

NUMERICAL TIC-TAC-TOE – II

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ABSTRACT

Part I of this article discussed two very interesting variations on Tic-Tac-Toe that use numbers instead of X's and O's [1]. These variations were discovered by Ron Graham and P. H. Nygaard. Part I presents analyses of both games along with several open problems and the history of these games. Part II presents a winning strategy for Odd in Graham's game.

1. Ron Graham's Game

Ron Graham's Game uses the standard 3×3 Tic-Tac-Toe board. Instead of calling the players X and O, we call them Odd and Even. Odd gets the numbers 1, 3, 5, 7, and 9, while Even gets the numbers 2, 4, 6, and 8. Odd goes first, after which the players take turns placing one of their numbers in the empty cells of the standard Tic-Tac-Toe board. Numbers may be used only once. The object of the game is to be the player who completes a line that sums to 15. As in Tic-Tac-Toe, a line is a row, column, or diagonal.

Completing a line means being the player who puts the final number in it so the entire line sums to 15. Players are allowed to use numbers placed by the opponent to reach the sum of 15. Note that once a line contains two numbers whose sum is 15 or greater, there is no way to complete that line, although filling in the remaining cell might be necessary to complete a different line.

The setup for playing Graham's Game is quite simple. Start out with a piece of paper which has the familiar Tic-Tac-Toe board on it. To one side write a row with the numbers 1 3 5 7 9 in it and below it write a row with the numbers 2 4 6 8 in it. As the players use the numbers they must cross them off. Figure 1 shows the setup for playing Graham's Game.

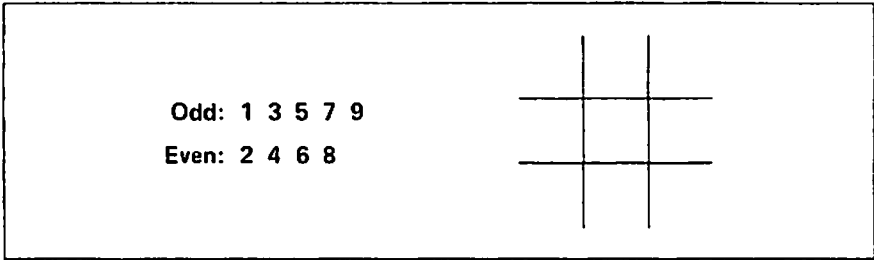


Figure 1. The setup for playing Graham's Game.

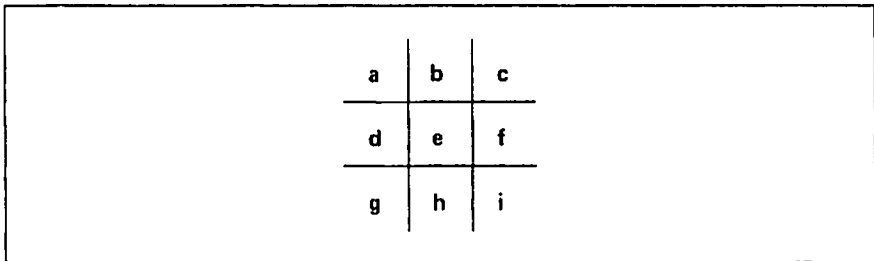
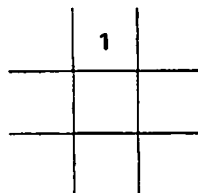


Figure 2. Labeling the positions on a Tic-Tac-Toe Board.

2. A Winning Strategy for Graham's Game

To explain the following strategy we must first introduce a compact system of labeling the Tic-Tac-Toe board. One possible labeling is shown in Figure 2. The notation in Figure 2 is similar to chess notation and was suggested to me by Danny Kopec. It is clearer than the numerical notation I was originally using since it distinguishes between values on the board and positions.

Odd can win by putting 1 into position b. By the reduction discussed in the previous section, putting 1 into positions d, f, and h should also lead to wins. Again, the reductions discussed in Part I of this article show that using $9 = 10 - 1$ should produce the same results. Thus, after the first move, the board should look like:



2a9h	2c9h	2d5c	2e3a	2f5a	2g3a	2h9a	2i3h
4a9h	4c9h	4d5c	4e7a	4f5a	4g7a	4h9a	4i7h
6a7c	6c7a	6d9a	6e9h	6f5a	6g9f	6h7e	6i9h
8a3c	8c3a	8d9a	8e9h	8f3a	8g9f	8h3e	8i9h

Figure 3. Odd's second move.

Odd's Second Move

The second move for Odd is given in Figure 3, where each sequence of four characters reads as

Even _ Number Position Odd _ Number Position

For example, the first entry means that if Even puts the 2 in position a, then Odd should put the 9 in position h. Note that all thirty-two possibilities (four responses in eight positions) are present in the table. Also note that for each move Even makes, Odd needs to have only one response.

Odd's Third Move

After Odd's second move, there will be three numbers on the board. Furthermore, if Odd follows the strategy given in Figure 3, only one of thirty-two games will be possible at this time. It is impossible for Odd to win after only two moves since two odd numbers and one even number cannot add up to 15.

In each case, Even can respond in $3 \times 6 = 18$ ways. As before, for each move that Even makes, Odd needs to have only one response. The correct responses are listed in Figures 4(a) and 4(b). To use this table, first look up the current configuration in the leftmost column. Each triple of digits gives one of the rows, thus the sequence 010 000 032 corresponds to the configuration

	1	
	3	2

where zeros indicate blank cells. Odd's responses are coded as before, except that this time an extra character (W or C) is added to the end of the 4-tuple indicating whether Odd Wins on that move or whether the game is to Continue.

