

Tic Tac Toe Games

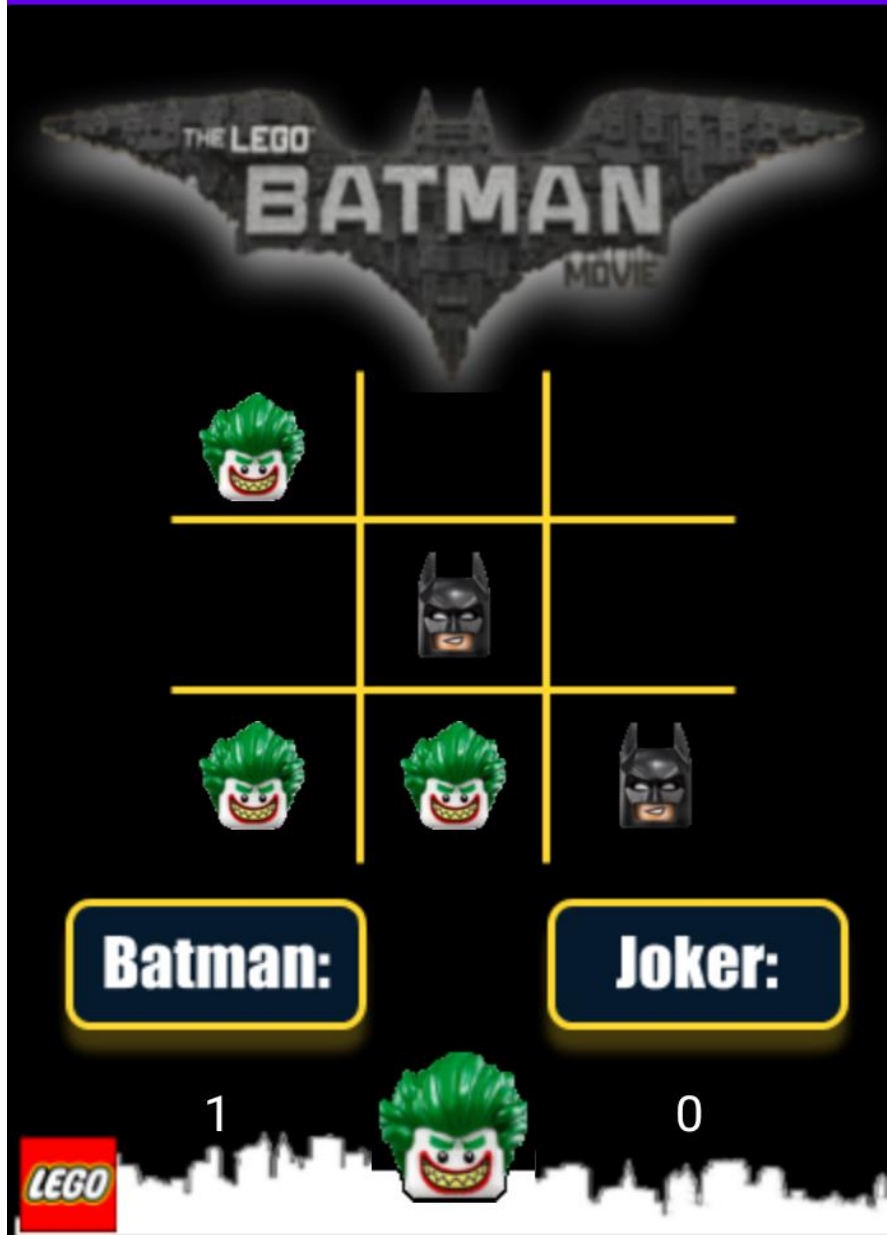
Only two people in the class can choose each game.

Not the person sitting next to you.

No shared code.

Independence is important.

