

# TIC-TAC-TOE 2 (Tris 2) Game Instructions

*Notice: Those instructions are made by [Giovanni '@cyb3rn0id' Bernardo](#) for his own 3D-printed version of the game which design is freely downloadable at makerworld (<https://makerworld.com/it/models/1397835-tris-2-deluxe-edition>) and are based on original Paolo Casarini instructions. This PDF cannot be modified, used for your own version, sold or redistributed without previous consent.*

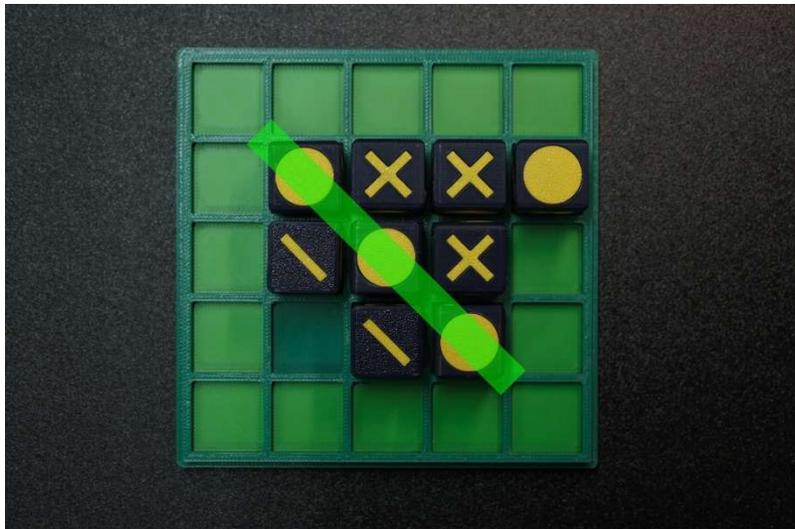
## Introduction

"TRIS 2" is the [Paolo Casarini](#) sequel to the classical **Tic-Tac-Toe** game. In addition to the "X" and "O" symbols, a third symbol was introduced: the bar "/" (also called "slash" or "dash"). You start with a grid already formed, and the goal is to form a three of a kind. To do this, you make a move, which consists of rotating one of the dice that form the grid sideways, revealing a different symbol. The game continues until someone makes three of a kind or a tie is established.

## Aim of the game

The aim is to "make three of a kind", just like the classical tic-tac-toe version! This means to line up 3 of *the same symbol*. The dice can be lined up horizontally, vertically or diagonally, with no empty spaces in between. It is also considered "three of a kind" if there are more than three of the same symbols lined up. Whichever symbol is lined up, the player who made the move to create it wins the game.

*Note: during moves, the slash can appear as flipped since is not a symmetrical symbol, but it's still considered the same symbol!*



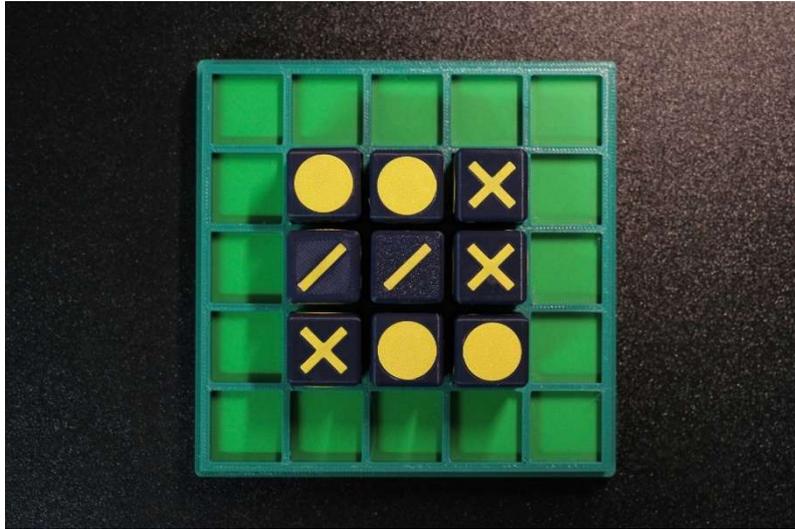
*Example of three of a kind made in TRIS 2: in this case a a diagonal of 3 circles occurred. Players don't 'own' a symbol like the classical tic-tac-toe, but only rotate a die*