Odd's Fourth Move

There are 181 configurations that must be analyzed after Odd's third move. These result because Odd did not win on the third move. Note that different sequences of moves can result in the same configuration. After Odd's third

010 000 032	4o9eW 4c9fW 4d9oC 4e9aW 4f9cW 4g9aC 6a7oW 6c7fW 6d9gC 6e7aW 6f7cW 6g9dC 8a5eW 8c5fW 8d5oC 8e5aW 8f5cW 8g5aC
010 000 074	2a9eW 2c9fW 2d9aC 2e9aW 2f9cW 2g9aC 6a5eW 6c5fW 6d5aC 6e5aW 6f5cW 6g5aC 8a3eW 8c3fW 8d9gC 8e3aW 8f3cW 8g9dC
010 000 096	2a5eW 2c5eW 2d5eW 2e7aW 2f5eW 2g5eW 4a5eW 4c5eW 4d5eW 4e5aW 4f5eW 4g5eW 8a5eW 8c5eW 8d5eW 8e7aC 8f5eW 8g5eW
010 000 098	2a5eW 2c5eW 2d5eW 2e5aW 2f5eW 2g5eW 4a5eW 4c5eW 4d5eW 4e3aW 4f5eW 4g5eW 6a5eW 6c5eW 6d5eW 6e3aC 6f5eW 6g5eW
010 009 600	2a7dW 2c7eW 2d7aW 2e7cW 2h7iW 2i7hW 4a5dW 4c5eW 4d5aW 4e5cW 4h5iW 4i5hW 8a3dC 8c3dC 8d3cC 8e3cC 8h3iC 8i3hC
010 009 800	2a5dW 2c5eW 2d5aW 2e5cW 2h5iW 2i5hW 4a3dW 4c3eW 4d3aW 4e3cW 4h3iW 4i3hW 6a7dC 6c7dC 6d7eC 6e7cC 6h7iC 6i7hC
010 030 080	2a5fC 2c5aC 2d5aC 2f5aC 2g5iW 2i5gW 4a7fC 4g7aC 4d7iC 4f7aC 4g7iC 4i7aC 6a9iC 6c7aC 6d9iC 6f9aC 6g9iC 6i9aC
010 060 090	2a7iW 2c7gW 2d7fW 2f7dW 2g7cW 2i7aW 4a5iW 4c5gW 4d5fW 4f5dW 4g5cW 4i5aW 8a3iC 8c3gC 8d3fC 8f3dC 8g3cC 8i3aC
010 070 060	2a3fC 2c3aC 2d3iC 2f3aC 2g3iC 2i3aC 4a5fC 4c5aC 4d5aC 4f5aC 4g5iW 4i5gW 8a9iC 8c3aC 8d9iC 8f9aC 8g9iC 8i9aC
010 080 090	2a5iW 2c5gW 2d5fW 2f5dW 2g5cW 2i5aW 4a3iW 4c3gW 4d3fW 4f3dW 4g3cW 4i3aW 6a7iC 6c7gC 6d7fC 6f7aC 6g7cC 6i7aC
012 000 090	4a5eW 4d5eW 4e7gC 4f5eW 4g5eW 4i5eW 6a8eW 6d5eW 6e7gW 6f5eW 6g5eW 6i5eW 8a5eW 8d5eW 8e5gW 8f5eW 8g5eW 8i5eW
014 000 090	2a5eW 2d5eW 2e3gC 2f5eW 2g5eW 2i5eW 6a5eW 6d5eW 6e5gW 6f5eW 6g5eW 6i5eW 8a5eW 8d5eW 8e3gW 8f5eW 8g5eW 8i5eW
015 200 000	4a9gW 4e9aW 4f9aW 4g9aW 4h9aW 4i9aW 6a7gW 6e9aW 6f9aW 6g9aW 6h9aW 6i9aW 8a3gC 8e9aW 8f9aW 8g9aW 8h9aW 8i9aW

Figure 4(a). Odd's third move.

move, there are five numbers on the board. Thus, Even has only $2 \times 4 = 8$ responses. Using the notation of Figure 4(b), Odd's fourth move is given in Figures 5(a) through 5(d).

Odd's Fifth Move

There is no need to give a table for Odd's fifth move since there are no options at that point. Odd must simply place the remaining number in the sole empty cell on the board. The above strategy is compact enough to be checked by hand, although such a verification would be rather time consuming.

All Initial Winning Moves

In discussing Graham's Game with Scot Morris, the question came up whether the first move given above and the symmetrical moves is the only winning first move, or whether there are other winning first moves. By modifying the search program to analyze all first moves, I was able to see that putting a 1, 3, 7, or 9 in positions b, d, f, and h were winning first moves. Table 1 compares the total number of configurations that were examined to reach this conclusion with the upper bound on the total number of configurations which was derived in Part I.

