

The sequel Tic Tac Toe needed

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Introduction:

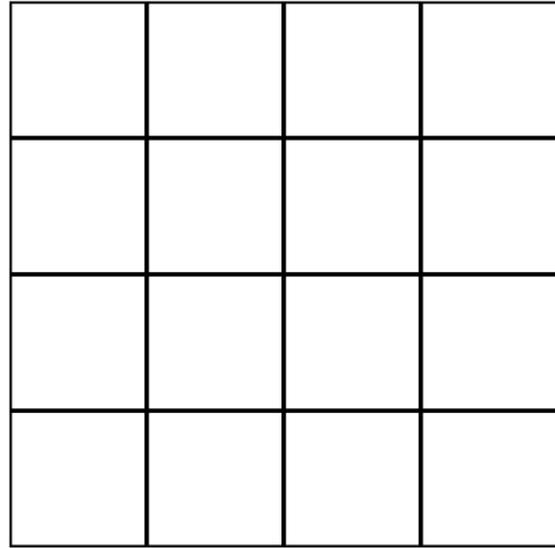
Tic Tac Two is a 2-player strategy game inspired by Tic Tac Toe. Players take turns placing Xs and Os on a 4x4 grid, and have to use special actions to manipulate the grid in different ways.

Components Required:

- 1-2 erasable writing utensils
- a white board or sheet of paper
- a second player

Setting Up the Game:

Start by drawing a 4x4 grid of squares. This is where the Xs, Os, and special actions will be used. Next, decide which player will get to place their letters first (X). The other player (O) then gets to choose their Special Actions first. Once that is decided, look further below to the **Special Actions** section. Both players take turns selecting one special action at a time, and write them down on opposite sides of the grid. You cannot choose a special action that has already been chosen by the other player, nor can you pick the same special action multiple times. This cycle repeats until both players have selected 3 special actions.

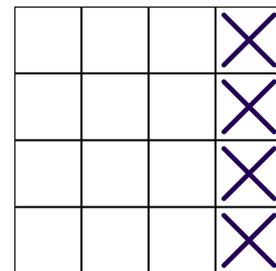
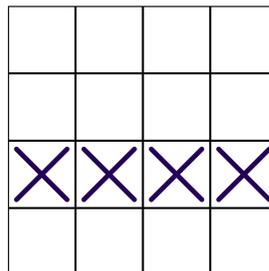
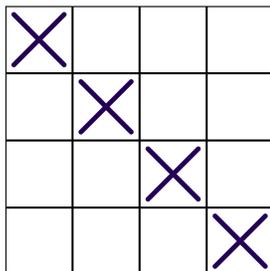
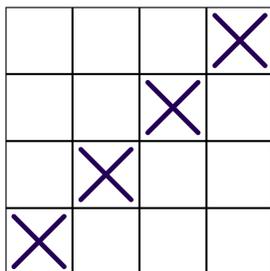


On Your Turn:

A player's first turn of the game consists of placing an X or O anywhere on the grid. Once a player's first turn is complete, every turn they take after may be accompanied by a special action of their chosen bunch. Refer to the **Special Actions** section for information on how to use special actions. You have to write an X/O on your turn no matter what. Writing your X/O concludes your turn.

Winning the Game:

Play continues until a player has successfully connected a row, column, or diagonal of 4 letters together.

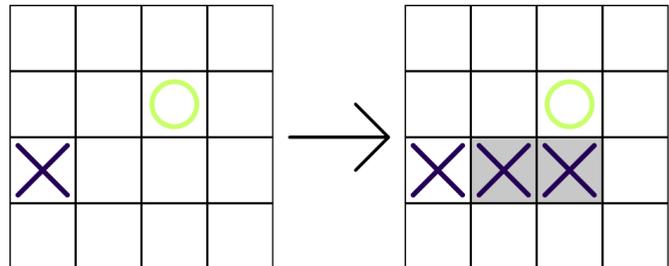


Special Actions:

There are 6 optional actions a player can take on their second turn + onwards during play. Refer to **Setting Up the Game** section further above in the rule sheets to learn how to select special actions. Once a special action is used, it cannot be used again for the rest of the game.

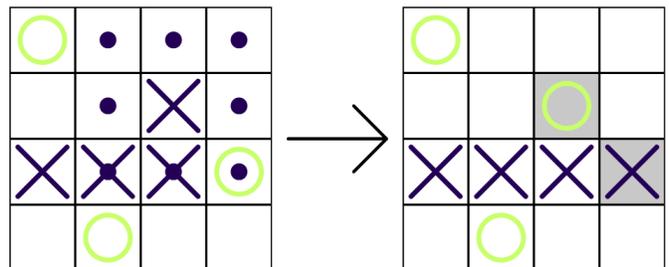
- **Double:**

By using Double, a player can place one additional X or O on the board.



- **Swap:**

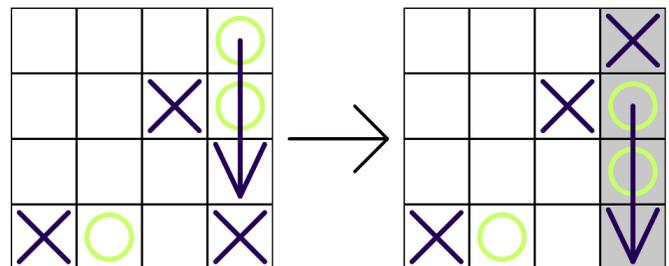
Swap allows a player to change a letter's position with an opposing letter in one of its adjacent grids (can also be used to move a letter into an adjacent empty space).