## Game preparation

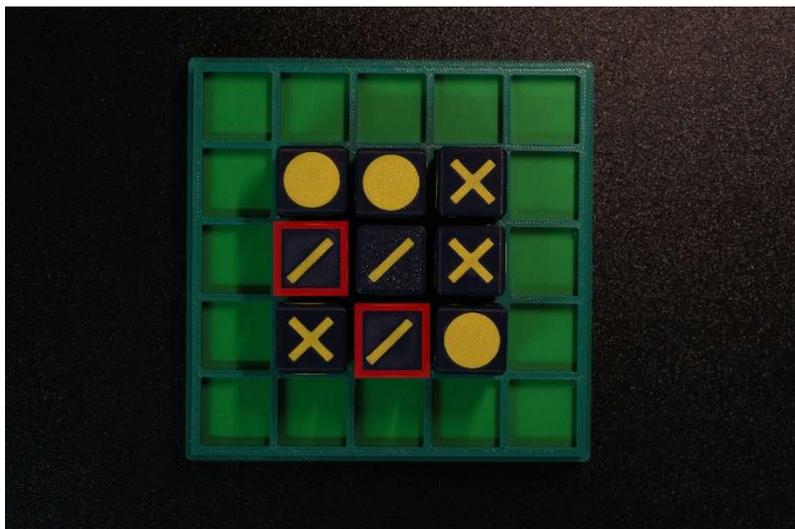
The game begins by preparing the base grid. The dice are placed randomly in the central 3x3 grid, so that:

- Let there be no three of a kind

- Among the dice in the middle of the sides of the 3x3 initial square, there should be no two identical symbols with a common vertex. This will prevent the possibility of winning with the first move (see images below for better understanding this rule).



*Example of correct starting field*



*Example of NON-correct starting field. There are two bars touching the dice in the middle of the sides of the square*

The first player is decided in any way you like. One possible way is to roll one of the dice, and use the order: /, X and O to determine who starts.

## How the game works

Each player makes a move until someone makes three of a kind, or until a tie is established. Two dice are "in contact" if they occupy two spaces of the grid that have at least one vertex in common.

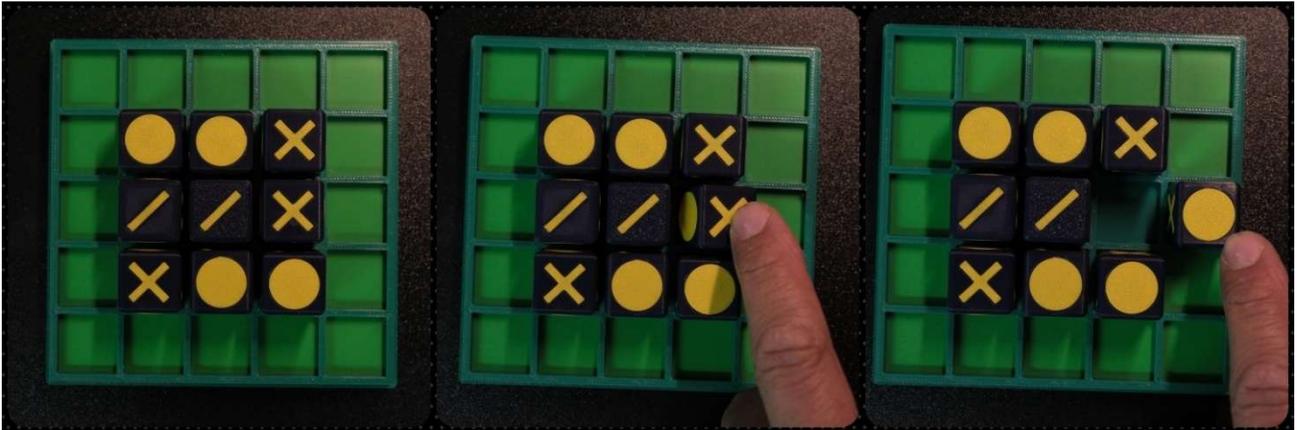
The move is as follows:

- A player chooses any die

- The die is rolled sideways in a free direction (not occupied by another die). The die does not rotate on itself, but moves one space in the direction of the roll, showing a new symbol. The rotation can only be done sideways (horizontally and vertically), and not diagonally.

This way, the die will rotate, showing a new symbol, and at the same time it will move 1 space on the grid in the direction of the roll. Before making a move, you can always check all faces of all dice for making your considerations.

***Important** : Rolling and translation are not two separate moves. The "movement" in the grid is due only to the rolling of the die. It is not necessary to make any other moves than rotating the die, which does not rotate on itself but "sideways", moving.*



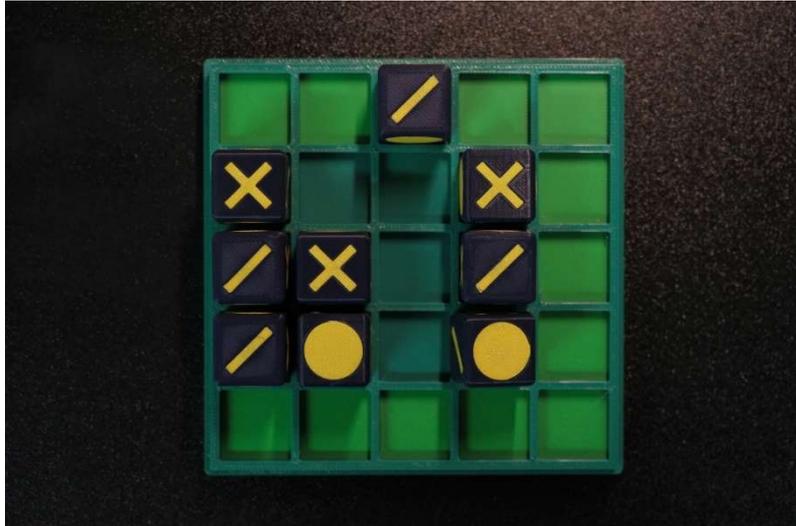
*Example of a move: player rotated the die having the X symbol through the right free spot, the die, by rotating, showed the face to the left of the X, a circle in this case*

**Exceptions:**

- After each move, *all* dice must be connectable with *all* other dice by contact at least one vertex. In other words, no "islands" can be created.
- *It is NOT allowed* to cancel the opponent's move by making the same move in the opposite direction. It is however possible to move the same die, but in a different direction.



*Example of a valid field: all dice are connected each other with at least one vertex*



*Example of an INVALID field. No move that creates dice "islands" is allowed*

## End of the game

When a three of a kind occurs, the game ends immediately and whoever made the last move is the winner. **A draw can be established** if both parties agree to it.

## Backwards compatibility

TRIS 2 is backwards compatible, meaning you can use it to play Tic-Tac-Toe. To do this, you can, for example, simply place all the dice in the central 3x3 grid with the / bar facing up, which represents the empty spaces. On your turn, to "write" an X or an O, you rotate the die on itself in the desired box, showing the chosen symbol.

Another method is to place all the dice outside the grid, and the players will place the dice in the central 3x3 grid with the chosen symbol, associated to the player, facing up.

The game continues according to the traditional rules of Tic Tac Toe.

You can find the original, [italian instructions](#), on Paolo Casarini website, also in PDF to be printed.