015	400	000	2a9gW	2e9aW	2f9aW	2g9aW	2h9aW	219aW	6a7gC	6e9aW	6f9aW
			6g9aW	6h9aW	619aW	8a3gW	8a9aW	8f9aW	8g9aW	8h9aW	819aW
210	000	090	4c5eW	4d5eW	4e71C	4f5eW	4g5eW	415eW	6c5eW	6d7gW	6e71W
			6f5eW	6g7dW	615eW	8c5eW	8d5gW	8e51W	8f5eW	8g5dW	815eW
310	000	200	4c9eW	4d9hC	4e9cW	4f9hC	4h91W	419cW	6c7eW	6d71C	6e7cW
			6f71C	6h71W	617hW	8c5eW	8d51C	8a5cW	8f51C	8h51W	815hW
310	000	030	2c51W	2d5eW	2e5aW	2g51C	2h7dC	215cW	4c71C	4d5hC	4e7dC
			4g71C	4h7gC	417dC	6c71C	6d71C	6e7dC	6g9hC	6h7dC	617dC
310	020	000	2c9gW	2d9fW	2e9cW	2g9cW	2h9gC	219cC	6c7gW	6d7fW	6f7dW
			6g7cW	6h7gC	617hC	8c5gW	8d5fW	8f5dW	8g5cW	8h5gC	815gC
310	000	000	2d51C	2e5gW	2f51W	2g5eW	2h5fC	215fW	4d71C	4e71C	4f71C
			4g7fC	4h7dC	417dC	6d71C	6e91C	6f71C	6g9fC	6h7eC	617dC
410	000	090	2d5oW	2d5eW	2e31C	2f5eW	2g5oW	215eW	6c5eW	6d5gW	6e51W
			6f5eW	6g5dW	615eW	8c5eW	8d3gW	8e31W	8f5eW	8g3dW	815eW
510	002	000	4c91W	4d9cW	4e9cW	4g9cW	4h9cW	419cW	6c71W	6d9cW	6e9cW
			6g9cW	6h9cW	619cW	8c31C	8d9cW	8e9cW	8g9cW	8h9cW	819cW
510	004	000	2c91W	2d9cW	2e9cW	2g9cW	2h9cW	219cW	6c71C	6d9cW	6e9cW
			6g9cW	6h9cW	619cW	8c31W	8d9cW	8e9cW	8g9cW	8h9cW	819cW
510	006	000	2c71W	2d9cW	2e9cW	2g9cW	2h9cW	219cW	4c71C	4d9cW	4e9cW
			4g9cW	4h9cW	419cW	8c3dC	8d9cW	8e9cW	8g9cW	8h9cW	819cW
617	000	000	2d9hC	2e31C	2f9hC	2g3fC	2h9fC	213dC	4d5gW	4e51W	4f5hC
			4g5dW	4h5fC	415eW	8d9hC	8e9gC	8f9hC	8g3fC	8h3fC	819dC
710	000	400	2c9eW	2d9hC	2e9cW	2f9hC	2h91W	219hW	6c5eW	6d5hC	6e5cW
			6f5hC	6h51W	615hW	8c3eW	8d31C	8e3cW	8f31C	8h31W	813hW
710	040	000	2c9gW	2d9fW	2f9dW	2g9cW	2h9gC	219cC	6c5gW	6d5fW	6f5dW
			6g5cW	6h5gC	615gC	8c3gW	8d3fW	8f3dW	8g3cW	8h3gC	813gC
716	000	000	2d31C	2e3gC	2f3gC	2g3fC	2h9dC	213dC	4d5gC	4e5gW	4f51W
			4g5eW	4h5fC	415fW	8d31C	8e91C	8f9gC	8g9fC	8h3eC	813dC
813	000	000	2d5gW	2e51W	2f5hC	2g5dW	2h5fC	215eW	4d9hC	4e71C	4f9hC
			4g7fC	4h9fC	417dC	6d9hC	6e9gC	6f9hC	6g7fC	6h7fC	619dC
910	000	020	4c7dC	4d5cW	4e5cW	4f5cW	4g5cW	415cW	6c7dC	6d5cW	6e5cW
			6f5cW	6g5cW	615cW	8c7dC	8d5cW	8e5cW	8f5cW	8g5cW	815cW
910	000	040	2c3dC	2d5cW	2e5cW	2f5cW	2g5cW	215cW	6c3dC	6d5cW	6e5cW
			6f5cW	6g5cW	615cW	8c3dC	8d5cW	8e5cW	8f5cW	8g5cW	815cW
910	600	000	2c7hC	2e5cW	2f5cW	2g5cW	2h5cW	215cW	4c7hC	4e5cW	4f5cW
			4g5cW	4h5cW	415cW	8c7hC	8e5cW	8f5cW	8g5cW	8h5cW	815cW
910	800	000	2c3hC	2e5cW	2f5cW	2g5cW	2h5cW	215cW	4c3hC	4e5cW	4f5cW
			4g5cW	4h5cW	415cW	6c3hC	6e5cW	6f5cW	6g5cW	6h5cW	615cW

Figure 4 (b). Odd's third move.

Table 1. The Pruning Results for Graham's Game

Size	Configurations	Examined	Percent
1	45	9	20
2	1440	288	20
3	20160	1567	8
4	181440	12529	7
5	907200	40928	5
6	2419200	141909	6
7	3628800	317586	9