RandomTicTacToe

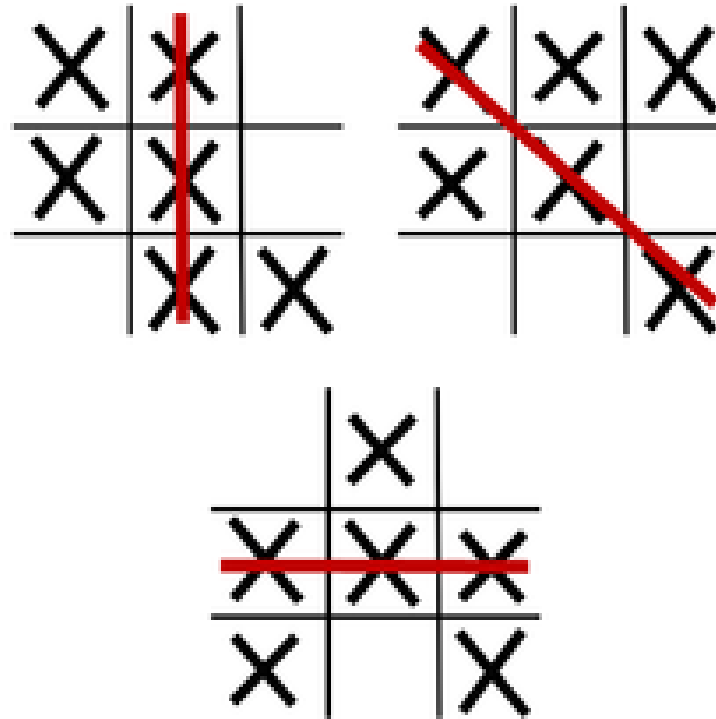


Random Tic Tac Toe

Flip a Coin to
See Who Goes
Next



Misere Tic-
Tac-Toe
First in a row
LOSES



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

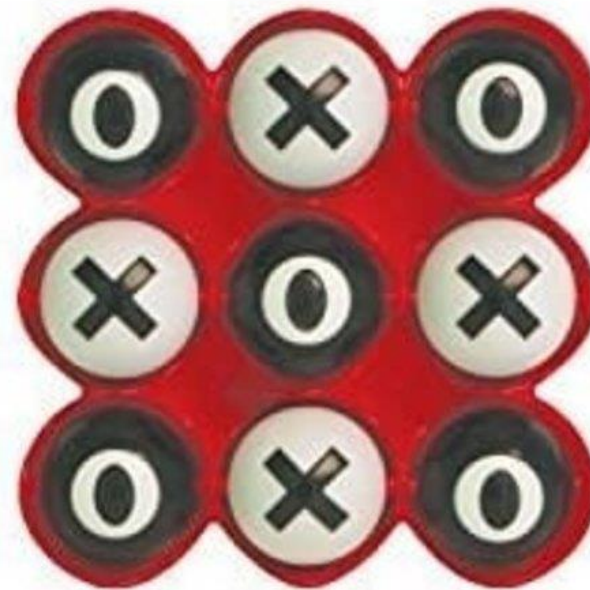


Pop'n a
row

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.

