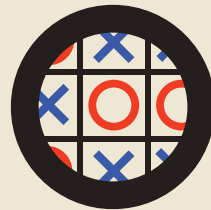
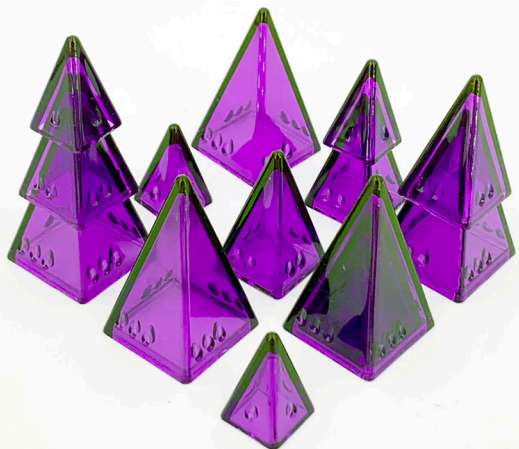


TIC TAC DOH!



DESIGNED BY BRIAN SCHULTZE



HOW TO PLAY

Players take turns placing pyramids onto the board. Each piece must be placed either onto a piece already in play, or into an imaginary square next to an existing piece within the 3x3 grid. (Diagonally counts as next to.)

TURN OPTIONS

On your turn, do one of the following:

- **FILL A SQUARE:** Play any piece in an empty space.
- **BUILD A TREE:** Add to or start a Tree by playing a Medium on a single Large, a Small on a single Medium, or a Small on a Medium that is already on a Large.
- **BUILD A NEST:** Add to or start a Nest by playing a Medium on a single Small, a Large on a single Medium, or a Large on a Medium that is already on a Small.

A square cannot contain both a Nest and a Tree.

As in Chess, once you let go of a piece it is considered played and cannot be moved.

HOW TO WIN

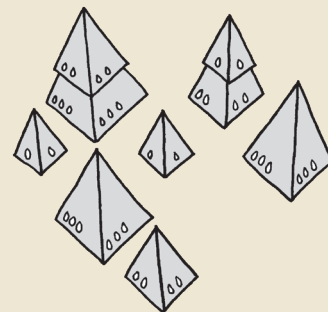
A Nest counts only as its outermost piece, whereas a Tree counts as any of the pieces it contains. So, a complete Tree counts as any and all sizes, but a full Nest counts only as a Large.

When you play a piece that causes three pieces to be in a row (vertically, horizontally, or diagonally) you win!

Once all pieces are on the board, the game ends in a tie.

EXAMPLE

Here's a typical game in progress. It's your turn. You can't win, but you do have one safe move available. You can safely place a Large into the empty corner up top.



DESIGNER'S NOTES

"The 'Doh!' comes from the fact that most of the time you try to place pieces so that you opponent can't win. I usually end up realizing I've screwed up a split second after I've let go of the piece and end up yelling 'Doh!'"

2 FAST SIMPLE

EQUIPMENT

- Five Trios of any color
- Volcano board (optional)



OVERVIEW

A very simple game inspired by Tic Tac Toe, played on an imaginary 3x3 grid.

GOAL

Play the third piece of the same size in a line (vertically, horizontally, or diagonally) within an imaginary 3x3 grid.

IMAGINARY GAMEBOARD

All pieces will be played within a 3x3 grid. At first, you won't know exactly where the edges of this grid will be, because the grid is created as you go. The boundaries will only become clear after the first few pieces have been played.

For example, the first piece could end up being in the center, or in one of the corners, or in the middle of an edge. No one knows until more pieces have been played.

USING AN ACTUAL BOARD

Although optional, a Volcano board makes a nice addition to this game.

When using an actual board, the first piece must be placed in the center space.



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