010 009 630	2a7dW 2c7eW 2d7aW 2e5aW 4a5dW 4c5eW 4d5aW 4e5cW
010 009 683	2a7dW 2c7eW 2d7aW 2e7cW 4a5dW 4c5eW 4d5aW 4e5cW
010 009 867	2a5dW 2c5eW 2d5aW 2e5cW 4a3dW 4c3eW 4d3aW 4e3cW
010 009 876	2a5dW 2c5eW 2d5aW 2e5cW 4a3dW 4c3eW 4d3aW 4e5aW
010 030 487	2a9dW 2c5aW 2d9aW 2f5aW 6a5dW 6c5aW 6d5aW 6f5aW
010 030 689	2a7dW 2c7fC 2d7aW 2f7cC 4a5dW 4c5fC 4d5aW 4f5cC
010 070 263	4a9dW 4c5aW 4d9aW 4f5aW 8a5dW 8c5aW 8d5aW 8f5aW
010 070 869	2a5dW 2c5fC 2d5aW 2f5cC 4a3dW 4c3fC 4d3aW 4f3cC
010 270 063	4a9gW 4c5aW 4f5aW 4g9aW 8a5gW 8c5aW 8f5aW 8g5aW
010 368 090	2a71W 2c51W 2g7cW 2f5cW 4a51W 4c5fW 4g5aW 4f5aW
010 430 007	2a9gW 2c5aW 2f5aW 2g9aW 6a5gW 6c5aW 6f5aW 6g5aW
010 600 932	4a7eC 4c7fC 4e5fW 4f5eW 8a5eW 8c5fW 8e5aW 8f5cW
010 630 009	2a7gW 2c7fC 2f7cC 2g7aW 4a5gW 4c5fC 4f5cC 4g5aW
010 687 090	2a51W 2c5gW 2g5cW 2f5cW 4a51W 4c5gW 4g5aW 4f5aW
010 706 090	2a51W 2c5gW 2g5cW 2f5cW 4a31W 4c51W 4g3cW 4f5cW
010 800 974	2a3eC 2c3fC 2e5fW 2f5eW 6a5eW 6c5fW 6e5aW 6f5cW
010 863 090	2a5gW 2c7gW 2g5aW 2f7aW 4a51W 4c5gW 4g5cW 4f5aW
010 870 069	2a5gW 2c5fC 2f5cC 2g5aW 4a3gW 4c3fC 4f3cC 4g3aW
010 900 632	4a7eC 4c5eW 4e5cW 4f7cC 8a5eW 8c5fW 8e5aW 8f5cW
010 900 874	2a3eC 2c5eW 2e5cW 2f3cC 6a5eW 6c5fW 6e5aW 6f5cW
012 040 790	6a51W 6d5fW 6f5dW 6f5aW 8a31W 8d3fW 8f3dW 8f5fW
013 060 890	2a5dW 2d7fW 2f7dW 2f7aW 4a51W 4d5fW 4f3dW 4f5fW
013 089 600	2a7dW 2d7aW 2h71W 2f7hW 4a5dW 4d5aW 4h51W 4f5hW
013 899 600	2a7eC 2e7aC 2h71W 2f7hW 4a5eC 4e5aC 4h51W 4f5hW
014 020 390	6a71W 6d7fW 6f7dW 6f5fW 8a51W 8d5fW 8f5dW 8f5aW
016 080 790	2a51W 2d5fW 2f5dW 2f5aW 4a51W 4d5fW 4f3dW 4f5fW
016 709 800	2a5eC 2e5aC 2h51W 2f5hW 4a3eC 4e3aC 4h31W 4f3hW
017 069 800	2a5dW 2d5aW 2h51W 2f5hW 4a3dW 4d3aW 4h31W 4f3hW
017 080 690	2a51W 2d5fW 2f5dW 2f5aW 4a5dW 4d3fW 4f3dW 4f3aW
017 609 800	2a5eC 2e5aC 2h51W 2f5hW 4a3eC 4e3aC 4h31W 4f3hW
018 060 390	2a71W 2d7fW 2f7dW 2f5fW 4a51W 4d5fW 4f5dW 4f5aW
018 309 600	2a7eC 2e7aC 2h71W 2f7hW 4a5eC 4e5aC 4h51W 4f5hW
210 035 000	4c7dW 4d9gW 4g7dW 4f7dW 6c7dW 6d7gW 6g7dW 6f7dW
210 040 097	6c5gW 6d5fW 6f5dW 6g5cW 8c3gW 8d3fW 8f3dW 8g5dW
210 073 060	4c5dW 4d9gW 4g5dW 4f5dW 8c5dW 8d5gW 8g5dW 8f5dW
310 004 290	6c5eW 6d5eW 6e5dW 6f5eW 8c5eW 8d5eW 8e5cW 8f5eW
310 006 207	4c5eW 4d5eW 4e5dW 4h5eW 8c5eW 8d5eW 8e5cW 8h5eW
310 008 205	4c7eW 4d7eW 4e9cW 4h7eW 6c7eW 6d7eW 6e7cW 6h7eW
310 008 407	2c5eW 2d5eW 2e5dW 2h5eW 6c5eW 6d5eW 6e5cW 6h5eW
310 008 690	2c5eW 2d5eW 2e5dW 2f5eW 4c5eW 4d5eW 4e5cW 4f5eW
310 008 740	2c5dW 2d5eW 2e5dW 2f5dW 6c5dW 6d5eC 6e5dW 6f5dW
310 020 076	4c5fW 4d9fW 4f9dW 4g9cW 8c5gW 8d5fW 8f5dW 8g5cW
310 020 508	4c7dW 4d9fW 4f9dW 4h7dW 6c7dW 6d7fW 6f7dW 6h7dW
310 020 580	4c7dW 4d9fW 4f9dW 4f7dW 6c7dW 6d7fW 6f7dW 6f7dW
310 020 760	4c5dW 4d9fW 4f9dW 4f5dW 8c5dW 8d5fW 8f5dW 8f5dW
310 020 940	6c71C 6d7fW 6f7dW 6f7cC 8c51C 8d5fW 8f5dW 8f5cC
310 060 098	2c5fW 2d7fW 2f7dW 2g7cW 4c5gW 4d5fW 4f5dW 4g5cW
310 070 062	4c9fW 4d9gC 4f9cW 4g9dC 8c5fW 8d5gC 8f5cW 8g5dC
310 072 060	4c91W 4d51W 4g51W 4f5gW 8c51W 8d51W 8g51W 8f5cW
310 400 290	6c5eW 6e5fW 6f5eW 6f5eW 8c5eW 8e5cW 8f5eW 8f5eW
310 400 050	2c9eW 2e91C 2g9eW 2f9eW 6c9eW 6e91C 6g9eW 6f9eW
310 600 207	4c5eW 4e5fW 4f5eW 4h5eW 8c5eW 8e5cW 8f5eW 8h5eW
310 608 007	2c5eW 2e5hC 2g5eW 2h5eW 4c5eW 4e5hC 4g5eW 4h5eW

