

TIC - TAC - TOE

HOW NOT TO LOSE

(Playing Second—Wishing to Insure a Draw)

Player "A" (your opponent) can begin by marking in the center, a corner, or on a side.

For "B" (you) to insure a draw:

If "A" marks the center, "B" should mark a corner.

If "A" marks anything else, "B" should mark the center.

(Continuing to a draw from either of those positions is quite simple.) *Also, see notes at end.*

HOW TO WIN (playing first)

Number the board as below:

1	2	3
4	5	6
7	8	9

Player "A" (you) may start in two ways and hope your opponent does not know the two rules for "How Not to Lose."

Player "A" (you) mark the center Square (#5).

GAMES YOU CAN'T LOSE

If Player "B" (your opponent) chooses a side (square #8, for instance), "A" replies with #7, then #4, and you win! *OUT & IN*

OR:

Player "A" (you) mark a corner (#1, for instance).

Player "B" may respond with #2, #3, #5, #6, or #9. (#4 is same as #2, #7 as #3, and #8 as #6.)

If Player "B" marks #2, "A" replies with #5 and #4. You win! *OUT & IN*

If Player "B" marks #3, "A" replies with #9 and #7. You win again! *Lead Them across*

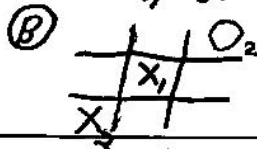
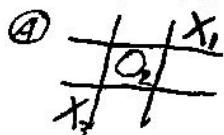
If Player "B" marks #6, "A" replies with #5 and #3. You still win! *OUT & IN*

If Player "B" marks #9, "A" replies with #7 and #3. Yep. You win again! *IF THEY TAKE THE OPPOSITE CORNER, I TAKE OTHER CORNERS*

Additional "How Not to Lose" Notes

1. When going second, remember that your MAIN OBJECTIVE is to "CAT" the game. Trying to win when going 2nd will more often than not result in an error on your part.

2. You CAN still lose a game even if you make the correct move when going 2nd. Watch out for:



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"O" has a natural tendency to put their next move in a corner, even though it's a stupid move.

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"O's" next move must be in one of the corners. Anywhere else & "X" can force Aw.