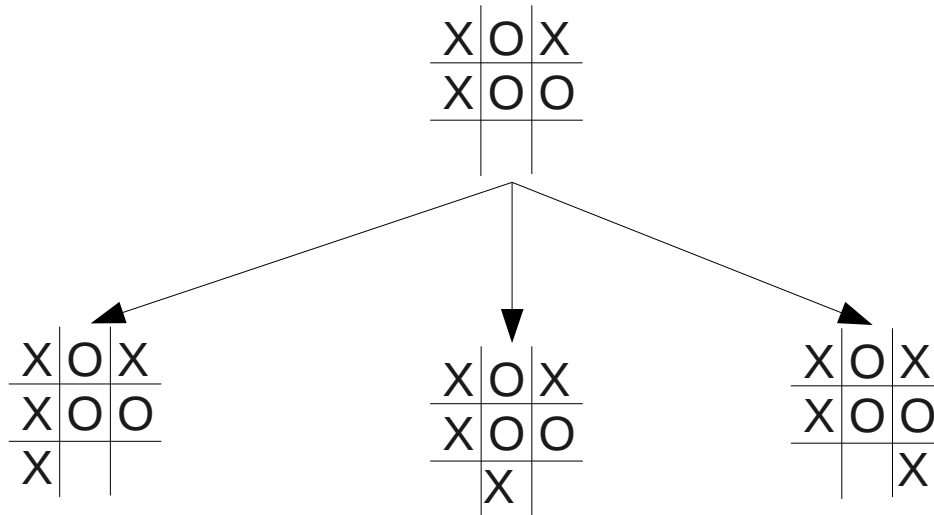


Search agent playing for Player X.

MAX is Player X.

MIN is Player O.

All utilities are with respect to MAX, Player X.

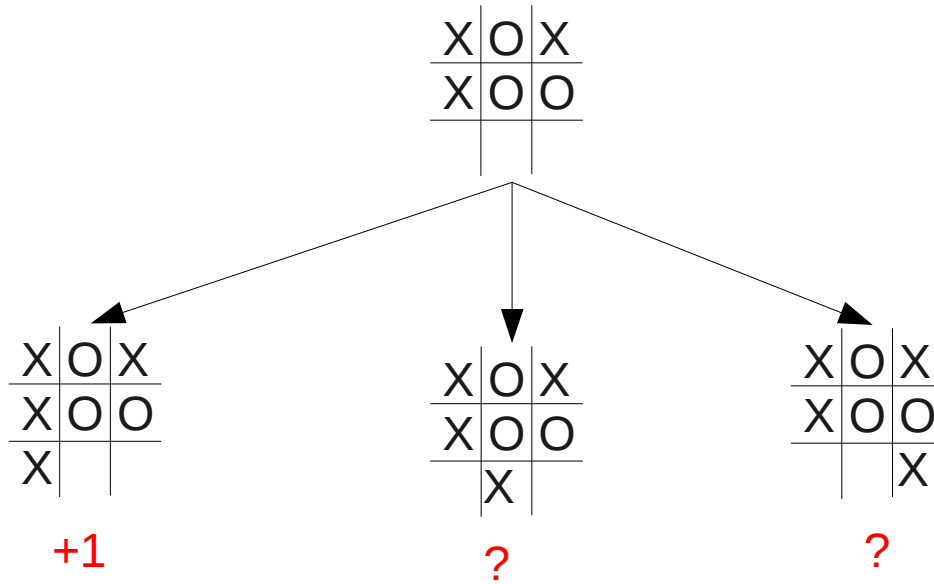


Search agent playing for Player X.

MAX is Player X.

MIN is Player O.

All utilities are with respect to MAX, Player X.