- Swap **cannot** be used on two letters of the same type (O < > O, X < > X).
- Swap can **only** be used on **empty spaces, Xs, and Os**; They **cannot** be used on **grid features** (Walls, Intersect Spaces, or Dibs Spaces still awaiting a letter).
- Letters that are written in an **intersect space** are **immune** from being swapped.
- Swap **can** be used with **adjacent diagonal** spaces.
- You **cannot write your letter first then swap**; your turn ends immediately after you write your letter.
- If using Swap results in both X and O scoring simultaneously, **game results in a draw**

- **Shift:**

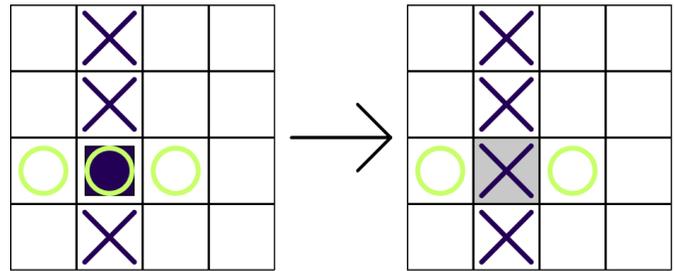
Shift allows a player to push an entire row or column one grid space in the direction chosen by the player (symbols that lie on the edge of the grid get pushed to the opposite side).



- Intersect Space indicators (empty or containing letters) **can be moved** by Shift.
- Shift **cannot** be used **diagonally**.
- If a Wall gets Shifted in a direction **perpendicular** \perp (not parallel $//$) to its orientation, it **stays put after the Shift is complete** and **falls over in the opposite direction** the Shift was pointed.
- If a Shift results in a **sequence of 4 letters** but has a **Wall topple** to remove the letter responsible for finishing the sequence, **the game still plays on**.
- If using Shift results in both X and O scoring simultaneously, **game results in a draw**

- **Dibs Space:**

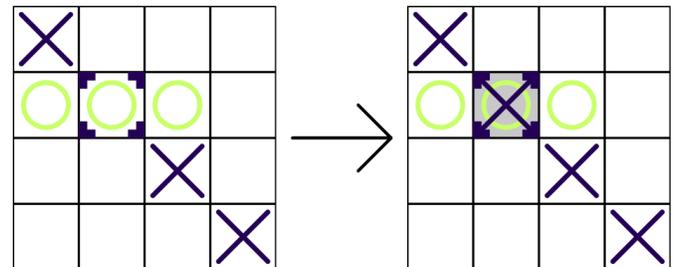
Dibs Spaces allow the player to reserve one specific grid coordinate to place a letter over it whenever they want, overwriting anything on the grid square (immune to being moved/erased until a letter is placed).



- Dibs Spaces are immune from being Shifted, erased by toppling Walls, or Swapped **until a letter overwrites the grid space**.
- If a Dibs Space overwrites an Intersect Space with an X and O, **both letters and the Intersect Space indicator get erased** and replaced with the player's letter.
- You **can still write Xs/Os and use grid features** on a space claimed by Dibs, but they can (and probably will) **be overwritten**.
- Dibs Spaces **cannot** overwrite Walls.
- You **cannot overwrite** on a dibs space if a sequence of 4 Xs/Os is already achieved.
- You can **place and overwrite** a Dibs space **on the same turn**.
- **Overwriting** a dibs space **does not count** as a **power-up use**, but it **does count** for your **letter placement**.

- **Intersect Space:**

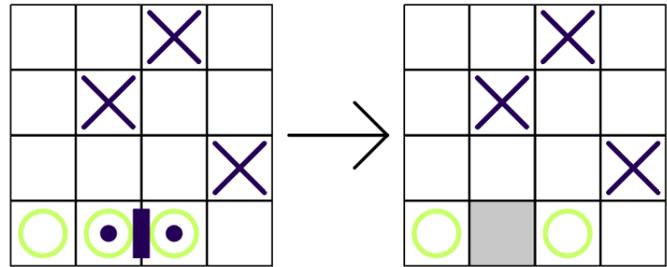
Intersect Spaces can be placed on an empty space, or a space currently occupied by an X or O. This action allows for both an X and O to share a space simultaneously



- Intersect Spaces, along with the letters they contain, **can all be Shifted**.

- **Wall:**

Wall allows a player to place a single, 1-unit long blocker onto any grid-border (they do not occupy spaces). These can prevent otherwise successful rows + columns, and can be toppled by



whoever placed it to erase a grid-space perpendicular \perp (not parallel \parallel) to its orientation whenever they desire (unless the game has already ended).

- A Wall on the very edge of the grid is **no longer capable of blocking a successful row/column.**
- On your turn, if you choose to **topple a wall** to erase a space **without writing an X/O first**, you **can write your letter in that space** immediately after.
- Toppled walls can **only erase Xs and Os**, not dibs or intersect indicators.
- **Placing a wall counts as a power-up use. Knocking over a wall does not count as a power-up use**

Meta Variation of Play:

This playstyle allows players to pick special actions already chosen by the opponent, and allows for selecting multiple of the same special action. However, both players are still limited to choosing 3 special actions before play. This variation of play focuses more on *freedom over fairness*.

Void Variation of Play:

Both players have to place a void on a grid-space before playing. These spaces cannot have Xs or Os written on them, and cannot be erased. However, they can be Swapped or Shifted. This variation turns the game into a challenge against both *the player and the board*.