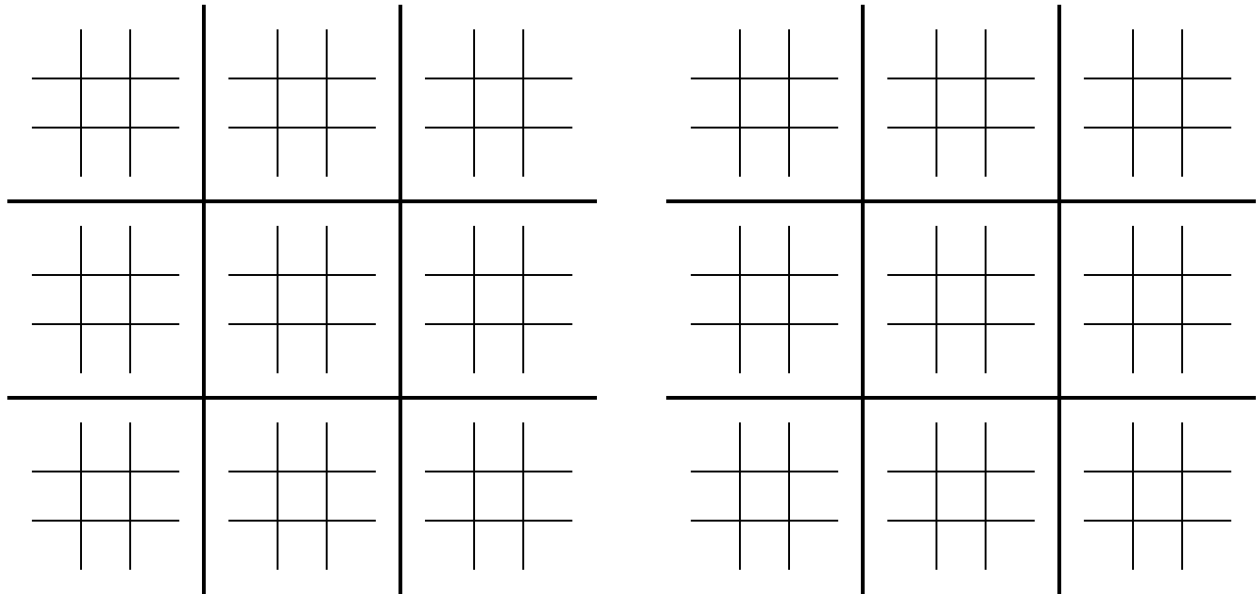

Warm-Up: Big-Tac-Toe

Prepared by Mark on January 23, 2025.

We have large tic-tac-toe grid, each cell of which contains another. On each turn, one player puts their glyph into a cell of a small grid. When the next player goes, they must make their move in the small grid in the same position as the previous player's move.

- The first player to move may pick any small grid to start in.
- If a player is directed to a grid that is *full*, that player may go anywhere.
A sub-grid that is “won” but not full may still be played in.

The first player to complete a line of three “won” subgrids wins the game.



Problem 1:

Play a few rounds of this game with someone nearby.
Can either player force a win?

Problem 2:

Modify the rules of this game to disallow play in won subgrids.
How does your strategy change?

