Tic Tac Toe Help Index

How to Play

Commands

How To Play

The following topics explain how to play Tic Tac Toe:

Game Menu Commands

New Game
Begins a new game. You can issue this command at any time. If you choose it before completing a game, the current game is terminated and a new one is started.

**Exit**
Terminates the Tic Tac Toe program.

Playing the Game

When you run Tic Tac Toe, the program starts a game. You can start a new game at any time, even before the current one is completed, by choosing the New Game command from the Game menu.

In this version of Tic Tac Toe, the computer's pieces are red Xs, and your pieces are yellow Os. The program randomly selects the player who makes the first move. If the computer is selected as the player to move first, you will see a red X already drawn within a square in the playing area, and it will be your turn to move. If you are selected as the player to move first, all the squares will be empty, and you will have to make the first move.

To make a move, simply position the mouse pointer within the target empty square, and press either mouse button. A yellow O will immediately appear in that square.

The winner of the game is the first player to position three pieces in a row. This row can be within a single level, or it can pass vertically or diagonally through all three levels. The following figure shows three winning rows within a single level:
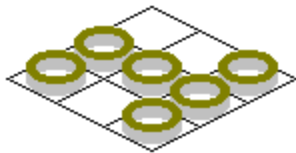
and the following figure shows three winning rows that pass through all levels:
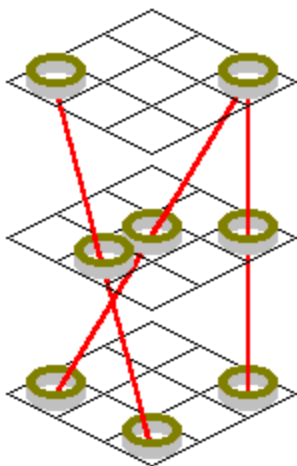
As soon as either player arranges three pieces in a row, the program beeps, flashes the three pieces, and terminates the game. You can then start a new game by choosing the New Game command from the Game menu.

Strategy and Hints

You should choose your move according to the following guidelines, which are arranged in the order of priority; in other words, go to the next guideline only if the current one does not apply.

o   If possible, position your piece so that it completes a row. You will then win immediately.

o   If your opponent has placed two pieces in a row and if the third position in this row is empty, place your piece in the that third position to prevent your opponent from winning on the next move. (If your opponent can complete more than one row on the next move, you have in effect already lost the game.)

o   If possible, place your piece so that you will have more than one way to complete a row on your next move. The following figure shows how you would apply this guideline on a single level. (In an actual game, you have to consider all three levels.) The number in each empty square indicates the number of ways you could complete a row on the *next* move if you put a piece on the square on the *current* move. You should, of course, place your piece on one of the squares labeled *2*.
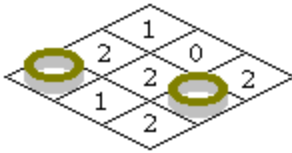
These guidelines are the same ones that the program uses to calculate the computer's move.