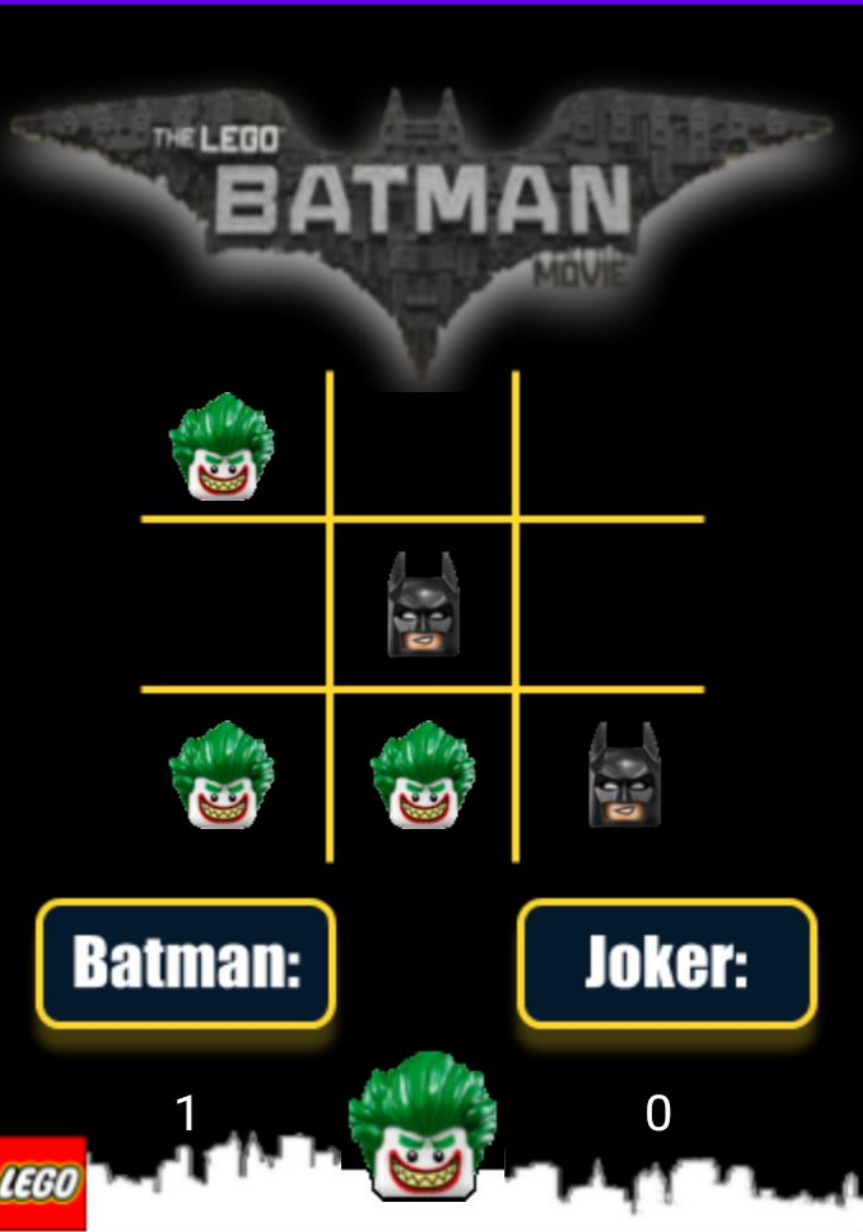
Only two people in the class can choose each game.

Not the person sitting next to you.

No shared code.

Independence is important.