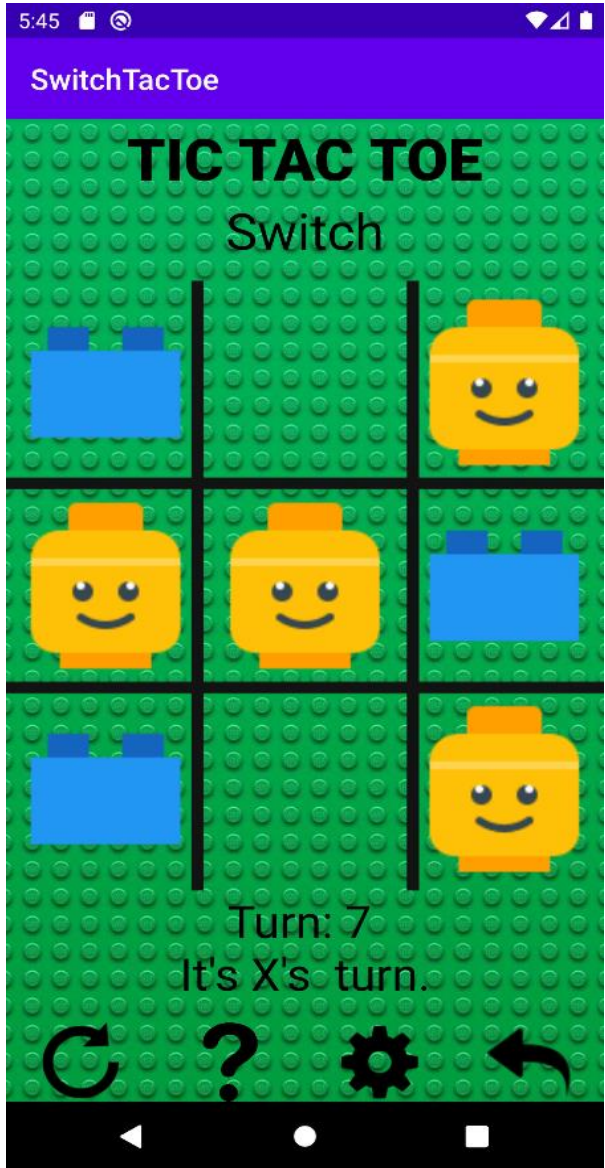




In **wild tic-tac-toe**,
players can choose
to place either X or O
on each move



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

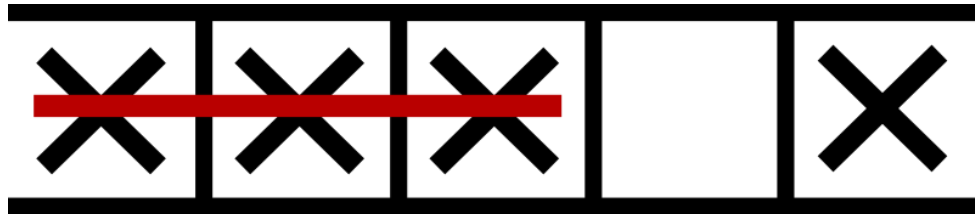
Quiz Tic Tac Toe



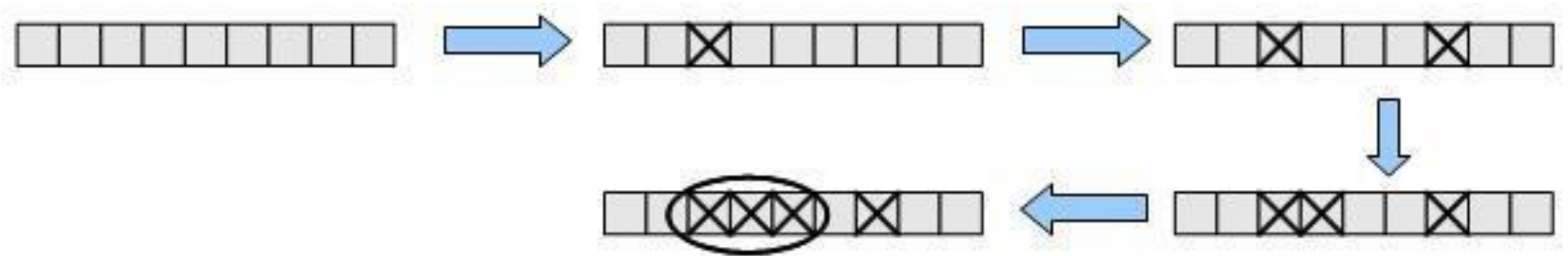
In **quick-tac-toe**, on each turn the players can play their mark in any squares they want provided that all the marks are in the same vertical or horizontal row. The winner is the player who places the last mark