Figure 5(a). Odd's fourth move.

310	700	004	2c5gW	2e5gW	2g9hW	2h9gW	6c5gW	6e5gW	6g5hW	6h5gW
310	700	006	2c5gW	2o5gW	2g5hC	2h5gW	4c5gW	4e5gW	4g5hW	4h5gW
310	700	020	4c5gW	4e5gW	4g91W	419gW	6c5gW	6e5gW	6g91C	615gW
310	700	060	2c5gW	2e5gW	2g51C	215gW	4c5gW	4e5gW	4g51W	415gW
310	740	000	2c5gW	2g9cW	2h5gW	215gW	6c5gW	6g5cW	6h5gW	615gW
310	760	000	2c5gW	2g5cC	2h5gW	215gW	4c5gW	4g5cW	4h5gW	415gW
310	800	205	4c7eW	4e9cW	4f7eW	4h7oW	6c7eW	6e7cW	6f7oW	6h7oW
312	070	060	4d51W	4f91W	4g51W	415gW	8d51W	8f51W	8g51W	815fW
314	000	007	2d5eW	2e5dW	2g5eW	2h5eW	6d5eW	6e5gW	6g5eW	6h5eW
316	000	007	2d5eW	2e5dW	2g5eW	2h5eW	4d5eW	4e5gW	4g5eW	4h5eW
318	004	007	2d9eW	2e9dW	2g5eW	2h5eW	6d5eW	6e5dW	6g5eW	6h5eW
318	005	020	4e9eC	4e9dC	4g91W	419gW	6d7eC	6e7dC	6g71W	617gW
318	006	007	2d5eW	2e5gW	2g5eW	2h5eW	4d5eW	4e5dW	4g5eW	4h5eW
318	007	400	2d9eC	2e9dC	2h91W	219hW	6d5eC	6e5dC	6h51W	615hW
318	009	600	2d7eC	2e7dC	2h71W	217hW	4d5eC	4e5dC	4h51W	415hW
318	040	007	2e9fW	2f9dW	2g9hC	2h9gC	6d5fW	6f5dW	6g5hC	6h5gC
318	060	009	2d7fW	2f7dW	2g7hC	2h7gC	4d5fW	4f5dW	4g5hC	4h5gC
318	070	009	2d51W	2f51W	2g51W	215fW	4d51W	4f51W	4g51W	415gW
318	200	005	4e9fW	4f9eW	4g7eW	4h7eW	6e7fW	6f7eW	6g7eW	6h7eW
318	400	007	2e9fW	2f9eW	2g5eW	2h5eW	6e5fW	6f5eW	6g5eW	6h5eW
318	600	007	2e5gW	2f5eW	2g5eW	2h5eW	4e5fW	4f5eW	4g5eW	4h5eW
318	700	004	2e5gW	2f5gW	2g9hW	2h9gW	6e5gW	6f5gW	6g5hW	6h5gW
318	700	006	2e5gW	2f5gW	2g5eW	2h5gW	4e5gW	4f5gW	4g5hW	4h5gW
318	700	040	2e5gW	2f5gW	2g91W	219gW	6e5gW	6f5gW	6g51W	615gW
319	020	004	6d7fW	6f7dW	6g5hW	6h5gW	8d5fW	8f5dW	8g5hC	8h5gC
410	020	093	6c7gW	6d7fW	6f7dW	6g5dW	8c5gW	8d5fW	8f5dW	8g5cW
410	037	000	2c5dW	2d9gW	2g5dW	215dW	6c5dW	6d5gW	6g5dW	615dW
410	075	000	2c3dW	2d9gW	2g3dW	213dW	8c3dW	8d3gW	8g3dW	813dW
510	000	674	2c9fW	2d9cW	2e9cW	2f9cW	8c3fW	8d9cW	8e9cW	8f9cW
510	000	832	4c9fW	4d9cW	4e9cW	4f9cW	6c7fW	6d9cW	6e9cW	6f9cW
510	032	000	4c91W	4d9cW	4g9cW	419cW	6c71W	6d9cW	6g9cW	619cW
510	074	000	2c91W	2d9cW	2g9cW	219cW	8c31W	8d9cW	8g9cW	819cW
510	230	000	4c71W	4f9cW	4g9cW	419cW	6c71W	6f9cW	6g9cW	619cW
510	470	000	2c31W	2f9cW	2g9cW	219cW	8c31W	8f9cW	8g9cW	819cW
510	600	074	2c9fW	2e9cW	2f9cW	2g9cW	8c3fW	8e9cW	8f9cW	8g9cW
510	800	000	4c9fW	4e9cW	4f9cW	4g9cW	6c7fW	6e9cW	6f9cW	6g9cW
512	030	006	4d71W	4f91W	4g71W	419fW	6d71W	6f71W	6g71W	617fW
514	006	007	2d3eW	2e9gW	2g3eW	2h3eW	8d3eW	8e3gW	8g3eW	8h3eW
514	070	060	2d31W	2f91W	2g31W	219fW	8d31W	8f31W	8g31W	813fW
516	004	007	2d9eW	2e9dW	2g3eW	2h3eW	8d3eW	8e3dW	8g3eW	8h3eW
518	002	003	4d9eW	4e9dW	4g7eW	4h7eW	6d7eW	6f7dW	6g7eW	6h7eW
518	300	000	2e7gW	2g7eC	2h7gW	217gW	4e7gW	4g7eC	4h7gW	417gW
610	030	009	2c7fC	2d7gW	2f7cC	2g7dW	4c5fC	4d5gW	4f5cC	4g5dW
610	080	007	2c5gW	2d5fW	2f5dW	2g5cW	4c3gW	4d3fW	4f3dW	4g5dW
610	700	800	2c5eW	2e5cW	2h51W	215hW	4c3eW	4e51W	4h31W	413hW
615	400	700	2e9fW	2f9eW	2h3eW	213eW	8e3fW	8f3eW	8h3eW	813eW
617	002	090	4d5gW	4e51W	4g5dW	415eW	8d5eW	8e5dW	8g5eW	815eW
617	003	000	2d51W	2e51W	2g51W	215gW	4d5gW	4e51W	4g5dW	415eW
617	003	200	4d51W	4e51W	4h91W	419hW	8d51W	8e51W	8h51W	815hW
617	003	800	2d51W	2e51W	2h51W	215hW	4d51W	4e51W	4h51W	415eW
617	004	050	2d9eW	2e9dW	2g9eW	219eW	8d3eW	8e3dW	8g9eW	819eW
617	005	040	2d31W	2e31W	2g91W	219gW	8d31W	8e31W	8g31W	813gW
617	008	090	2d5eW	2e5dW	2g5eW	215eW	4d3eW	4e3dW	4g5dW	415eW

