Tic Tac Toe Smart Paper

2nd Volunteer will use these rules to make strategic moves

! am the smart piece of paper.
Let's play tic tac toe.
I am X, and I go first. (For the purpose of this demonstration)
The student executing the Smart paper's move should use the steps below.
Move 1: Go in a corner.
Move 2: Go in the opposite corner to move
Move 3: IF there are 2 Xs and a space in a line THEN go in that space. IF there are 2 Os and a space in a line THEN go in that space. ELSE go in a free corner.
Move 4: IF there are 2 Xs and a space in a line THEN go in that space. IF there are 2 Os and a space in a line THEN go in that space. ELSE go in a free corner.
Move 5: Go in the free space.

- RULES FOR TIC-TAC-TOE.
- The game is played on a grid that's 3 squares by 3 squares.
- You are X, your friend (or the computer in this case) is O. ...
- The first player to get 3 of her marks in a row (up, down, across, or diagonally) is the winner.
- When all 9 squares are full, the game is over.