



Tic-Tac-Toe

A game designed to be strategic and competitive.

Time to Play	Complexity		
	Low	Med	High
Quick (5 to 20 min)			
Average (20 to 35 min)	X		
Long (35+ min)			

Objective

The goal of Tic-Tac-Toe is to be the first player or team to have a horizontal, vertical or diagonal row of three of the same-colored cups to win the game.

Players

2 players or 4 players on two teams only

Components

- 6 – Blue Cups
- 6 – Red Cups
- 1 – Silver Cup

Throw Rule

Cups are at the back edge of the table. As a result, players can throw from the opposite edge of the table (body touching the edge when throwing).

Filling the Cups

We recommend using the cups just to shoot at and

NOT to drink from. Also, we recommend filling the cups with water about 1/3 of the way full.

Please use your own personal drinkware so as to avoid the exposure to any transmittable viruses that sharing cups could potentially introduce (such as COVID-19 or the common cold).

Definitions

Turn - When each player or each player on a team has had an opportunity to have one throw. Note: A turn may be more than one throw; but, only in games where a custom die may be involved.

Round - When each player or team has completed their turns.

Team – Consists of two or more players.

Set-up

Each player or team will take their red or blue cups and set them up to match the layout in Diagram 1.1 and Diagram 1.2. Note: The back row of cups needs to be within a couple of inches from the back edge of the table.

The silver cup would be placed near the center of the

table (see Diagram 1.3). The silver cup serves as the center space of Tic-Tac-Toe (see Diagram 1.4). Note: The silver cup will be replaced with the first made cup by either side.

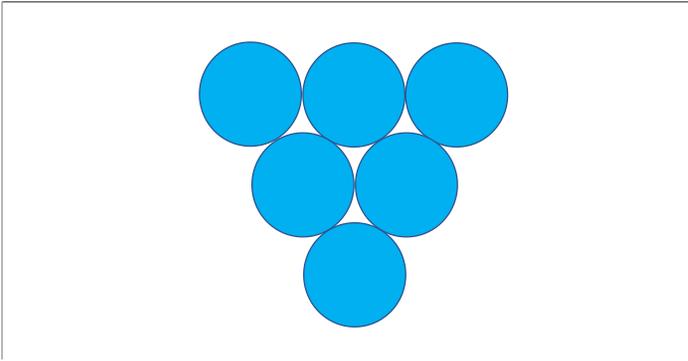


Diagram 1.1

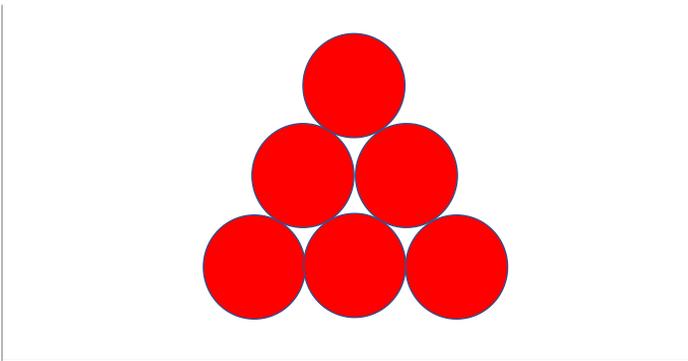


Diagram 1.2

Winning The Game

The first player or team to complete a horizontal, vertical or diagonal row of three consecutive cups of their colored cups (red or blue), wins the game. Refer to the **Majority of Cups Rule** for the alternative method of winning the game.

Majority of Cups Rule

When a player or team is unable to win by completing a horizontal, vertical or diagonal row of three consecutive cups of their colored cups (red or blue), the player or team that has five of their colored cups wins the game (5 to 4).

Starting The Game

Flip a coin to see who starts or you can roll one of the mini dice to determine who starts (higher number

rolled).

The winning player or team starts the game. Each player gets one turn to throw a ping pong ball into one of the blue or red cups depending on what side the player or team is on.

Team Play Rule

When Tic-Tac-Toe is played using teams, the first player to make his or her shot into a blue or red cup will end the team's turn. Note: During a team's turn in any given round, multiple cups can NOT be made.

If a blue or red cup is made for the first time by either side, the made cup is removed and will replace the silver cup in the center of the table (see Diagram 1.3).

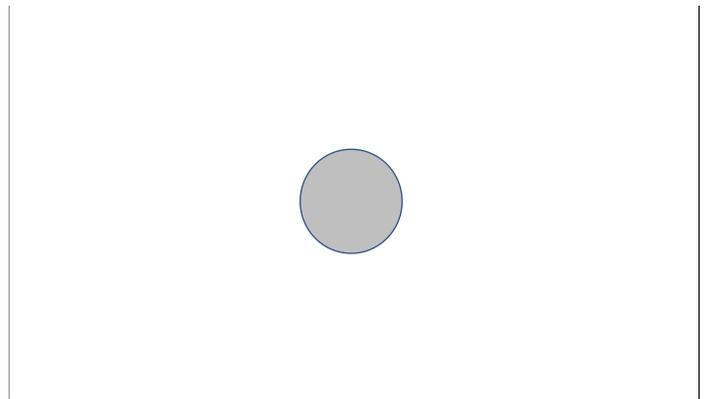


Diagram 1.3

For example, if the player or team shooting at the red cups, makes a red cup and that is the first cup made by either side, it will be removed from "the rack" and will replace the silver cup at the center of the table (see Diagram 1.4).

The outlines of the other bordering cups in Diagram 1.4 serves as a reference for where a player or team can place any future made cup during a game.

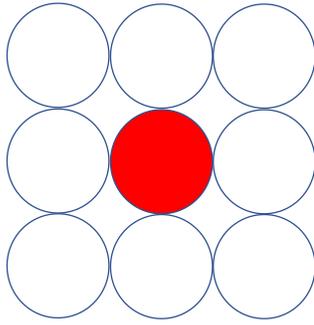


Diagram 1.4

After both sides have completed their turn, the first round is over.

The Second Round and Beyond

The player or team order from round one is maintained for the second round and beyond.

The play continues until a player or team has made a horizontal, vertical or diagonal row of three consecutive cups of either red or blue.

Race to 2 or 3 Wins

Tic-Tac-Toe should be played as a race to 2 (best of three) or race to 3 (best of five) wins which both players or teams must agree to in advance.

Note: Use the extra red and blue cups to keep track of the team winning each game of Tic-Tac-Toe as part of tracking the race to 2 or 3 wins.

Alternate Rules

For any War Pong game, players are always welcome to create variations in game play.

There are two rules for variations in Game Play:

1. The changes have to be communicated before the game starts.
2. Both players or teams must agree in advance to the changes in game play.

Credits

The following people made this game possible.

Game Concept: Scott Smith

Game Testing: Scott Smith
Greg Lauckner

Legal

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