Figure 5(b). Odd's fourth move.

617	009	020	4d5gW	4e51W	4g5dW	415eW	8d3gC	8e31C	8g51W	815gW
617	020	003	4d9fW	4f9dW	4g5dW	4h5fW	8d5fW	8f5dW	8g5fW	8h5fW
617	000	900	2d5fW	2f5dW	2h51C	215hC	4d3fW	4f3dW	4h31C	413hC
617	200	090	4e51W	4f5eW	4g5eW	415eW	8e5fW	8f5eW	8g5eW	815eW
617	300	002	4e9fC	4f9eC	4g9hW	4h9gW	8e5fC	8f5eC	8g5hW	8h5gW
617	800	090	2e5fW	2f5eW	2g5eW	215eW	4e3fW	4f3eW	4g5eW	415eW
617	900	008	2e5fC	2f5eC	2g5hW	2h5gW	4e3fC	4f3eC	4g3hW	4h3gW
710	002	490	6c5eW	6d5eW	6e5cW	615eW	8c5eW	8d5eW	8e5dW	815eW
710	006	450	2c9eW	2d9eW	2e9cW	219eW	8c9eW	8d9eW	8e3cW	819eW
710	008	403	2c5eW	2d5eW	2e5dW	2h5eW	6c5eW	6d5eW	6e5cW	6h5eW
710	030	004	2c9fW	2d9gC	2f9cW	2g9dC	6c5fW	6d5gC	6f5cW	6g5dC
710	034	000	2c91W	2d51W	2g51W	215gW	6c51W	6d51W	6g51W	615cW
710	040	300	2c5dW	2d9fW	2f9dW	2h5dW	6c5dW	6d5fW	6f5dW	6h5dW
710	040	300	2c5dW	2d9fW	2f9dW	215dW	6c5dW	6d5fW	6f5dW	615dW
710	040	506	2c3dW	2d9fW	2f9dW	2h3dW	8c3dW	8d3fW	8f3dW	8h3dW
710	040	560	2c3dW	2d9fW	2f9dW	213dW	8c3dW	8d3fW	8f3dW	813dW
710	040	920	6c51C	6d5fW	6f5dW	615cC	8c31C	8d3fW	8f3dW	813cC
710	000	096	2c5gW	2d5fW	2f5dW	2g5cW	4c5fW	4d3fW	4f3dW	4g3cW
710	200	490	6c5eW	6e5cW	6f5eW	615eW	8c5eW	8e5fW	8f5eW	815eW
710	600	450	2c9eW	2e9cW	2f9eW	219eW	8c9eW	8e3cW	8f9eW	819eW
710	800	403	2c5eW	2e5fW	2f5eW	2h5eW	6c5eW	6e5cW	6f5eW	6h5eW
714	030	000	2d51W	2f91W	2g51W	215gW	6d51W	6f51W	6g51W	615fW
716	002	300	4d9eW	4e9dW	4h5dW	415dW	8d5eW	8e5dW	8h5dW	815dW
716	003	200	4d9eC	4e9dC	4h91W	419hW	8d5eC	8e5dC	8h51W	815hW
716	000	040	2d9eC	2e9dC	2g91W	219gW	8c3eC	8e3dC	8g31W	813gW
716	000	900	2d5eW	2e5dW	2h51C	215hC	4d3eW	4e3dW	4h31C	413hC
716	009	800	2d5eC	2e5dC	2h51W	215hW	4d3eC	4e3dC	4h31W	413hW
716	020	300	4d9fW	4f9dW	4h5dW	415dW	8d5fW	8f5dW	8h5dW	815dW
716	030	000	2d51W	2f51W	2g51W	215gW	4d51W	4f51W	4g51W	415fW
716	000	009	2d5fW	2f5dW	2g5hC	2h5gC	4d3fW	4f3dW	4g3hC	4h3gC
716	200	003	4e9fW	4f9eW	4g5eW	4h5eW	8e5fW	8f5eW	8g5eW	8h5eW
716	300	002	4e5gW	4f5gW	4g9hW	4h9gW	8e5gW	8f5gW	8g5hW	8h5gW
716	300	008	2e5gW	2f5gW	2g5hW	2h5gW	4e5gW	4f5gW	4g5eW	4h5gW
716	400	500	2e9fW	2f9eW	2h91C	219hC	8e3fW	8f3eW	8h31C	813hC
716	800	003	2e5fW	2f5eW	2g5eW	2h5eW	4e5gW	4f5eW	4g5eW	4h5eW
716	900	020	4e5gW	4f51W	4g5eW	415fW	8e3gC	8f31C	8g51W	815gW
719	040	002	6d5fW	6f5dW	6g5hC	6h5gC	8d3fW	8f3dW	8g5hW	8h5gW
810	060	093	2c7gW	2d7fW	2f7dW	2g5dW	4c5gW	4d5fW	4f5dW	4g5cW
810	070	069	2c5fC	2d5gW	2f5cC	2g5dW	4c3fC	4d3gW	4f3cC	4g3dW
810	309	600	2c7eW	2e51W	2h71W	217hW	4c5eW	4e5cW	4h51W	415hW
813	002	050	4d9eW	4e9dW	4g9eW	419eW	6d7eW	6e7dW	6g9eW	619eW
813	004	090	2d5gW	2e51W	2g5dW	215eW	6d5eW	6e5dW	6g5eW	615eW
813	005	020	4d71W	4e71W	4g91W	419gW	6d71W	6e71W	6g71W	617gW
813	006	060	2d7eW	2e7dW	2g5dW	215eW	4d5eW	4e5dW	4g5eW	415eW
813	007	060	2d5gW	2e51W	2g5dW	215eW	4d51W	4e51W	4g51W	415gW
813	007	400	2d51W	2e51W	2h91W	219hW	6d51W	6e51W	6h51W	615hW
813	007	600	2d51W	2e51W	2h51W	215eW	4d51W	4e51W	4h51W	415hW
813	009	040	2d5gW	2e51W	2g5dW	215eW	6d7gC	6e71C	6g51W	615gW
813	040	007	2d9fW	2f9dW	2g5dW	2h5fW	6d5fW	6f5dW	6g5fW	6h5fW
813	060	900	2d7fW	2f7dW	2h71C	217hC	4d5fW	4f5dW	4h51C	415hC
813	400	090	2e51W	2f5eW	2g5eW	215eW	6e5fW	6f5eW	6g5eW	615eW
813	600	090	2e7fW	2f7eW	2g5eW	215eW	4e5fW	4f5eW	4g5eW	415eW
813	700	004	2e9fC	2f9eC	2g9hW	2h9gW	6e5fC	6f5eC	6g5hW	6h5gW

