

How to Play Coordinate Plane Four-in-a-Row

Objective

To be the first player to get four in a row, vertically, horizontally, or diagonally.

How to Play

1. One player is **X**, and the other player is **O**. On his turn, each player will place his mark at a point on the coordinate plane determined by the ordered pair for his turn.

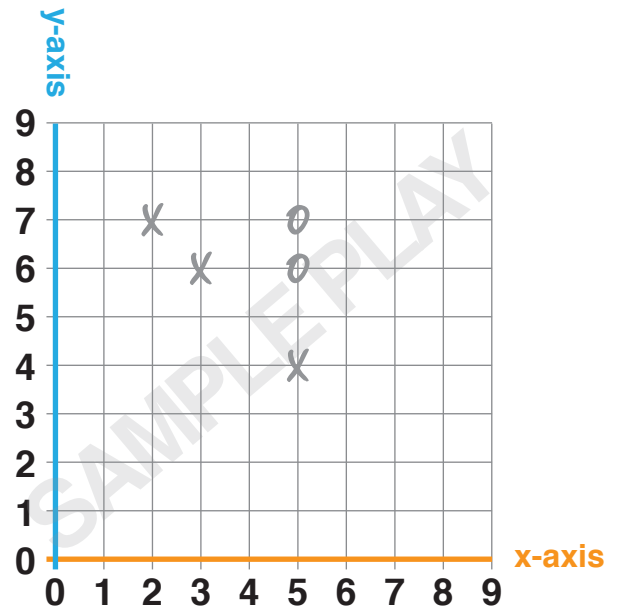
2. On the first turn, player **X** chooses 2 numbers from 0 through 9 and places them on the lines in the first ordered pair, one for the x value and one for the y value. He then marks an **X** on the coordinate plane at those coordinates. His turn ends.

3. Player **O** can then change one of the coordinates for his turn, either the x or the y value. He then writes his chosen coordinates on the lines of the next ordered pair and marks his **O** on the coordinate plane at those coordinates. His turn ends.

4. Play continues in this manner, with each player changing only one of the numbers in the ordered pair and placing his mark in the appropriate spot on the coordinate plane.

Winning the Game

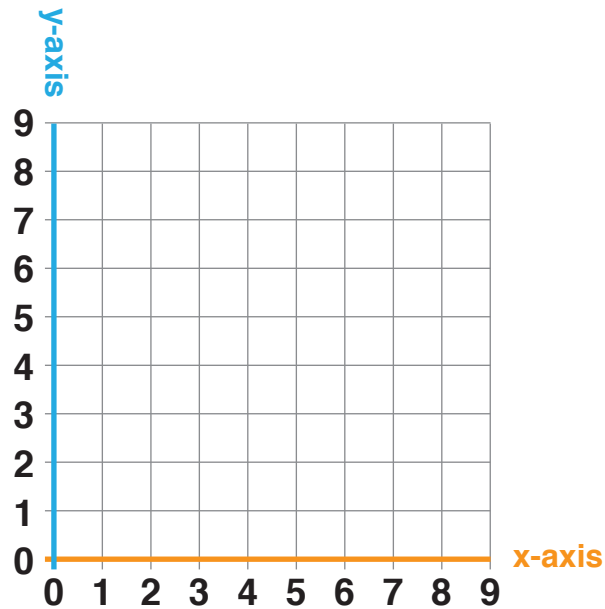
A player wins when he successfully places four of his marks in a row on the coordinate plane, either horizontally, vertically, or diagonally.



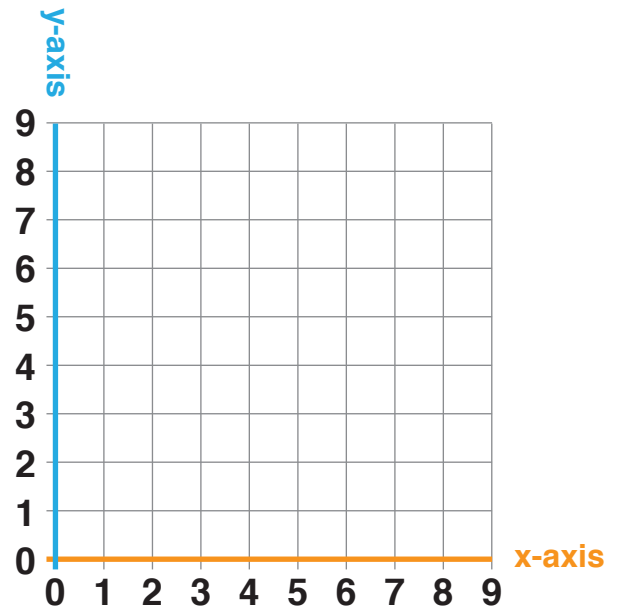
X	(<u>2</u> , <u>7</u>)	X	(<u> </u> , <u> </u>)
O	(<u>5</u> , <u>7</u>)	O	(<u> </u> , <u> </u>)
X	(<u>5</u> , <u>4</u>)	X	(<u> </u> , <u> </u>)
O	(<u>5</u> , <u>6</u>)	O	(<u> </u> , <u> </u>)
X	(<u>3</u> , <u>6</u>)	X	(<u> </u> , <u> </u>)
O	(<u> </u> , <u> </u>)	O	(<u> </u> , <u> </u>)
X	(<u> </u> , <u> </u>)	X	(<u> </u> , <u> </u>)
O	(<u> </u> , <u> </u>)	O	(<u> </u> , <u> </u>)
X	(<u> </u> , <u> </u>)	X	(<u> </u> , <u> </u>)
O	(<u> </u> , <u> </u>)	O	(<u> </u> , <u> </u>)
X	(<u> </u> , <u> </u>)	X	(<u> </u> , <u> </u>)
O	(<u> </u> , <u> </u>)	O	(<u> </u> , <u> </u>)
X	(<u> </u> , <u> </u>)	X	(<u> </u> , <u> </u>)
O	(<u> </u> , <u> </u>)	O	(<u> </u> , <u> </u>)

Game Boards

Coordinate Plane Four-in-a-Row



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