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div><div><div>It is played by two people who take turns marking o

n X or an O on a 3x3 grid. The first person to mark three of their s

igns in a horizontal, vertical, or diagonal row is the winner. If b

oth players use an optimal strategy, the game will always end in a draw, and thi

s game would become very boring and repetitive.</div></div></div&

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t;2ahUKEwjLm5D4j9GDAXvhu4BHYffCfGQFnoECAEQBg" href="{href}">&

lt;span><div>Alyssa Choi - Tic-Tac-Toe - National Museum of

Mathematics-<div>momath

: wp-content : uploads : 2024/08 : Alyssa-Choi-Tic-Tac-Toe</div></

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v><div><div><div><div>Most people know that playing f

irst is best in Tictactoe: for much the same reason, achievement gam

es in general favor the first player. There is a simple argument th

at, under certain conditions, achievement games favor the first player. Indeed,

in these games, the first player, playing properly, cannot lose.</div><

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t;a data-ved="2ahUKEwjLm5D4j9GDAXvhu4BHYffCfGQFnoECAEQDQ" href="

{href}"><div>More Games 4.1 The First Play

er Advantage 4.2 Nim<div>

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