

Forum:[Hack Forums](#)

Thread: [Advanced Tic-Tac-Toe - Player V CPU](#)

Mr Liam - September 23, 2012, 8:57 am

You, I made it.

I had much trouble, but it's quite fun to play. ^^

Code @echo off

title TTT

setlocal enabledelayedexpansion

set f=1

echo.

if %f%==1 timeout 1 /nobreak >nul

echo /--\

if %f%==1 timeout 1 /nobreak >nul

echo ^| ^|

if %f%==1 timeout 1 /nobreak >nul

echo ^| ^|

if %f%==1 timeout 1 /nobreak >nul

echo ^| ^|

if %f%==1 timeout 1 /nobreak >nul

echo \--/

if %f%==1 timeout 1 /nobreak >nul

set f=0 >nul

set xwins=0

set owins=0

set t=O

: start

set 1=1

set 2=2

set 3=3

set 4=4

set 5=5

set 6=6

set 7=7

set 8=8

set 9=9

cls

: board

cls

echo.

echo /--\

echo ^| !7! !8! !9! ^| X: %xwins%

echo ^| !4! !5! !6! ^|

echo ^| !1! !2! !3! ^| O: %owins%

echo \--/

set f=0 >nul

echo.

```
if !1!==X if !4!==X if !7!==X goto xwin
if !1!==O if !4!==O if !7!==O goto owin
if !2!==X if !5!==X if !8!==X goto xwin
if !2!==O if !5!==O if !8!==O goto owin
if !3!==X if !6!==X if !9!==X goto xwin
if !3!==O if !6!==O if !9!==O goto owin
::Coded by Liam Allan :D
if !1!==X if !2!==X if !3!==X goto xwin
if !1!==O if !2!==O if !3!==O goto owin
if !4!==X if !5!==X if !6!==X goto xwin
if !4!==O if !5!==O if !6!==O goto owin
if !7!==X if !8!==X if !9!==X goto xwin
if !7!==O if !8!==O if !9!==O goto owin
if !1!==X if !5!==X if !9!==X goto xwin
if !1!==O if !5!==O if !9!==O goto owin
if !3!==X if !5!==X if !7!==X goto xwin
if !3!==O if !5!==O if !7!==O goto owin
```

```
if not !1!==1 if not !2!==2 if not !3!==3 if not !4!==4 if not !5!==5 if not !6!==6 if not !7!==7 if not
!8!==8 if not !9!==9 goto nowin
```

echo %t%, your go! Choose a number..

```
if %t%==O goto some1
: playerag
CHOICE /C 123456789 >nul
if !%errorlevel%!==X goto playerag
if !%errorlevel%!==O goto playerag
set !%errorlevel%! =X
if %t%==X (set t=O) else (set t=X)
::Coded by Liam Allan :D
goto board

: some1
timeout 1 /nobreak >nul
set go=0
::Coded by Liam Allan :D
: smart
if %go%==0 if !3!==X if !9!==X if !6!==6 set 6=O&set go=1
if %go%==0 if !1!==O if !4!==O if !7!==7 set 7=O&set go=1
if %go%==0 if !2!==O if !5!==O if !8!==8 set 8=O&set go=1
if %go%==0 if !3!==O if !6!==O if !9!==9 set 9=O&set go=1
if %go%==0 if !1!==O if !2!==O if !3!==3 set 3=O&set go=1
if %go%==0 if !4!==O if !5!==O if !6!==6 set 6=O&set go=1
if %go%==0 if !7!==O if !8!==O if !9!==9 set 9=O&set go=1
if %go%==0 if !7!==O if !4!==O if !1!==1 set 1=O&set go=1
if %go%==0 if !8!==O if !5!==O if !2!==2 set 2=O&set go=1
if %go%==0 if !9!==O if !6!==O if !3!==3 set 3=O&set go=1
if %go%==0 if !9!==O if !8!==O if !7!==7 set 7=O&set go=1
if %go%==0 if !6!==O if !5!==O if !4!==4 set 4=O&set go=1
if %go%==0 if !3!==O if !2!==O if !1!==1 set 1=O&set go=1
if %go%==0 if !1!==O if !5!==O if !9!==9 set 9=O&set go=1
```

```

if %go%==0 if !3!==O if !5!==O if !7!==7 set 7=O&set go=1
if %go%==0 if !7!==O if !5!==O if !3!==3 set 3=O&set go=1
if %go%==0 if !9!==O if !5!==O if !1!==1 set 1=O&set go=1
::Coded by Liam Allan :D
if %go%==0 if !1!==O if !9!==O if !5!==5 set 5=O&set go=1
if %go%==0 if !3!==O if !7!==O if !5!==5 set 5=O&set go=1
if %go%==0 if !1!==O if !3!==O if !2!==2 set 2=O&set go=1
if %go%==0 if !1!==O if !7!==O if !4!==4 set 4=O&set go=1
if %go%==0 if !7!==O if !9!==O if !8!==8 set 8=O&set go=1
if %go%==0 if !9!==O if !3!==O if !6!==6 set 6=O&set go=1
if %go%==0 if !2!==O if !8!==O if !5!==5 set 5=O&set go=1
if %go%==0 if !4!==O if !6!==O if !5!==5 set 5=O&set go=1

