

Tic-Tac-Sudoku

2 Players

Game Requires: A completed Sudoku and a pencil.

Object: To get Tic-Tac-Sudoku on the Map or to be the first player to score 13 points.

Overview of the Board: The board is made up of nine Tic-Tac-Toe boards that are in a 3x3 pattern...that is...the smaller Tic-Tac-Toe boards make up a larger one.

Set-Up: In this version of Tic-Tac-Toe you play with Circles and Squares instead of Xs and Os. You will need to draw two things off to the side of the board; a Tic-Tac-Toe board which will be called “The Map” and a scoreboard. Choose who is square and who is circle...and decide who goes first. The first player draws his symbol on any space that is not in the center Tic-Tac-Toe board. Draw your symbol so that the number on that space is inside your symbol and it can be seen (do not color in your symbol). The next player does the same.

On Your Turn: Tic-Tac-Sudoku is a turn-based game. On your turn you will draw your symbol on a space: The space you can draw your symbol on, is determined by the number inside the space you previously placed on the board (the one you can see the number in). You may place your symbol on any unoccupied space that has a number equal to, 1 less then or 1 more then the number in your non-colored in symbol. Example: Your current non-colored in symbol has the number 6 in it; you can place your symbol on a space with a 5,6 or 7. The numbers wrap around so you can go from a 9 to a 1 or a 1 to a 9. When drawing your symbol on the new space remember not to color it in, and to draw the symbol around the number so you can see the number. After you place your symbol on a space, color in the symbol on the old space (the one you used to determine the new placement) so you can no longer see the number. After you draw you symbol check to see if you scored (see scoring). *Note: there is a special rule for the first player that places in the center Tic-Tac-Toe board (see “The Center Tic-Tac-Toe Board”).*

Scoring: There are three ways to score, two give you points the third gives you a mark on “The Map”.

1. Small Board. Three in a row in one of the nine 3x3 boards. Scores 1 point
2. Common Space. The same space marked in three 3x3 boards in a row. Example: You have your symbol in the top left hand corner of the three upper boards. Scores 2 points
3. Board Map. If you get five spaces on one of the nine 3x3 boards place your mark on the corresponding board map.

If the placement of your symbol causes you to score more then one way, you get all scoring possibilities. *Example: you placed your square and you scored 2 directions on a small board, one direction on a common space and it is your 5th space on the small board...you would get 4 points plus the square on the Map.*

The Center Tic-Tac-Toe Board: Just like in regular Tic-Tac-Toe the center has a strategic advantage and the first player there gets the advantage. To null out this advantage this rule was created. The first player to place his symbol in the center Tic-Tac-Toe board must X out his previous placement. The Xed symbol cannot be used for scoring on this turn or in any future turns. Once a symbol has been placed in the center Tic-Tac-Toe board any player may now place without penalty of Xing out a symbol.

Can't Move: If a player can't make a legal move then he forfeits the rest of his moves and his opponent continues making moves until a game end condition happens.

Game Over: The game ends when a player gets Tic-Tac-Toe on “The Map” or a player has scored 13(or more) points or neither player can make a legal move.

Winning: There are three ways to win. If you get Tic-Tac-Toe on the “The Map” you win. If you get 13(or more) points you win. If neither player can make a legal move then high score wins, the tie breaker being the player that moved last.