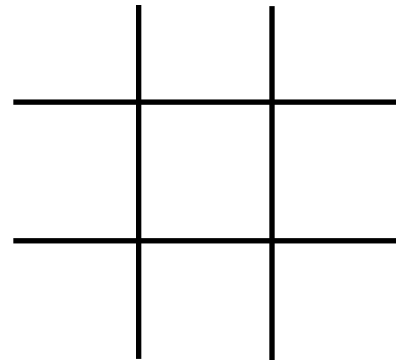
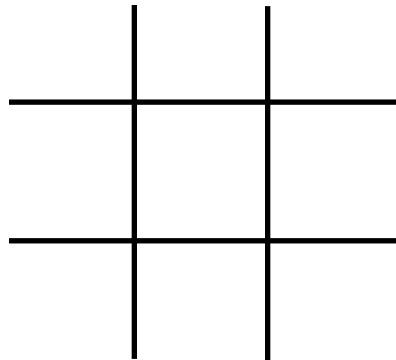
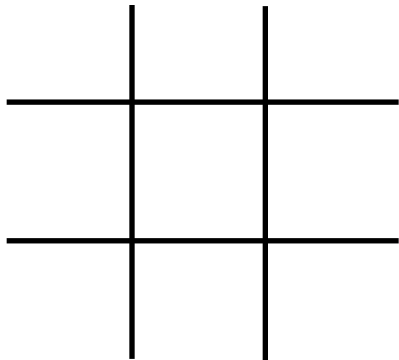
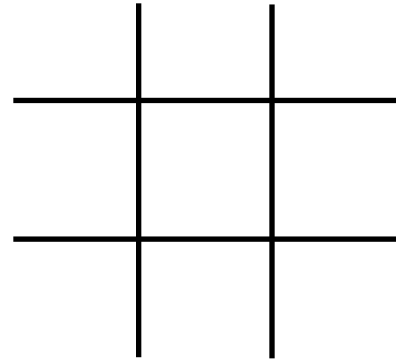
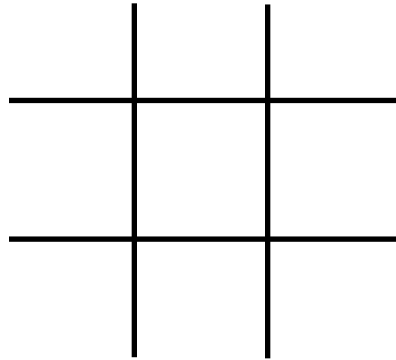
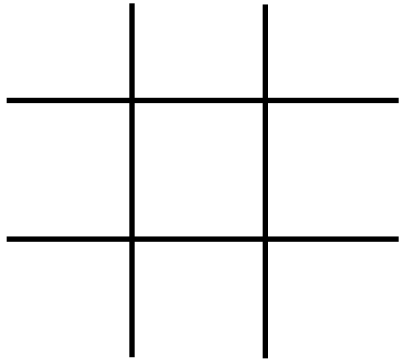
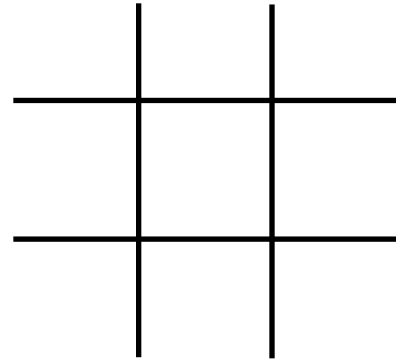
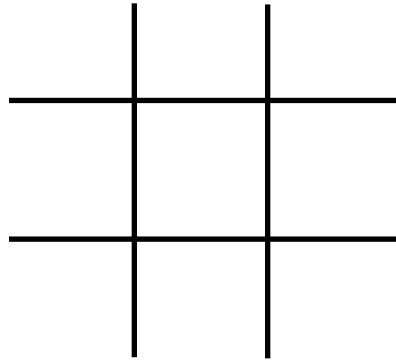
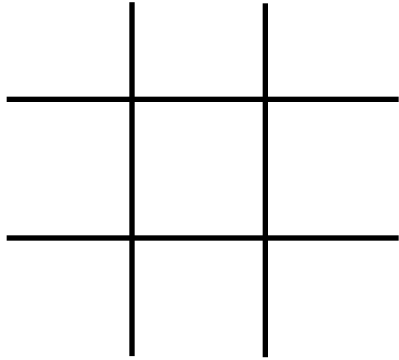


## Ultimate Tic-Tac-Toe



Each square is made up of another, smaller Tic-Tac-Toe board, and to win the square you have to win its mini-game.

You don't get to pick which of the nine boards to play on. That's determined by your opponent's previous move. Whichever square he picks, that's the board you must play in next. (And whichever square you pick will determine which board he plays on next.)

This lends a strategic element. You can't just focus on the little boards. You've got to consider where your move will send your opponent, and where his next move will send you, and so on.

The results might look odd. Players seem to move randomly, missing easy two and three in a rows. But they're thinking ahead to future moves, wary of setting up their opponent on prime real estate.

From Ben Orlin who discovered the game at a math picnic.