RandomTicTacToe

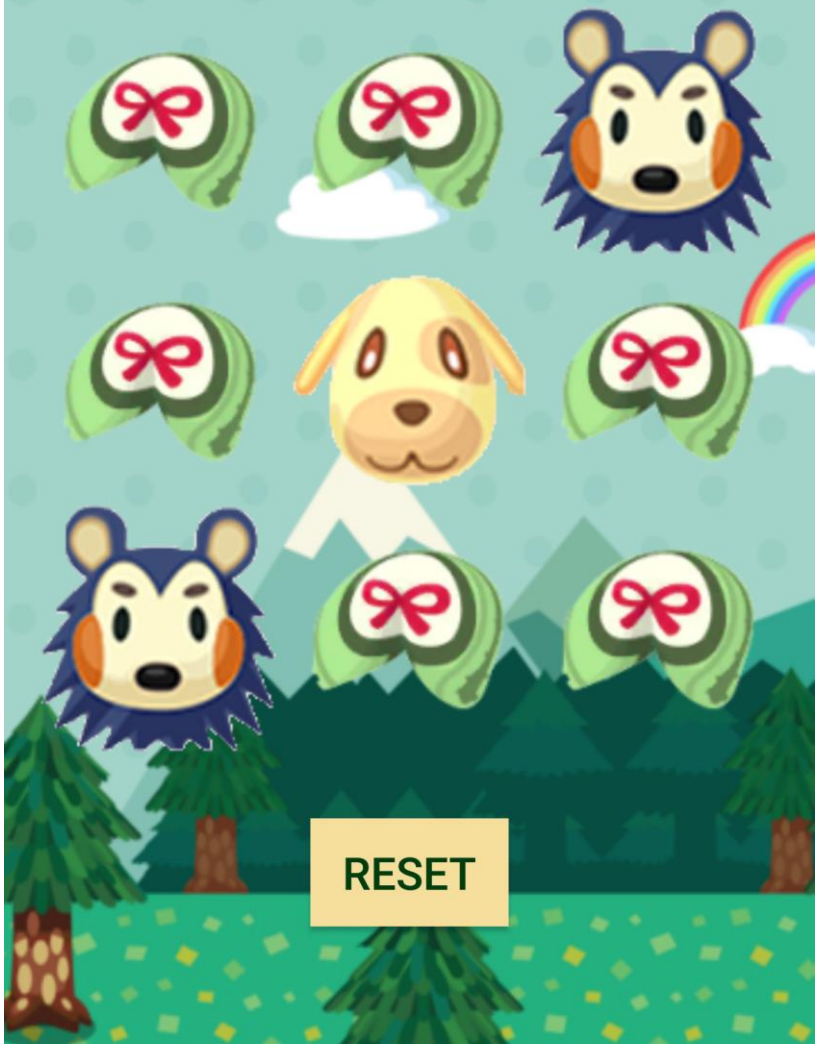


Random Tic Tac Toe

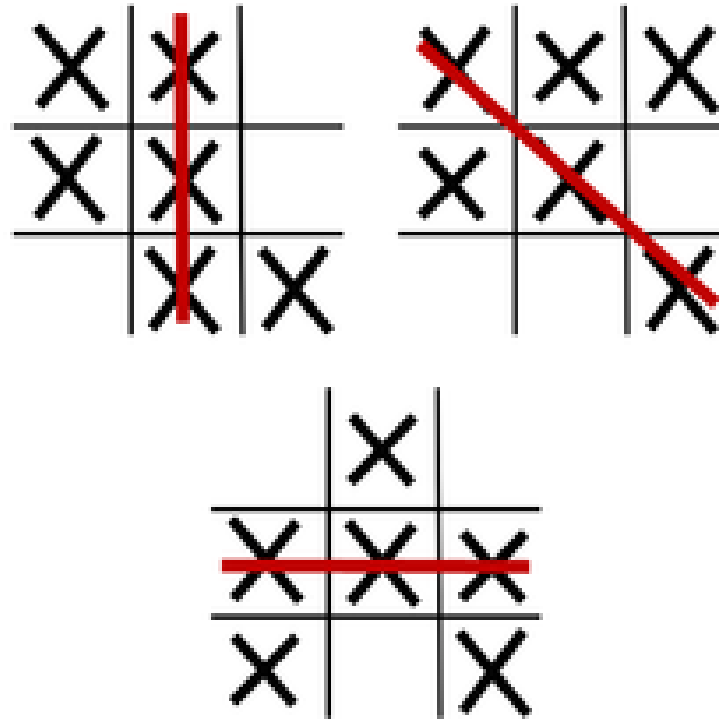
Flip a Coin to See Who Goes Next

# BhattyTicTacToe

Current Turn:



Misere Tic-Tac-Toe  
First in a row  
LOSES



**Notakto: Tic-Tac-Toe** - both players use X, first in a row **LOSES**

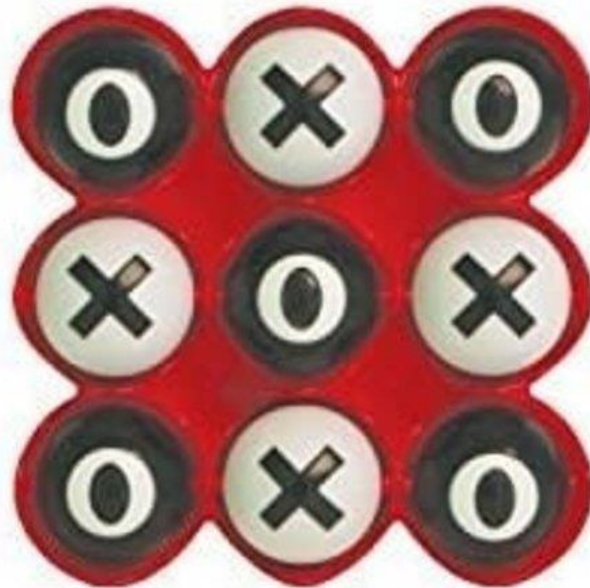


Pop'n a row

Each dome houses a die with animal pictures. The game is played by taking turns popping each dome until the selected animal appears, when you get three in a row, you win!

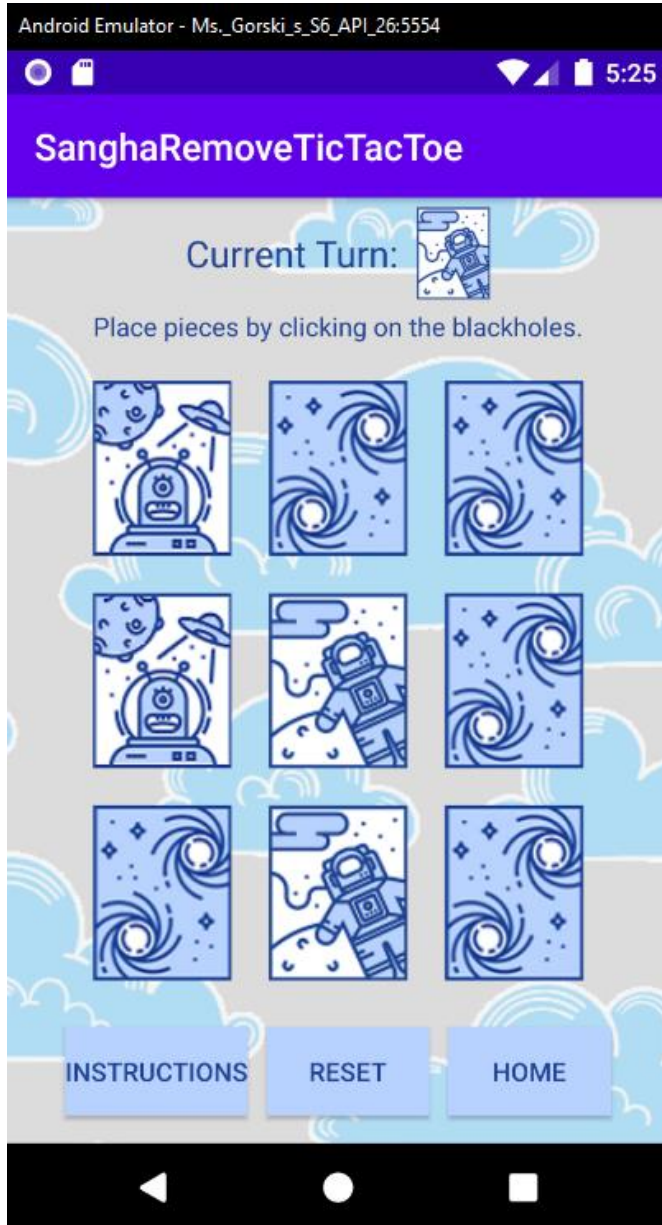


How do you play this game? Your guess is as good as mine.