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



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

SELECTIONS

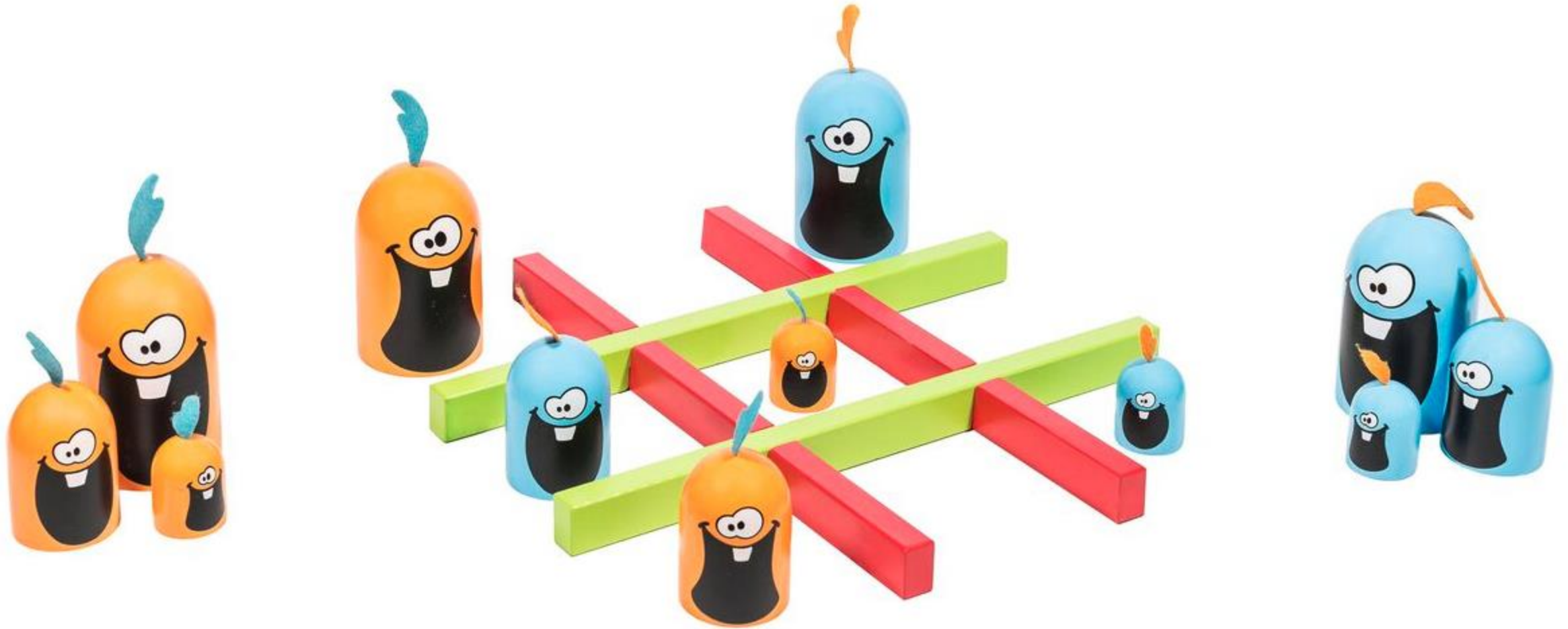


Whoever adds to 15 first wins
Good Luck !