Figure 5(c). Odd's fourth move.

813	900	006	2e7fC	2f7eC	2g7hW	2h7gW	4e5fC	4f5eC	4g5hW	4h5gW
815	200	300	4e9fW	4f9eW	4h7eW	4i7eW	6e7fW	6f7eW	6h7eW	6i7eW
910	000	274	6c5fW	6d5cW	6e5cW	6f5cW	8c3fW	8d5cW	8e5cW	8f5cW
910	000	432	6c7fW	6d5cW	6e5cW	6f5cW	8c5fW	8d5cW	8e5cW	8f5cW
910	030	006	2c7fW	2d5cW	2f5cW	2g5cW	4c5fW	4d5cW	4f5cW	4g5cW
910	036	000	2c7iW	2d5cW	2g5cW	2i5cW	4c5iW	4d5cW	4g5cW	4i5cW
910	070	060	2c5fW	2d5cW	2f5cW	2g5cW	4c3fW	4d5cW	4f5cW	4g5cW
910	078	060	2c5iW	2d5cW	2g5cW	2i5cW	4c3iW	4d5cW	4g5cW	4i5cW
910	200	074	6c5fW	6e5cW	6f5cW	6g5cW	8c3fW	8e5cW	8f5cW	8g5cW
910	400	032	6c7fW	6e5cW	6f5cW	6g5cW	8c5fW	8e5cW	8f5cW	8g5cW
912	300	040	6e7gW	6f7iW	6g5iW	6i5gW	8e5gW	8f5iW	8g5eW	8i5iW
912	600	070	4e5fW	4f5eW	4g3eC	4i3fC	8e5gW	8f5iW	8g5eW	8i5fW
912	800	030	4e5gC	4f5iC	4g5eC	4i5fC	6e7gW	6f7iW	6g7eW	6i7fW
914	600	070	2e5gC	2f5iC	2g5eC	2i5fC	8e3gW	8f3iW	8g3eW	8i3fW
914	700	020	6e5gW	6f5iW	6g5eW	6i5fW	8e3gW	8f3iW	8g5iW	8i5gW
914	800	030	2e5fW	2f5eW	2g7eC	2i7fC	6e5gW	6f5iW	6g5eW	6i5fW
916	300	040	2c7gW	2f7iW	2g7eW	2i7fW	8e5gC	8f5iC	8g5eC	8i5fC
916	700	020	4e5gW	4f5iW	4g5eW	4i5fW	8e3gC	8f3iC	8g5iW	8i5gW
916	800	030	2e5fW	2f5eW	2g7eW	2i7fW	4e5gW	4f5iW	4g5eW	4i5fW
918	300	040	2e5gW	2f5iW	2g5eW	2i5fW	6e7gC	6f7iC	6g5iW	6i5gW
918	600	070	2e5gW	2f5iW	2g5eW	2i5fW	4e5fW	4f5eW	4g3eW	4i3fW
918	700	020	4e3gW	4f3iW	4g3eW	4i3fW	6e5gC	6f5iC	6g5eC	6i5fC

