

Giant OXO

Official Rules Guide — Premier Disco Giant Games

2 Players	3m x 3m Mat size	3+ Recommended age	1-3 min Average game
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About the Game

The simplest game in our whole range, and often the one that gets played first and most — everyone already knows how, so it's an instant icebreaker with zero explanation needed.

What's included: a 3m × 3m playing mat with a 3×3 grid, plus a set of giant discs in two colours for the O's and X's.

How to Play

- 1 Players take turns placing their mark (O or X) in an empty square.
- 2 The first to get three of their own marks in a row — horizontally, vertically, or diagonally — wins.
- 3 If all 9 squares fill up with no winner, it's a draw ("cat's game").

A Few Strategy Tips

- **Take the centre square first if you can.** It's part of the most possible winning lines.
- **Always block a two-in-a-row.** Don't let your opponent get three in a row unchallenged.
- **Watch for a "fork."** A move that creates two winning threats at once is very hard to block.

Variations

- **Best of 5 or 7.** Play a short series and keep score for a proper match.

Frequently Asked Questions

How many players does Giant OXO need?

Two — one plays O, the other plays X.

What age is Giant OXO suitable for?

From around age 3 upward — it's simple enough for young children to grasp quickly.

Can a game of OXO end in a draw?

Yes. If all 9 squares are filled and neither player has three in a row, the game is a draw.

How long does a game take?

Usually just a minute or two, making it easy to play several rounds back to back.