

Four-Dimensional Tic-Tac-Toe

Rules of the game

Two or more players; **Five-in-a-row** wins the game.
Winning line can be in **any direction** - e.g., a **straight line** on a plane of **any two** of the **four** dimensions. (See [examples](#) of winning moves.)

"Print and Play" (Basic game sheet)

A1					A2					A3					A4					A5				
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
a					a					a					a					a				
b					b					b					b					b				
c					c					c					c					c				
d					d					d					d					d				
e					e					e					e					e				
B1					B2					B3					B4					B5				
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
a					a					a					a					a				
b					b					b					b					b				
c					c					c					c					c				
d					d					d					d					d				
e					e					e					e					e				
C1					C2					C3					C4					C5				
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
a					a					a					a					a				
b					b					b					b					b				
c					c					c					c					c				
d					d					d					d					d				
e					e					e					e					e				
D1					D2					D3					D4					D5				
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
a					a					a					a					a				
b					b					b					b					b				
c					c					c					c					c				
d					d					d					d					d				
e					e					e					e					e				
E1					E2					E3					E4					E5				
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
a					a					a					a					a				
b					b					b					b					b				
c					c					c					c					c				
d					d					d					d					d				
e					e					e					e					e				

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