

The player who is playing "X" goes first. Players alternate placing Xs and Os on the board until either player has three in a row, horizontally, vertically, or diagonally or until all squares on the grid are filled. If a player is able to draw three Xs or three Os in a row, then that player wins. If all squares are filled and neither player has made a complete row of Xs or Os, then the game is a draw.

One of the game's best strategies involves creating a "fork," which is placing your mark in such a way that you have the opportunity to win two ways on your next turn.