```

```

if %go%==0 if !1!==X if !4!==X if !7!==7 set 7=O&set go=1
if %go%==0 if !2!==X if !5!==X if !8!==8 set 8=O&set go=1
if %go%==0 if !3!==X if !6!==X if !9!==9 set 9=O&set go=1
if %go%==0 if !1!==X if !2!==X if !3!==3 set 3=O&set go=1
if %go%==0 if !4!==X if !5!==X if !6!==6 set 6=O&set go=1
if %go%==0 if !7!==X if !8!==X if !9!==9 set 9=O&set go=1
if %go%==0 if !7!==X if !4!==X if !1!==1 set 1=O&set go=1
if %go%==0 if !8!==X if !5!==X if !2!==2 set 2=O&set go=1
if %go%==0 if !9!==X if !6!==X if !3!==3 set 3=O&set go=1
if %go%==0 if !9!==X if !8!==X if !7!==7 set 7=O&set go=1
if %go%==0 if !6!==X if !5!==X if !4!==4 set 4=O&set go=1
if %go%==0 if !3!==X if !2!==X if !1!==1 set 1=O&set go=1
if %go%==0 if !1!==X if !5!==X if !9!==9 set 9=O&set go=1
if %go%==0 if !3!==X if !5!==X if !7!==7 set 7=O&set go=1
if %go%==0 if !7!==X if !5!==X if !3!==3 set 3=O&set go=1
if %go%==0 if !9!==X if !5!==X if !1!==1 set 1=O&set go=1
::Coded by Liam Allan :D
if %go%==0 if !1!==X if !9!==X if !5!==5 set 5=O&set go=1
if %go%==0 if !3!==X if !7!==X if !5!==5 set 5=O&set go=1
if %go%==0 if !1!==X if !3!==X if !2!==2 set 2=O&set go=1
if %go%==0 if !1!==X if !7!==X if !4!==4 set 4=O&set go=1
if %go%==0 if !7!==X if !9!==X if !8!==8 set 8=O&set go=1
if %go%==0 if !9!==X if !3!==X if !6!==6 set 6=O&set go=1
if %go%==0 if !2!==X if !8!==X if !5!==5 set 5=O&set go=1
if %go%==0 if !4!==X if !6!==X if !5!==5 set 5=O&set go=1
if %go%==1 goto finch