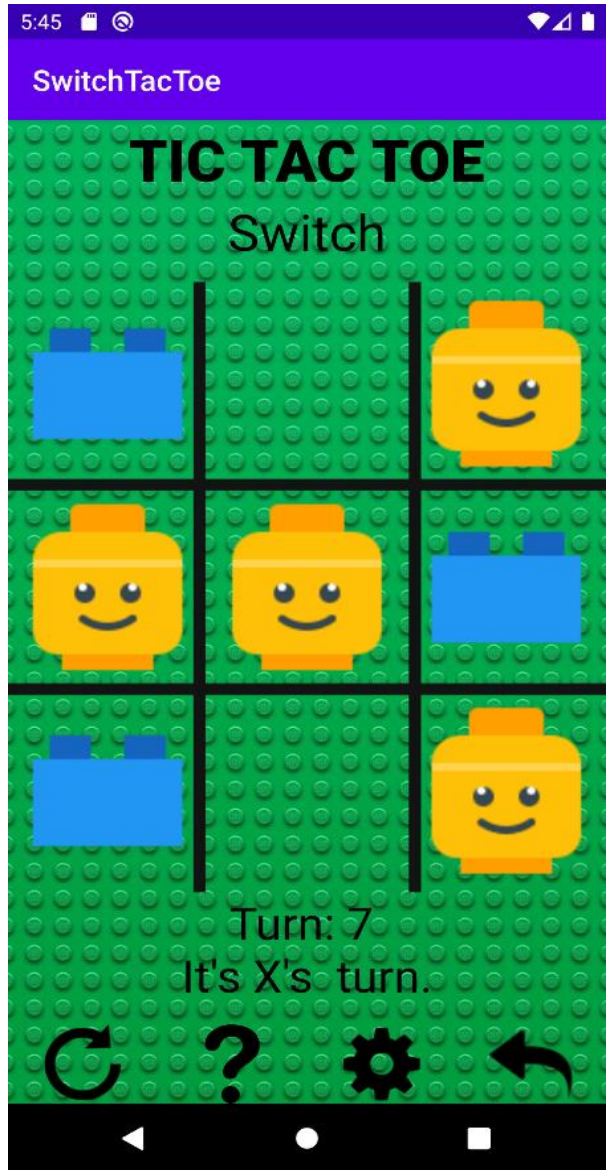


In **wild tic-tac-toe**, players can choose to place either X or O on each move



**Remove Tic-Tac-Toe** -  
On a turn, you can either place your piece or remove a piece





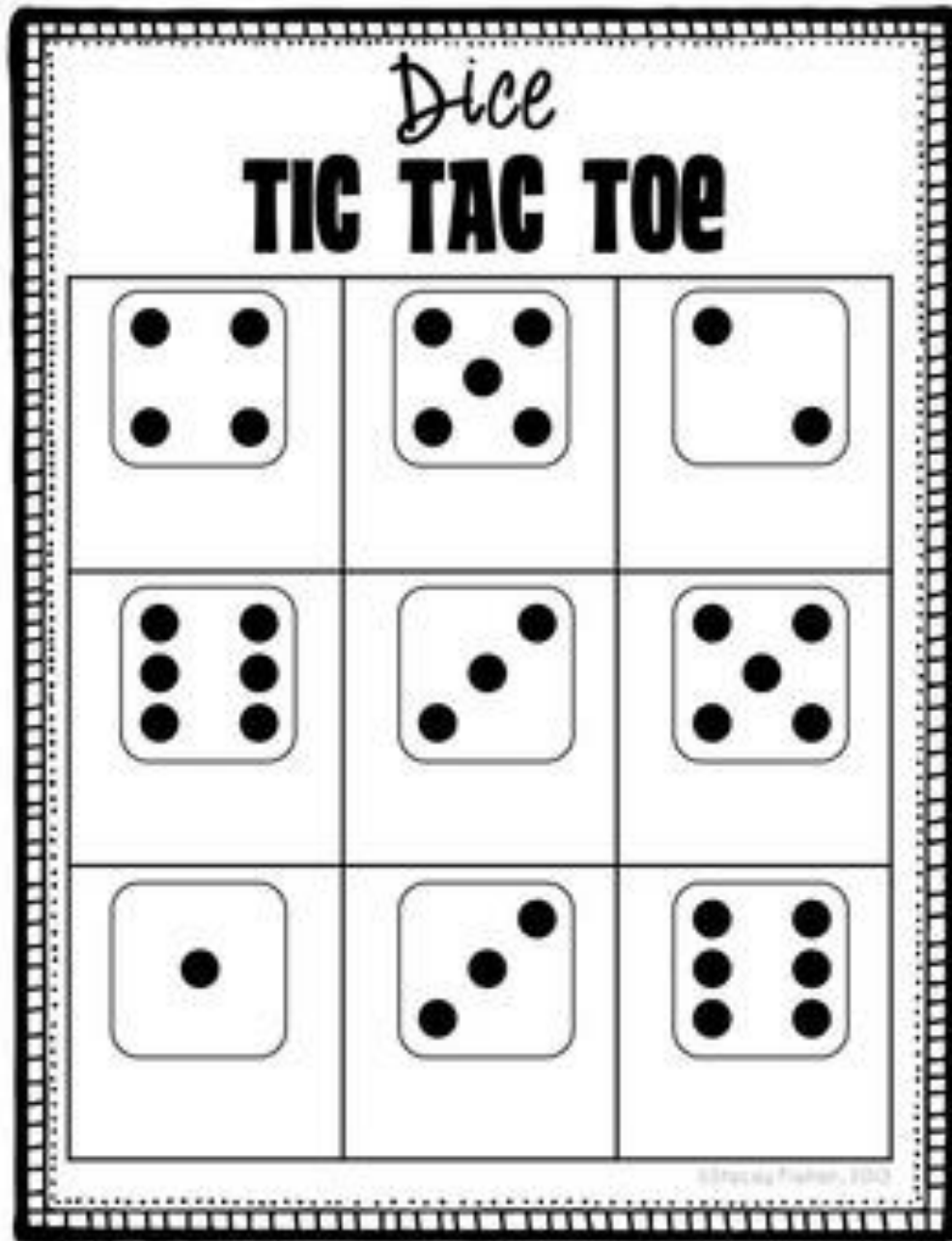
**Switch Tic-Tac-Toe**  
On a turn, you can either place your piece or switch a piece to your colour

# Tic-Tac Surprise



Players face off with the objective of getting 3 in a row, but this clever