TO BATTLE

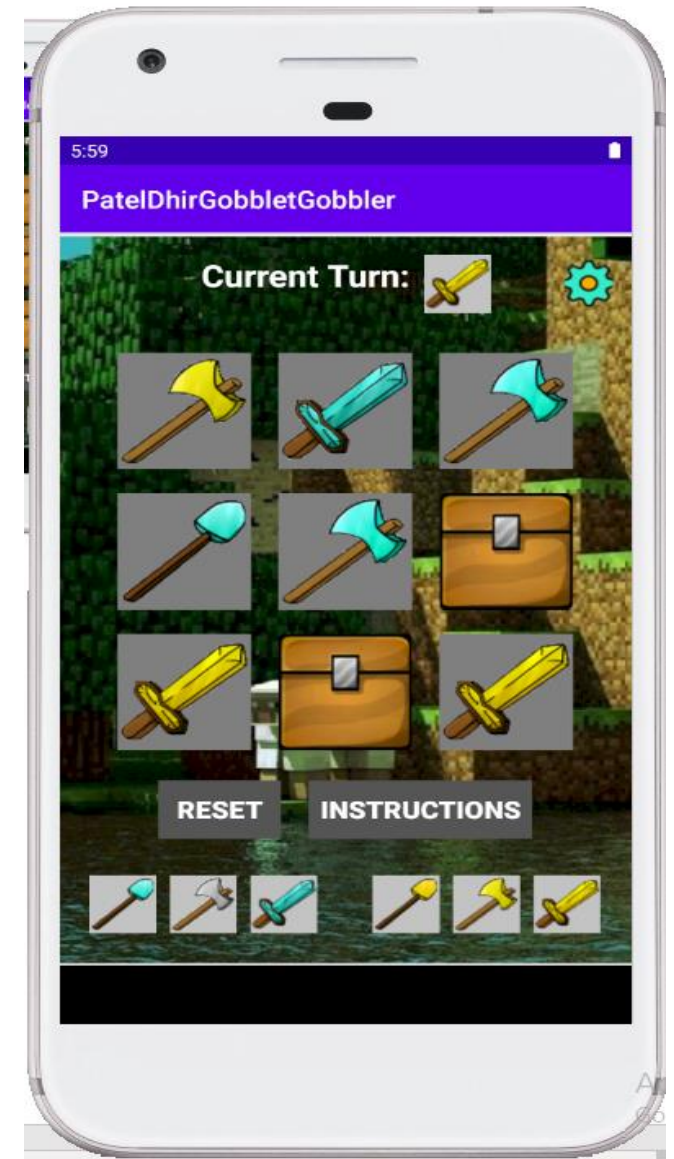


Gobblet Gobblers





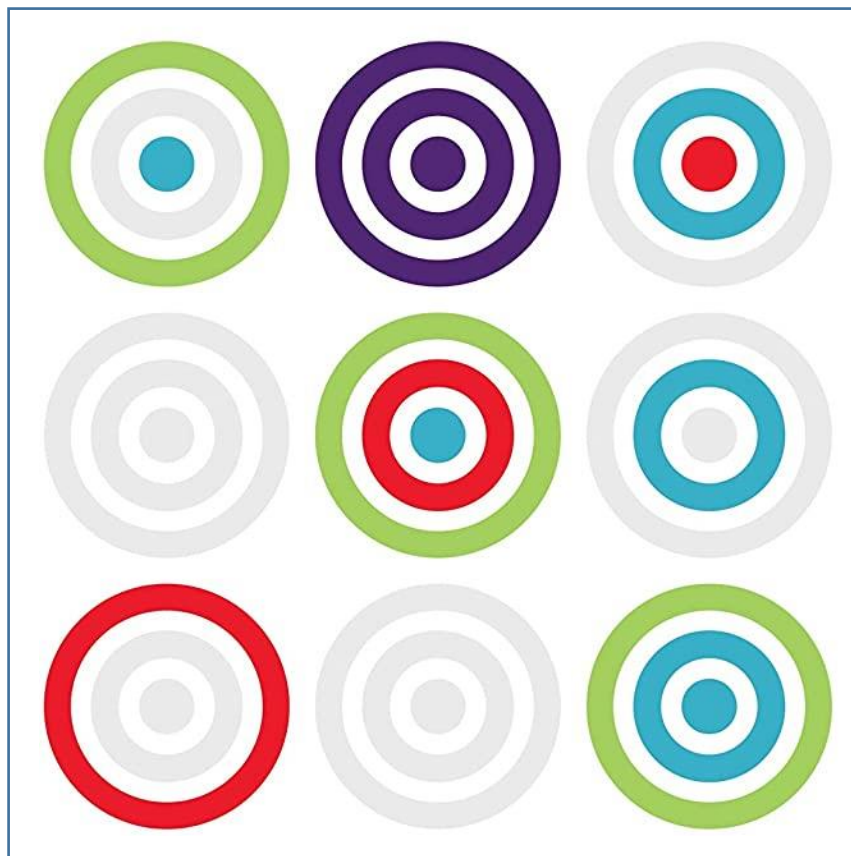
Gobblet Gobblers:
Just like in Tic-Tac-Toe, players have to line up 3 of their Gobblers in a row to win. But here's the catch: you can gobble up your opponent's smaller pieces to steal their spot!





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



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



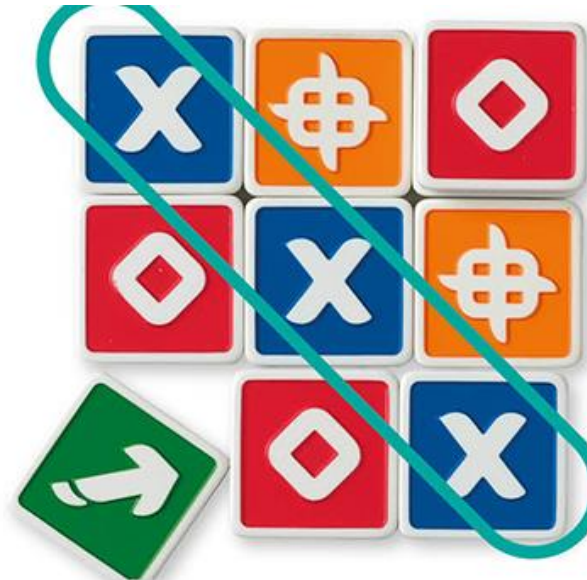
Trixo

Trixo is a version of tic-tac-toe where players aim to collect tiles by placing three of them in a row.

