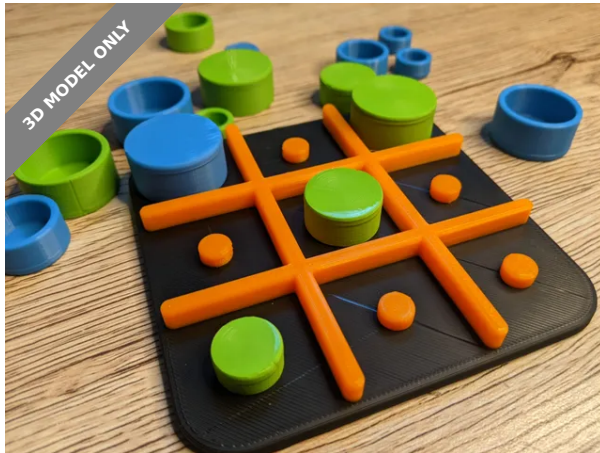




Tic-Tac-Cap: A Game of Stacking and Stealing

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Summary

A new twist on a classic game that's easy to understand, but hard to master!

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Tic-Tac-Cap is a variation of the traditional "tic-tac-toe" (or "noughts and crosses") game. The goal is still to claim three spaces in a row, but this version allows you to steal back spaces. However, be careful: you only have a limited number of markers!

This project is an easy print. The hardest part is to change filament at the correct height. Or don't: the game still works great!

Want to sell prints of this model? Check out my [Printables Club!](#)

Game Rules

Similar to traditional tic-tac-toe, the goal of this game is to place three of your markers in a single line.

Each player receives three each of the large, medium, and small markers.

The players take turns placing a marker into a space. A player can place any size marker in an empty space. If a space is occupied, a player can only add a marker if the new marker is larger than the present marker.

For example: if a space contains a small marker, you can place a medium or large marker. If you place a medium marker, your opponent can potentially steal that space by placing a large marker. If you place a large marker, that space belongs to you and cannot be stolen.

However, during each player's first turn, they can only place a small marker. During their second turn, they can place either a small or medium marker. For every subsequent round, the players can place any available size.

A player must place a marker if a move is available. If a player cannot place a marker, then that player passes on their turn.

If either player has three of their markers in a line, then that player immediately **wins**. If both players cannot place a marker (two passes in immediate succession), then the game is a **draw**.

Variations

In a standard game, each player receives three of each size marker. However, changing that quantity can greatly vary the gameplay and strategy. Please note that these variations require additional markers, so consider printing a few extra.

Here are four of my favorite variations:

- **The Easy Rider:** Each player receives four of each size marker. This makes the game move faster, but reduces the emphasis on resource management.
- **The Manager:** Each player receives one large, two medium, and three small markers. This variant emphasizes the resource management portion of the game. If you really want a challenge, add a time limit...
- **The Heist:** Each player receives four small markers and one large marker. Stealing spaces is allowed, but you'll only be able to steal once. Be careful: timing is everything and distractions can be dangerous!
- **The Standard:** Each player receives only five small markers. It's your standard, everyday tic-tac-toe!

Printing

Recommended settings:

- Nozzle: 0.4 mm
- Layer Height: 0.2 mm
- Infill: 10%
- Vertical Shells: 3
- Top/Bottom Layers: 5
- Supports: No

For standard gameplay, each player will need three large markers, three medium markers, and three small markers. Each player should have their own color, so you'll end up with 18 total markers (9 of each color). If you want to experiment with the variations above, consider printing extra.

For the board, I highly suggest changing filament midway through printing. This will make the separator lines and cap pegs stand out. The filament swap should occur after 4 mm have been printed. If you're printing at a 0.2 mm layer height, simply add a color change at **4.2 mm** (layer 21).

If you're looking to make the game conveniently portable, check out [Thessiell's lid](#).

Don't forget to rate and share your make!

Model files



tictaccap-board.stl

☐ Change filament after 4 mm!



tictaccap-smallmarker.stl

☐ Print 3 for each player!



tictaccap-largemarker.stl

☐ Print 3 for each player!



tictaccap-mediummarker.stl

🖨️ Print 3 for each player!

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