version provides you with "wild" cards that allow you to play on top of any other card on the board.

1 Game Board, 6 Cat cards, 3  
"Wild" Cat Cards, 6 Dog cards, 3  
"Wild" Dog cards



Two colours of dice.  
Kids take turns rolling.  
If they roll a number  
without a dice on it,  
they can claim that  
square with their dice.



Hollywood Squares

Quiz Tic Tac Toe

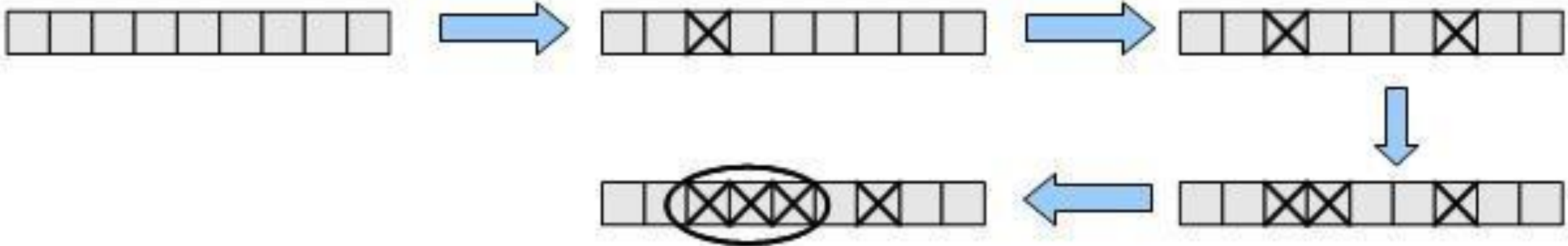
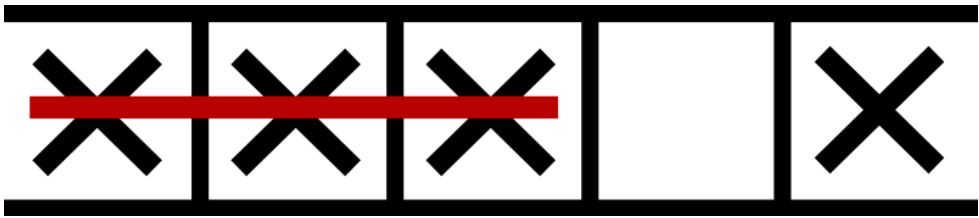