```

: again

```
set /a ran=%random%%9
```

```

if %ran%==0 if %go%==0 if not !1!==X if not !1!==O set 1=O&set go=1
if %ran%==1 if %go%==0 if not !2!==X if not !2!==O set 2=O&set go=1
if %ran%==2 if %go%==0 if not !3!==X if not !3!==O set 3=O&set go=1
if %ran%==3 if %go%==0 if not !4!==X if not !4!==O set 4=O&set go=1
if %ran%==4 if %go%==0 if not !5!==X if not !5!==O set 5=O&set go=1
if %ran%==5 if %go%==0 if not !6!==X if not !6!==O set 6=O&set go=1
if %ran%==6 if %go%==0 if not !7!==X if not !7!==O set 7=O&set go=1
::Coded by Liam Allan :D
if %ran%==7 if %go%==0 if not !8!==X if not !8!==O set 8=O&set go=1
if %ran%==8 if %go%==0 if not !9!==X if not !9!==O set 9=O&set go=1

```

```
: finch
if %go%==0 goto again
if %t%==X (set t=O) else (set t=X)
goto board
```

```
: nowin
echo No one has won.
if %t%==X (set t=O) else (set t=X)
pause >nul
goto start
```

```
: xwin
::Coded by Liam Allan :D
echo X wins!
set t=O
set /a xwins=%xwins%+1
pause >nul
goto start
```

```
: owin
echo O wins!
set t=X
set /a owins=%owins%+1
pause >nul
```

goto startEdit of code 1: Made it even more smarter by not trying to make you loose, and tries to win too.

Edit of code 2: Why not add some type of design?

Edit of code 3: Some fixes.

Edit of code 4: More fixes.

Edit of code 5: Fixed over-writing the Xs/Os

Edit of code 6: Found a flaw where it wouldn't check if 3=x & 9=x at the same time.

Edit of code 7: Found another flaw, where O wouldn't set on 6 when 3=x & 9=x at the same time.

Enjoy. ^^

G T X - September 23, 2012, 9:00 am

Code ::Coded by Liam Allan :D

::Coded by Liam Allan :D

::Coded by Liam Allan :D

::Coded by Liam Allan :D

::Coded by Liam Allan :D

::Coded by Liam Allan :D

...is all I saw LOL

JK, but nice work, gonna test it out :)

Edit: Found a bug - you can press the same number repeatedly and the code skips right to the computer's turn. You should include a check to see if the option the user selects is already occupied by an O or an X. You can also overwrite the computer's O's lol... >.<

SoulByte - September 23, 2012, 9:02 am

Nice work. Would be fun to make some large® game with AI.

So many if's in your code. o_O

Mr Liam - September 23, 2012, 9:03 am

(Sep 23, 2012 09:02 AM)SoulByte Wrote: [\[CITE\]](#) Nice work. Would be fun to make some large® game with AI.

So many if's in your code. o_O

Aha, I know. But anything to make it work! :D

G T X - September 23, 2012, 10:02 am

You can still overwrite the opponent's letters. And the design... (EDIT) well the forums automatically remove the spaces and dashes :\ Nice and simple though, I like.

Mr Liam - September 23, 2012, 10:04 am

(Sep 23, 2012 10:02 AM)G T X Wrote: [\[CITE\]](#) You can still overwrite the opponent's letters. And the design... well it should be fixed. It needs to have more spaces to look right.

```
Code if %f%==1 timeout 1 /nobreak >nul
```

```
echo /--\
```

```
if %f%==1 timeout 1 /nobreak >nul
```

```
echo ^| ^|
```

```
if %f%==1 timeout 1 /nobreak >nul
```

```
echo ^| ^|
```

```
if %f%==1 timeout 1 /nobreak >nul
```

```
echo ^| ^|
```

```
if %f%==1 timeout 1 /nobreak >nul
```

```
echo \--/
```

```
if %f%==1 timeout 1 /nobreak >nul
```

```
set f=0 >nul
```

```
[code]
```

And also the main playing screen:

```
[code]
```

```
: board
```

```
cls
```

```
echo.
```

```
echo /--\
```

```
echo ^| !7! !8! !9! ^|
```

```
echo ^| !4! !5! !6! ^|
```

```
echo ^| !1! !2! !3! ^|
```

```
echo \--/
```

```
set f=0 >nul
```

```
echo.
```

Ah! It does have more spaces. Looks like HackForums have taken them out! Sorry 'bout that.