Figure 5(d). Odd's fourth move.

Acknowledgments

Besides the people mentioned in Part I of this article, I would also like to thank Danny Kopec for suggesting the change in notation and Scot Morris for discussions which led to my further exploring of initial winning moves.

Note

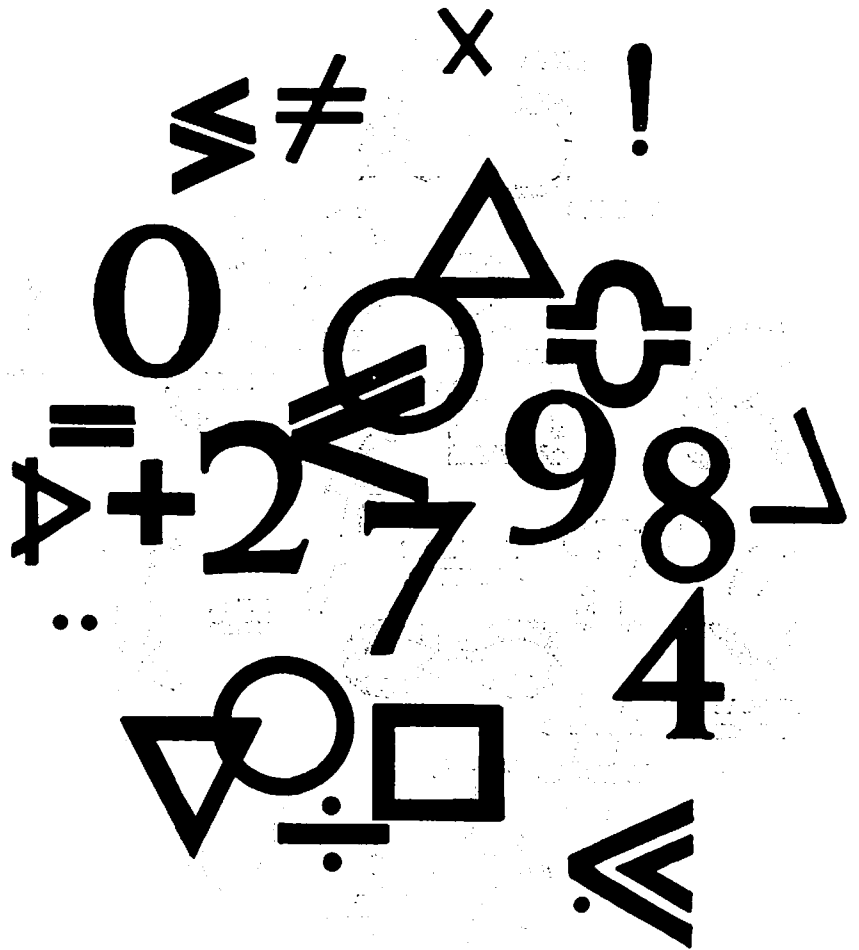
William Conklin has noted that the example shown in Figure 5 of [1] is correct only if Odd places 9 in position X, otherwise Odd can get a line of 15 by placing 9 in the lower right corner. Even's correct strategy is the following: If Odd blocks with a 9, 7, 3, or 1, Even responds with a 4, 6, 8, or 8 in the center. Whenever Odd's first move uses 5, Even can always threaten to win by using 2 appropriately. If Odd blocks using 9, 7, 3, or 1, Even can always force a win by responding with a 4, 6, 8, or 8.

Reference

1. G. Markowsky, Numerical Tic-Tac-Toe-I, *Journal of Recreational Mathematics*, 22:2, pp. 114-123, 1990.

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CONTENTS

Fractals and <i>The Cat in the Hat</i> <i>Akhlesh Lakhtakia</i>	161
Attention <i>Charles W. Trigg</i>	164
Polysticks <i>Brian R. Barwell</i>	165
All Known Replicating Fibonacci Digits Less Than One Billion <i>Clifford A. Pickover</i>	176
Position-Additive Prime Couples <i>Charles W. Trigg</i>	179
Position-Subtractive Prime Couples <i>Charles W. Trigg</i>	182
Tiling the Bent Tromino with N Congruent Shapes <i>Martin Gardner</i>	185
Numerical Tic-Tac-Toe – II <i>George Markowsky</i>	192
Some Remarks Concerning the Gregorian Calendar. III <i>R. M. Sternheimer</i>	201
Book Reviews <i>edited by Samuel Yates</i>	213
Alphametics and Solutions to 21(3) Alphametics <i>edited by Steven Kahan</i>	217
Problems and Conjectures <i>edited by Joseph S. Madachy</i>	222
Solutions to Problems and Conjectures <i>edited by Joseph S. Madachy</i>	229
Solvers' List	239