In **quick-tac-toe**, on each turn the players can play their mark in any squares they want provided that all the marks are in the same vertical or horizontal row. The winner is the player who places the last mark



**AI Tic Tac Toe**  
You play against  
the computer

**Treble Cross** - The game begins with all the  $1 \times n$  spaces empty. Each player plays an X on the one-dimensional board in an empty cell. The game is won when a player creates a row of 3 Xs



1	2	3
4	5	6
7	8	9

1	2	3
4	5	6
7	8	9

# Number Tic Tac Toe

1	2	3
4	5	6
7	8	9

1	2	3
4	5	6
7	8	9

Numerical Tic-Tac-Toe - One player even#, one player odd#, player who gets a sum of 15 in a row wins



# Numerical Tic Tac Toe

The rules are simple  
each orb a player places  
will hold a number

SELECTIONS 1 3 5 7 9

Green always goes first  
and holds only odd values  
Red will hold only even values

SELECTIONS 2 4 6 8 10

Whoever adds to 15 first wins  
Good Luck !

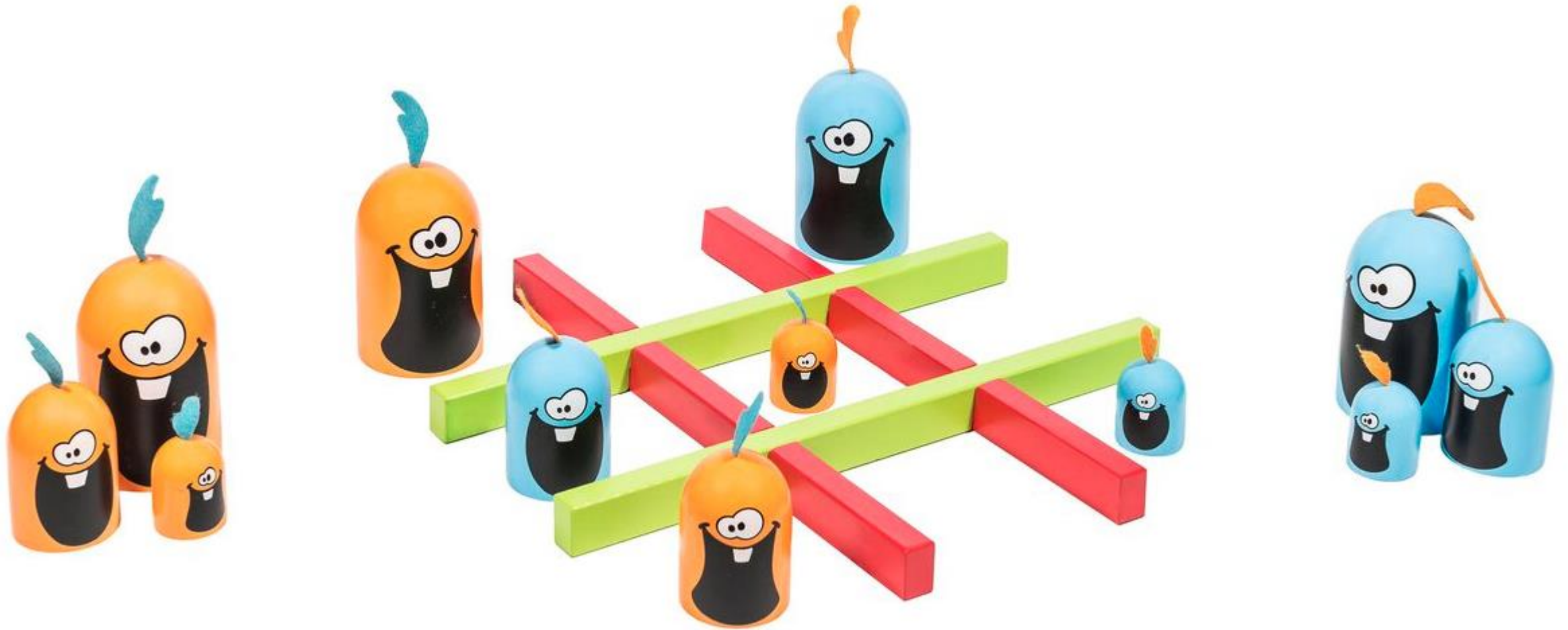
**TO BATTLE**





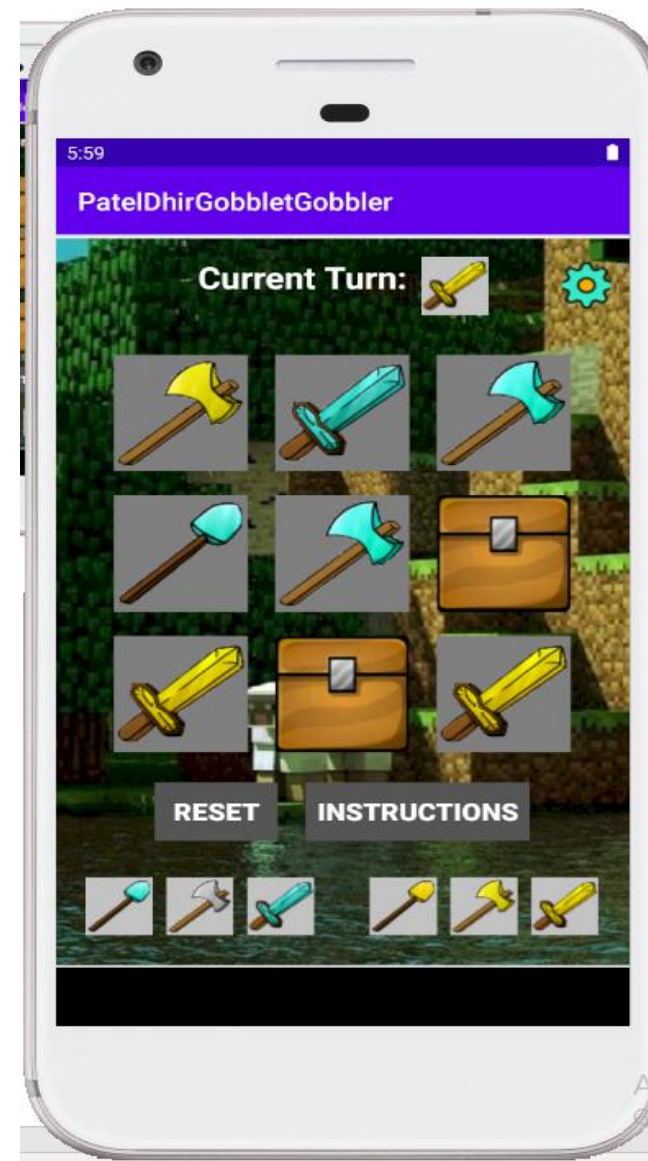
On The Price Is Right, there is a pricing game called "Secret X", in which players must guess prices of two small prizes to win Xs (in addition to one free X) to place on a blank board. They must place the X's in position to guess the location of the titular "secret X" hidden in the center column of the board and form a tic-tac-toe line horizontally (across) or diagonally (no vertical lines allowed).

# Gobblet Gobblers





Gobblet Gobblers:  
Just like in Tic-Tac-Toe, players have to line up 3 of their Gobblers in a row to win. But here's the catch: you can gobble up your opponent's smaller pieces to steal their spot!