THUG x WRECK - September 23, 2012, 10:05 am

Fuck, if only I knew who coded this game.

Quantum Batch - September 23, 2012, 10:08 am

It works ok but if O takes a place I can easily take it back :/. Other than that this is a fun game to play.

Mr Liam - September 23, 2012, 10:10 am

(Sep 23, 2012 10:08 AM)Quantum Batch Wrote: [\[CITE\]](#) It works ok but if O takes a place I can easily take it back :/. Other than that this is a fun game to play.

Just fixed it, take a look now. :P :D

G T X - September 23, 2012, 10:14 am

(Sep 23, 2012 10:10 AM)Liam Allan Wrote: [\[CITE\]](#) Just fixed it, take a look now. :P :D
You fixed the O's now what about the X's - you can still overwrite those. It basically skips your turn if you choose a spot you've already marked.

Mr Liam - September 23, 2012, 10:17 am

(Sep 23, 2012 10:14 AM)G T X Wrote: [\[CITE\]](#) You fixed the O's now what about the X's - you can still overwrite those. It basically skips your turn if you choose a spot you've already marked.

Sorry about that.

Fixed, check edit of code 5. :D

Isometrical - September 23, 2012, 10:17 am

It says "@echo off" twice in your code tags, is that supposed to be there?

Other than that cool game. :D

Mr Liam - September 23, 2012, 10:18 am

(Sep 23, 2012 10:17 AM)Isometrical Wrote: [\[CITE\]](#) It says "@echo off" twice in your code tags, is that supposed to be there?

Other than that cool game. :D

It's gone in the latest edit, but good spot.

SIM-1073426 - September 23, 2012, 10:27 am

Eh, it seems like I can't even participate in the match because the X doesn't show.

G T X - September 23, 2012, 10:28 am

Now I can't even use my X's lol... >.< It just skips my turn completely. The computer wins every game :P How about testing it before editing again?

Mr Liam - September 23, 2012, 10:33 am

(Sep 23, 2012 10:27 AM)Aces. Wrote: [\[CITE\]](#) Eh, it seems like I can't even participate in the match because the X doesn't show.

Fixed that. I'm silly and removed something.

MooCowManiak - September 23, 2012, 11:18 am

Wow, came out better than I thought, nice work :D

SIM-1073426 - September 23, 2012, 1:55 pm

It's too good, it's impossible to win. ?

EDIT: Omggg I won.

mickro - September 23, 2012, 1:57 pm

Played it, too easy.

A better engine would be:

If X=5 O should be 1,3,7 or 9

G T X - September 23, 2012, 2:05 pm

The secret to winning Tic-Tac-Toe is to always go first, and play in the center. So obviously it's going to be "too easy" that's how it just works. Not really the fault of the coding.

mickro - September 23, 2012, 2:11 pm

(Sep 23, 2012 02:05 PM)G T X Wrote: [\[CITE\]](#) The secret to winning Tic-Tac-Toe is to always go first, and play in the center. So obviously it's going to be "too easy" that's how it just works. Not really the fault of the coding.

Nope. The 2^o player can get a draw if he plays well.

M-SIGMA - September 23, 2012, 5:30 pm

The AI is a little dumb but other than that good job.

(I say the AI is dumb because I have not lost a game so far)

Contact me if you need any help/advice

Mr Liam - September 24, 2012, 10:18 am

Added a bunch of updates to the AI.

MooCowManiak - September 24, 2012, 1:22 pm

For me the ASCII for the table is a bit buggy, or is it ment to have a little cover thing that dosent cover the entire board?

G T X - September 24, 2012, 1:30 pm

(Sep 24, 2012 01:22 PM)MooCowManiak Wrote: [\[CITE\]](#) For me the ASCII for the table is a bit buggy, or is it ment to have a little cover thing that dosent cover the entire board?