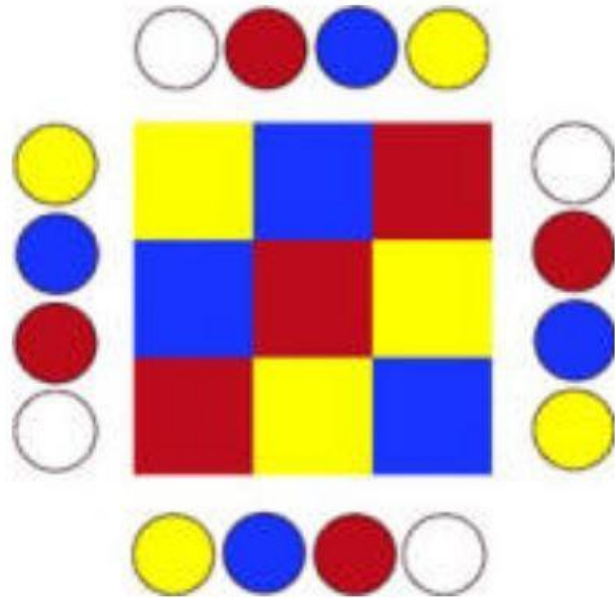
Besides X and O tiles, there are Trixo tiles, which can also be collected, and Slide tiles, which allow users to "slide" a row or a column.

Players may place tiles on top of other tiles as long as they are different and the height is not greater than 3.

The winner of the game is the player that collects the most tiles.