# Otrio

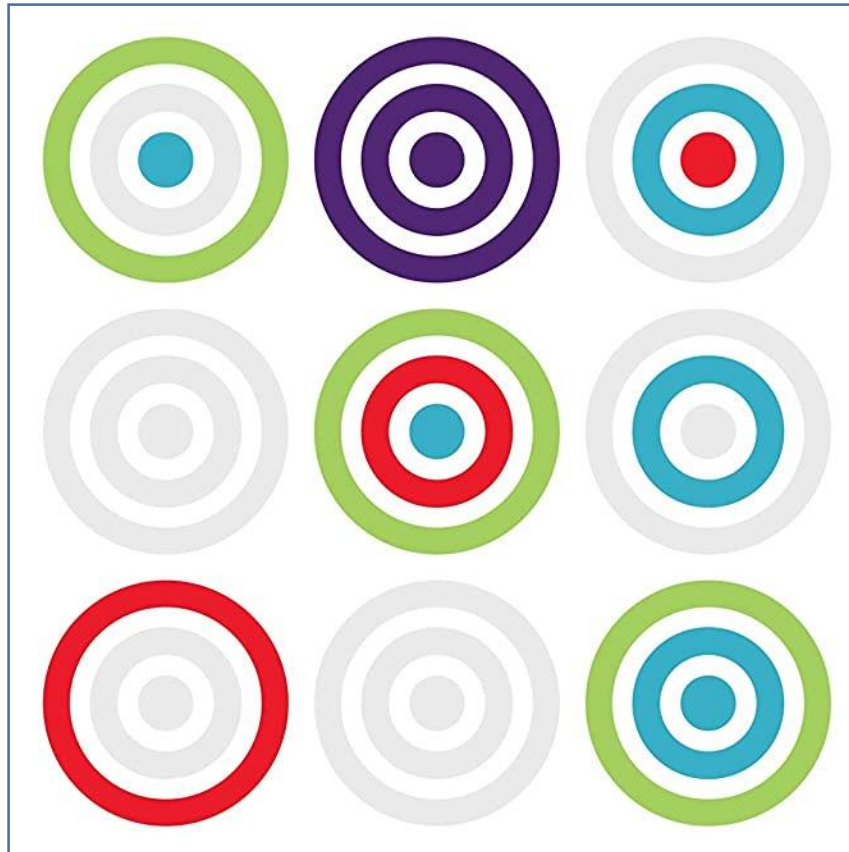
**1** Three same-sized pieces: big, medium or small

**2** Three pieces in ascending or descending order






**3** Three concentric pieces in the same space

Three diagrams of the Otrio board showing winning configurations. Diagram 1 shows three red rings of the same size in a diagonal line. Diagram 2 shows three green rings of increasing size in a diagonal line. Diagram 3 shows three purple rings of increasing size nested within each other in a diagonal line. Each diagram has a speech bubble labeled 'Otrio!' pointing to the winning pieces.

# Otrio™



## WAYS TO WIN

-  Occupy one board space using one colour - purple win
-  Create a line of three large rings of one colour - green win
-  Create a line of three medium rings of one colour - blue win
-  Create a line of three posts of one colour - blue win
-  Create a line using descending size of one colour - red win

# Mojo

- Taking turns and one at a time, players put their 3 pieces and pawn on the 3x3 grid board - then, continue by moving any piece or their own pawn to the adjacent empty space.
- Players may not move the opponent's pawn - which is used as a blocker.
- Pieces and pawns may not jump over each other and the last piece moved may not be returned to its previous position.
- The winner is the first with their 3 color pieces in a row - horizontally, vertically or diagonally.



1. Misere Tic-Tac-Toe - first in a row LOSES
2. Notakto Tic-Tac-Toe - both players use X, first in a row LOSES
3. Numerical Tic-Tac-Toe - One player even#, one player odd#, player who gets a sum of 15 in a row wins
4. Wild Tic-Tac-Toe - Players choose X or O on each move. First to make a row wins
5. Wild Misere Tic-Tac-Toe - Players choose X or O on each move. First to make a row LOSES
6. Random Tic-Tac-Toe - Each turn flip a coin to see who goes



7. 4X4 Tic-Tac-Toe - same game, bigger board
8. Switch Tic-Tac-Toe - On a turn, you can either place your piece or switch a piece to your colour
9. Remove Tic-Tac-Toe - On a turn, you can either place your piece or remove a piece
10. Quiz Tic-Tac-Toe - you have to answer a math question correctly to place your piece
11. AI Tic-Tac-Toe – Computer plays against you
12. Gobblet Gobblers - 3 levels of pieces can be placed.  
Larger levels trumps smaller ones