It's like that because HF takes away the space formatting. You'll have to add the extra spaces/dashes to make it line up.

mickro - September 24, 2012, 2:00 pm

I added a few tweaks to your engine

Code : smart

```
if %go%==0 if !3!==X if !9!==X if !6!==6 set 6=O&set go=1
if %go%==0 if !1!==O if !4!==O if !7!==7 set 7=O&set go=1
if %go%==0 if !2!==O if !5!==O if !8!==8 set 8=O&set go=1
if %go%==0 if !3!==O if !6!==O if !9!==9 set 9=O&set go=1
if %go%==0 if !1!==O if !2!==O if !3!==3 set 3=O&set go=1
if %go%==0 if !4!==O if !5!==O if !6!==6 set 6=O&set go=1
if %go%==0 if !7!==O if !8!==O if !9!==9 set 9=O&set go=1
if %go%==0 if !7!==O if !4!==O if !1!==1 set 1=O&set go=1
if %go%==0 if !8!==O if !5!==O if !2!==2 set 2=O&set go=1
if %go%==0 if !9!==O if !6!==O if !3!==3 set 3=O&set go=1
if %go%==0 if !9!==O if !8!==O if !7!==7 set 7=O&set go=1
if %go%==0 if !6!==O if !5!==O if !4!==4 set 4=O&set go=1
if %go%==0 if !3!==O if !2!==O if !1!==1 set 1=O&set go=1
if %go%==0 if !1!==O if !5!==O if !9!==9 set 9=O&set go=1
if %go%==0 if !3!==O if !5!==O if !7!==7 set 7=O&set go=1
if %go%==0 if !7!==O if !5!==O if !3!==3 set 3=O&set go=1
if %go%==0 if !9!==O if !5!==O if !1!==1 set 1=O&set go=1
```

::Coded by Liam Allan :D

```
if %go%==0 if !1!==O if !9!==O if !5!==5 set 5=O&set go=1
if %go%==0 if !3!==O if !7!==O if !5!==5 set 5=O&set go=1
if %go%==0 if !1!==O if !3!==O if !2!==2 set 2=O&set go=1
if %go%==0 if !1!==O if !7!==O if !4!==4 set 4=O&set go=1
if %go%==0 if !7!==O if !9!==O if !8!==8 set 8=O&set go=1
if %go%==0 if !9!==O if !3!==O if !6!==6 set 6=O&set go=1
if %go%==0 if !2!==O if !8!==O if !5!==5 set 5=O&set go=1
if %go%==0 if !4!==O if !6!==O if !5!==5 set 5=O&set go=1
```

```
if %go%==0 if !1!==X if !4!==X if !7!==7 set 7=O&set go=1
if %go%==0 if !2!==X if !5!==X if !8!==8 set 8=O&set go=1
```

:miniloop

```
set /a RNDD=%random:~2,1%
```

```
IF %RNDD%==1 goto skipt
```

```
IF %RNDD%==3 goto skipt
```

```
IF %RNDD%==7 goto skipt
```

```
IF %RNDD%==9 goto skipt
```

```
goto miniloop
```

