

Tic Tac Toe Strategy^o
2002? 2003?

Tic Tac Toe Board:

1 | 2 | 3 (--X is you--)
4 | 5 | 6
7 | 8 | 9

If O begins first:

- 1) If O goes on squares **1, 3, 7, 9**:
 - X should go in square 5
 - if O has two in a row, X goes on the third square to block and ties
 - if O goes on the opposite corner from the first move (like 1 from 9), X can go anywhere except in a corner
 - if O goes in a center square where it doesn't have two in a row (like 8 or 6 if it originally chose square 1), X should get two in a row, which will result in a tie
- 2) If O goes on **2, 4, 6, 8**:
 - X can go in square 5
 - after O goes, X should get two in a row (if it isn't blocking O) and force a tie
- 3) Of O goes on **5**:
 - X can go on 1, 3, 7, 9 to end with a tie (not on 2, 4, 6, 8)

If X begins first:

- 1) X should go in a corner (1, 3, 7, 9)
 - a) If O goes on **2, 4, 6, 8**:
 - X should go on 5,
 - O must go in the third square to prevent X from 3 in a row
 - X goes in a corner and **wins**
 - Example: X-1, O-4, X-5, O-9, X-3, O-2, X-7
 - b) If O goes on **9**:
 - X goes on 7 or 3
 - O must go on 4 or 2
 - X goes on the last corner and **wins**
 - c) If O goes on **3, 7**:
 - 1) X can go on 9
 - O must go on 5
 - X goes in last corner and **wins**
 - 2) X can go on 4 (if O is on 3) or 2 (if O is on 7)
 - O must go on 7 or 3, respectively
 - X goes on 5 and **wins**
 - 3) X can go on 3 if O is on 7 or 7 if O is on 3
 - O must go on 2 or 4

^o This strategy for either winning or tying in a tic tac toe game every time was developed and written by Brian Tomasik during 10th grade.

--X goes on 9 and **wins**

d) If O goes on **5**:

--X can't always win but should go on 9

--if O goes on 3 or 7, X can go in the last corner and win

--if O goes on 2, 4, 6, 8, it will be a **tie**