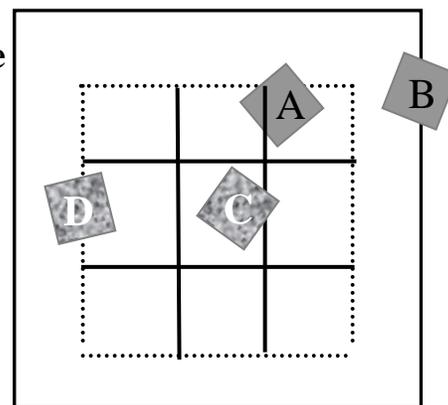


# 11338 Tic Tac Toe Floor Game



## Contents:

1 – Roll-up Target

10 – Beanbags (assorted colors, 5 each in 2 different colors)

## Required Materials:

**Tape** – 1” or 2” wide floor tape recommended (W4539 or W44540)

## TIC TAC TOE Instructions

### **Set-Up:**

- 1) Unroll the target and tape either the 4 corners or the full length of the 2 ends to the floor.
- 2) *Teams* – Divide players into 2 teams (1 or 2 players per team will work best)
- 3) *Throw Line* – Determine from how far away players will throw the beanbags at the target and mark a line at that distance. A distance of 6 feet is recommended as a good distance to try first. Move the line forward or back depending on the skill of the players. Use floor tape or other means to designate the throw line.
- 4) *Toss Order* – Flip a coin to determine which team goes first. Alternate which team goes first in subsequent games. Players stand with both feet behind the throw line and toss the beanbags at the target. Teams alternate tossing their beanbags at the target.

**Game Play** - Similar to the classic paper and pencil version of the game, the first team to land 3 of the same colored beanbags in the target such that they form a line (horizontally, vertically or diagonally) wins.

### **Questions and Variations:**

#### **The Basic Game**

- 1) *What's In* – Any beanbag that has any part of the bag within the square scoring portion of the board is “in”. The square portion of the board is shown above and is created by drawing imaginary lines around the outside of the standard Tic Tac Toe lines. The bag is considered to occupy the square in which the majority of the bag is within. In the Basic Game, once a team occupies a square, they own it for the extent of that game, regardless of whether it is knocked out of that square on subsequent tosses by either team. If 2 beanbags occupy the same square, it is owned by the team that had its beanbag there first.
- 2) *What's Out* – Any beanbag that misses the target that rest completely on the imaginary dotted lines or is the 2<sup>nd</sup> beanbag is considered out. If a beanbag lands “out”, a team will in effect lose that turn and the other team will toss next. Teams should pick-up beanbags that “out” immediately after they are thrown in this version of the game.

Examples: Bag “A” would be “in” the top right scoring square.

Bag “B” would be “out”

Bag “C” would be “in” the center square

Bag “D” would be “in” the middle left square

**Knock'em Out Game** – In this version of the game, a beanbag can be knocked out of its position. A beanbag can be knocked out by either team. If a beanbag is knocked out of one square and ends up in an unoccupied square, it would then be considered to occupy the new square. Beanbags that are normally “out”, but that could come into play if knocked onto the board can be left on the board as long as desired. If a team runs out of beanbags and no team has won, they can select one of their beanbags from the board to re-toss it.

**Overwrite Game** – In this version of the game, a player can take control of a square previously owned by the opposing team. Rather than the first team to land in a square permanently controlling that square, the last team to toss a beanbag into a particular square is said to have control of that square. To win in this version a team connects 3 beanbags and hold them after the opposing team gets a “Last Toss”. The team that is about to lose is allowed one last toss to try to “break-up” the win. This last toss can continue indefinitely until one team does not stop the other team from winning on their last toss. If a team runs out of beanbags and no team has won, they can select one of their beanbags from the board to re-toss it.

The position of the beanbags at the end of all tosses is the position used to determine points, meaning that beanbags on the board can be moved during the game by subsequent beanbags.