:skipt

```
if %go%==0 if !1!==1 if !2!==2 if !3!==3 if !4!==4 if !5!==X if !6!==6 if !7!==7 if !8!==8 if !9!==9 set
!RNDD!=O&set go=1
```

```
if %go%==0 if !1!==X if !2!==2 if !3!==3 if !4!==4 if !5!==X if !6!==6 if !7!==7 if !8!==8 if !9!==O set
7=O&set go=1
```

```
if %go%==0 if !1!==1 if !2!==2 if !3!==X if !4!==4 if !5!==X if !6!==6 if !7!==O if !8!==8 if !9!==9 set
9=O&set go=1
```

```
if %go%==0 if !1!==1 if !2!==2 if !3!==O if !4!==4 if !5!==X if !6!==6 if !7!==X if !8!==8 if !9!==9 set
1=O&set go=1
```

```
if %go%==0 if !1!==O if !2!==2 if !3!==3 if !4!==4 if !5!==X if !6!==6 if !7!==7 if !8!==8 if !9!==X set
3=O&set go=1
```

```
if %go%==0 if !3!==X if !6!==X if !9!==9 set 9=O&set go=1
```

```
if %go%==0 if !1!==X if !2!==X if !3!==3 set 3=O&set go=1
```

```
if %go%==0 if !4!==X if !5!==X if !6!==6 set 6=O&set go=1
```

```
if %go%==0 if !7!==X if !8!==X if !9!==9 set 9=O&set go=1
```

```
if %go%==0 if !7!==X if !4!==X if !1!==1 set 1=O&set go=1
```

```
if %go%==0 if !8!==X if !5!==X if !2!==2 set 2=O&set go=1
```

```
if %go%==0 if !9!==X if !6!==X if !3!==3 set 3=O&set go=1
```

```
if %go%==0 if !9!==X if !8!==X if !7!==7 set 7=O&set go=1
```

```
if %go%==0 if !6!==X if !5!==X if !4!==4 set 4=O&set go=1
```

```
if %go%==0 if !3!==X if !2!==X if !1!==1 set 1=O&set go=1
```

```
if %go%==0 if !1!==X if !5!==X if !9!==9 set 9=O&set go=1
```

```
if %go%==0 if !3!==X if !5!==X if !7!==7 set 7=O&set go=1
```

```
if %go%==0 if !7!==X if !5!==X if !3!==3 set 3=O&set go=1
```

```
if %go%==0 if !9!==X if !5!==X if !1!==1 set 1=O&set go=1
```

::Coded by Liam Allan :D

```
if %go%==0 if !1!==X if !9!==X if !5!==5 set 5=O&set go=1
```

```
if %go%==0 if !3!==X if !7!==X if !5!==5 set 5=O&set go=1
```

```
if %go%==0 if !1!==X if !3!==X if !2!==2 set 2=O&set go=1
```

```
if %go%==0 if !1!==X if !7!==X if !4!==4 set 4=O&set go=1
```

```
if %go%==0 if !7!==X if !9!==X if !8!==8 set 8=O&set go=1
```

```
if %go%==0 if !9!==X if !3!==X if !6!==6 set 6=O&set go=1
```

```
if %go%==0 if !2!==X if !8!==X if !5!==5 set 5=O&set go=1
```

```
if %go%==0 if !4!==X if !6!==X if !5!==5 set 5=O&set go=1
```

```
if %go%==1 goto finch
```

Love2D - September 24, 2012, 3:48 pm

This seems to be nothing more than a large amount of if statements. What makes this special?

Mr Liam - September 24, 2012, 4:20 pm

(Sep 24, 2012 03:48 PM)Love2D Wrote: [\[CITE\]](#) This seems to be nothing more than a large amount

of if statements. What makes this special?

Nothing really special about it. I didn't see another Noughts and Crosses game with AI in it, and so I made it.

Worms - September 25, 2012, 3:57 pm

Pretty fun, remembers me of my first batch game, rock paper and scissors

<https://hackforums.net/showthread.php?tid=1849527> If you want to take a look

Ofc your is waaaay more advanced in all aspects. Nice Job.

Mr Liam - September 25, 2012, 4:01 pm

(Sep 25, 2012 03:57 PM)Worms Wrote: [\[CITE\]](#) Pretty fun, remembers me of my first batch game, rock paper and scissors

<https://hackforums.net/showthread.php?tid=1849527> If you want to take a look

Ofc your is waaaay more advanced in all aspects. Nice Job.

I hope you don't mind, but I might work on something like that.

Worms - September 25, 2012, 5:49 pm

(Sep 25, 2012 04:01 PM)Liam Allan Wrote: [\[CITE\]](#) I hope you don't mind, but I might work on something like that.

Sure i wont mind, i didn't create rock paper and scissors haha, feel free to rip anything you want from that code.