Chameleon

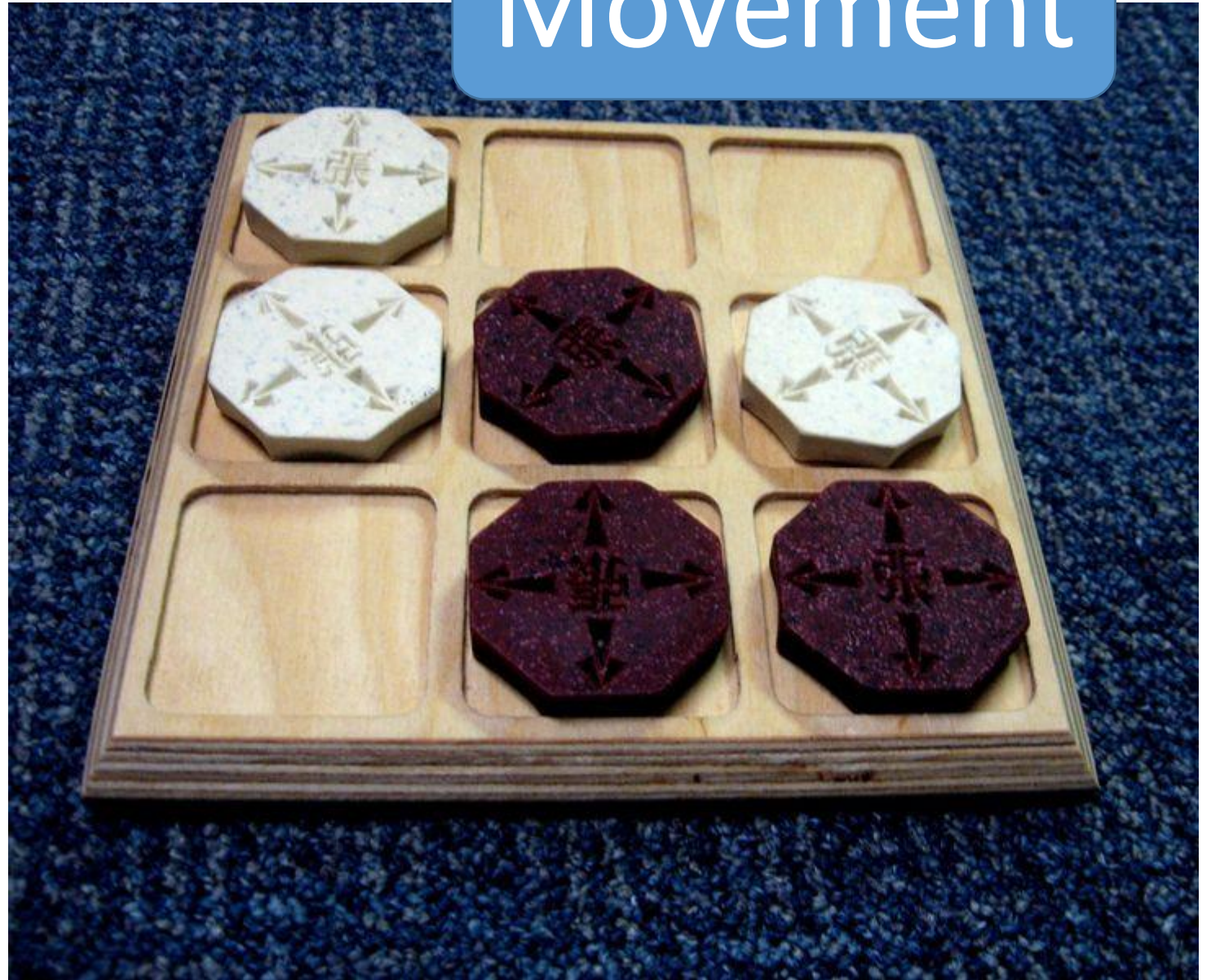


Cameleon: In this game you must try to align three balls with different colors (blue, red and yellow) on their respective color (blue ball on blue square etc.) on the board horizontally or vertically.

This alignment can be achieved with one or more white balls (chameleons) who take the color of the square where they are. In a turn, a player pushes a ball from the lines outside of the board to the 3x3 grid board and sometimes this may push one ball out of the board to the outside lines.

Movement

Movement. This game is most simply described as tic-tac-toe with movement. The game is played on a 3x3 grid. However, each player only gets three octagonal tokens. The tokens have arrows pointing in four directions. First, the players alternate placing their tokens on the board, orienting them so that the arrows are either pointing horizontally and vertically or diagonally. After the initial placement, turns are spent moving one piece. A piece may move zero to two spaces in any direction indicated by the arrows, including jumps. Additionally, the piece may also rotate when moving. The first one to get their three tokens in a row wins.





Clou

Make-Shift / Clou is an abstract game that looks a lot like Tic-Tac-Toe. The board is a 3x3 grid with 8 tiles that can slide inside the board with spaces on top for player pieces, which are colored plastic disks.

The object of the game is to complete a row, column or diagonal of three of your own pieces. However each player only has 3 pieces and the 3 x 3 grid is occupied by only 8 sliding tiles where player pieces can be played. So, although it looks like Tic-Tac-Toe, the game play is completely different.

On your turn you can either play a piece onto an empty tile, move a piece from one tile onto an empty tile, or slide a tile into the empty space. The other player is not allowed to slide a just-moved tile back to where it came from, thus preventing game lock up.

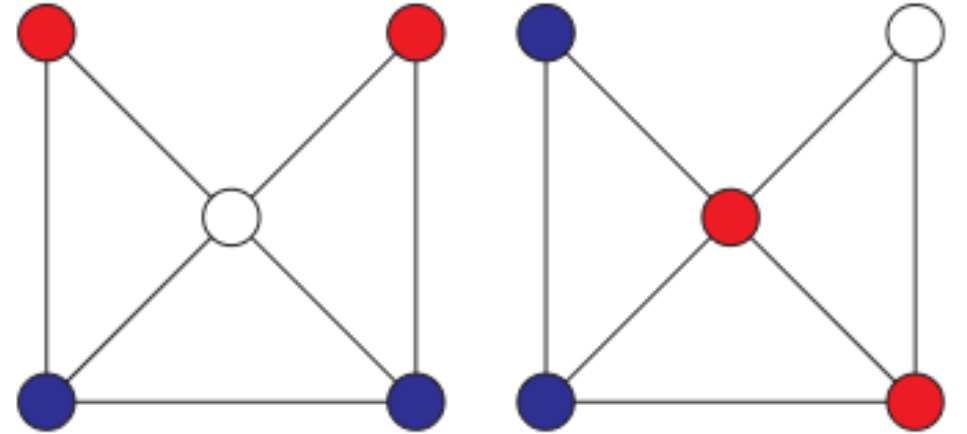
If you get 3 in a row, you win the round and the first player to win 6 rounds wins the game.



3 Up: The object is to form a stack of three of your own colour.

<https://boardgamegeek.com/image/110564/3-up>

Pong Hau K'i



Pong Hau K'i is an ancient Chinese tic-tac-toe-like game involving two players with two differently colored stones (say, red and blue). The players move their respective stones along a line to an adjacent empty space on a board consisting of five nodes and seven edges, illustrated above. The objective of the game is to trap the opponent so that no possible moves are available.

Secret X



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).

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