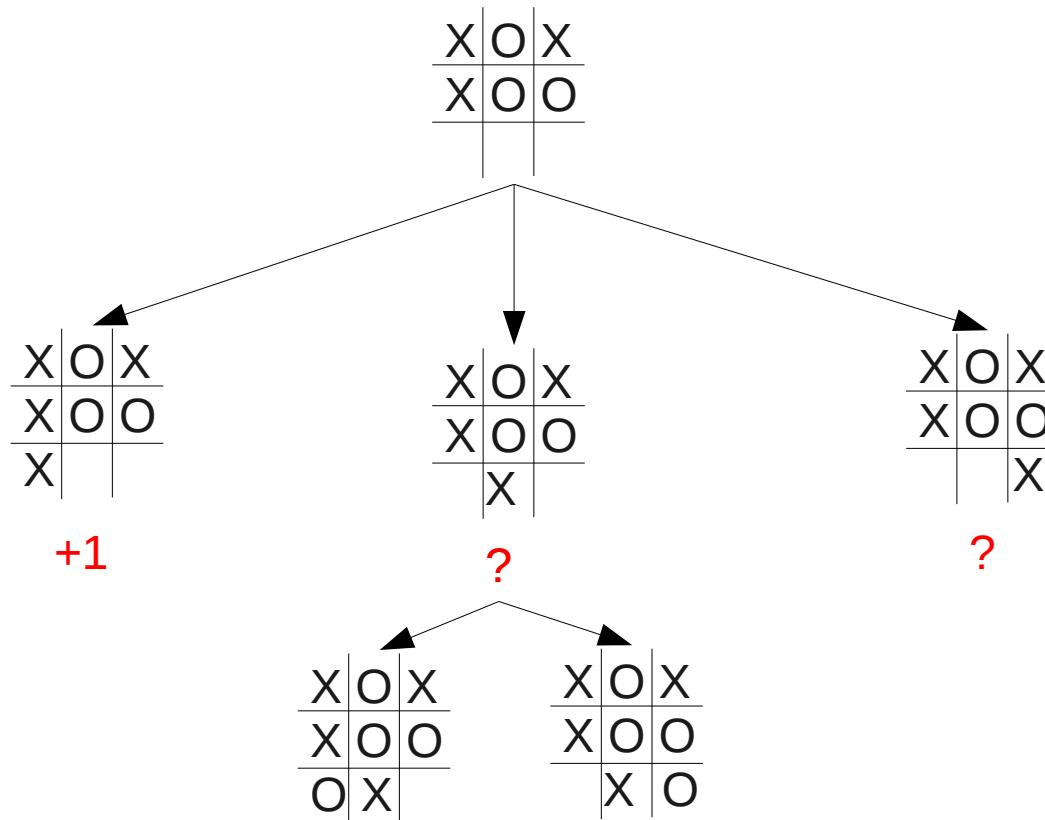


Search agent playing for Player X.

MAX is Player X.

MIN is Player O.

All utilities are with respect to MAX, Player X.

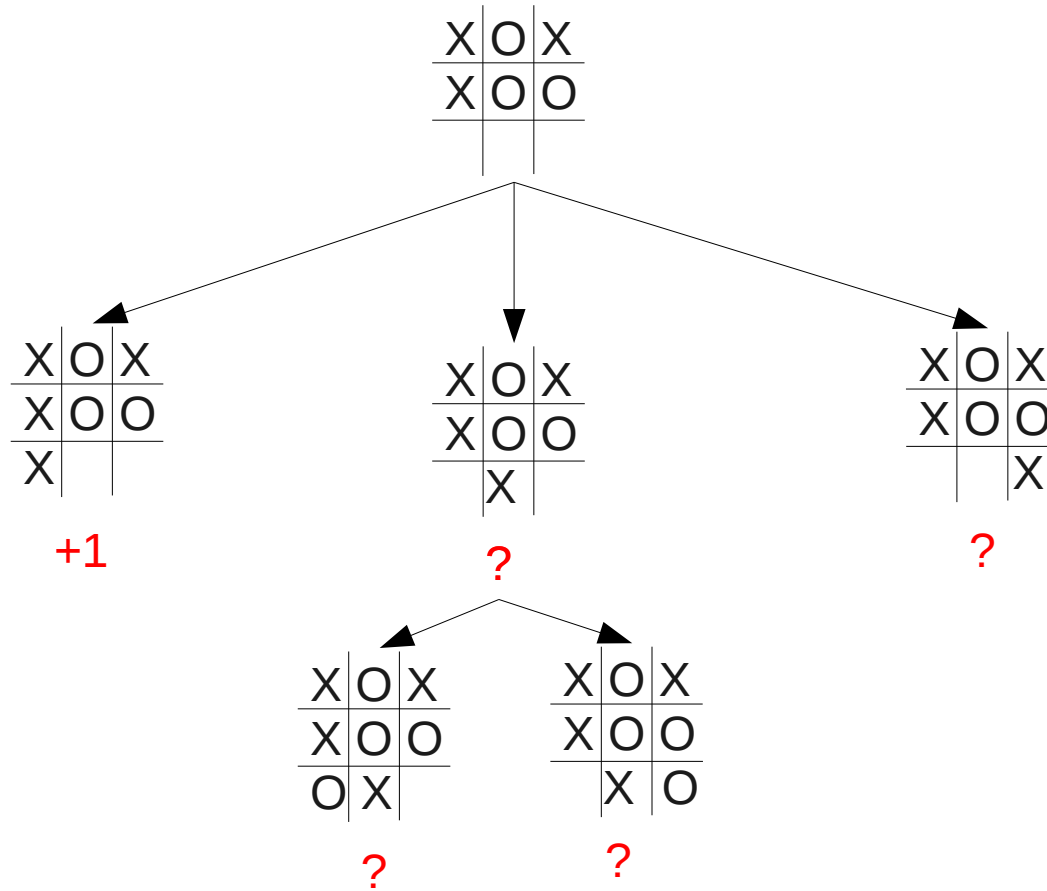


Search agent playing for Player X.

MAX is Player X.

MIN is Player O.

All utilities are with respect to MAX, Player X.

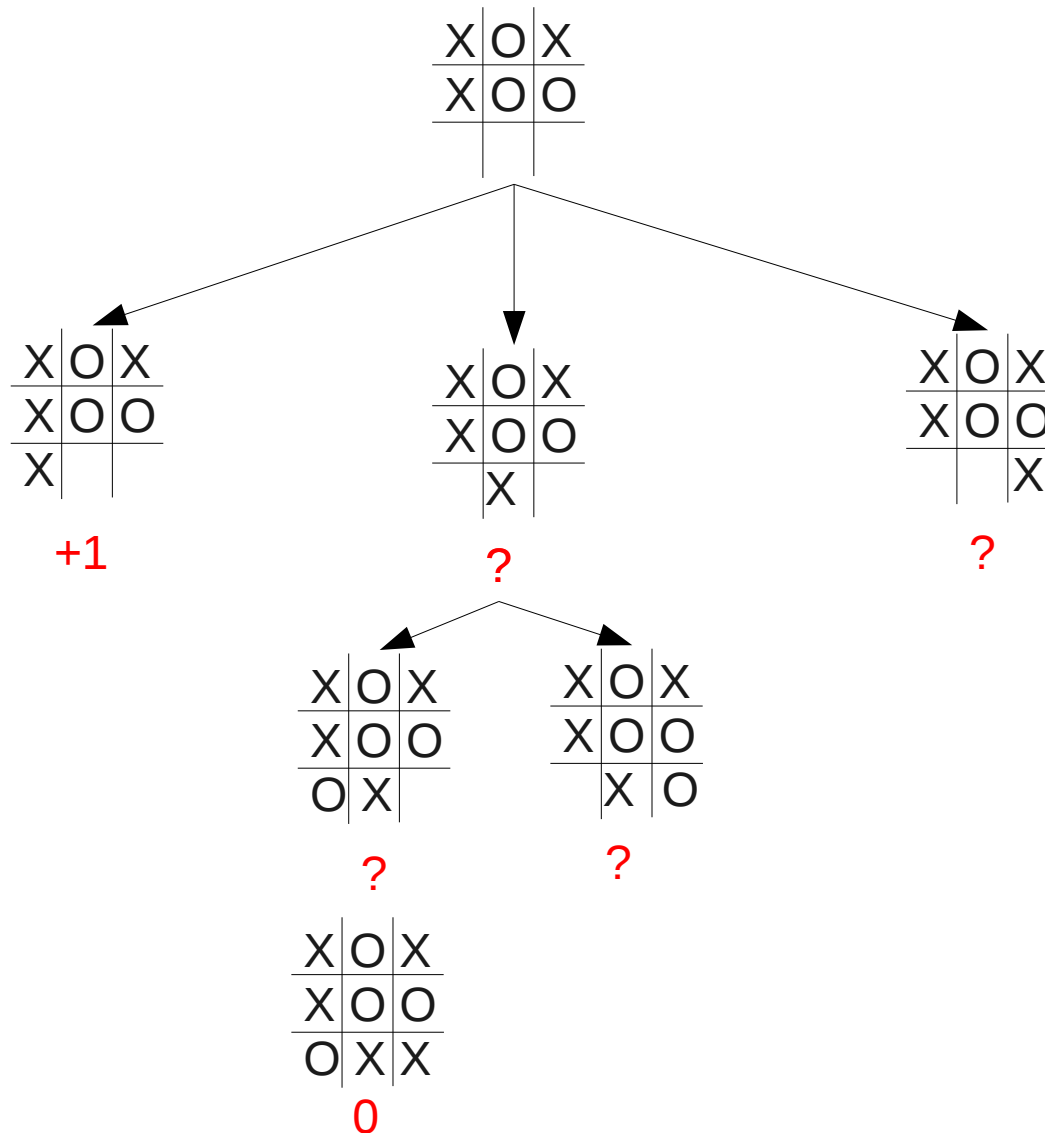


Search agent playing for Player X.

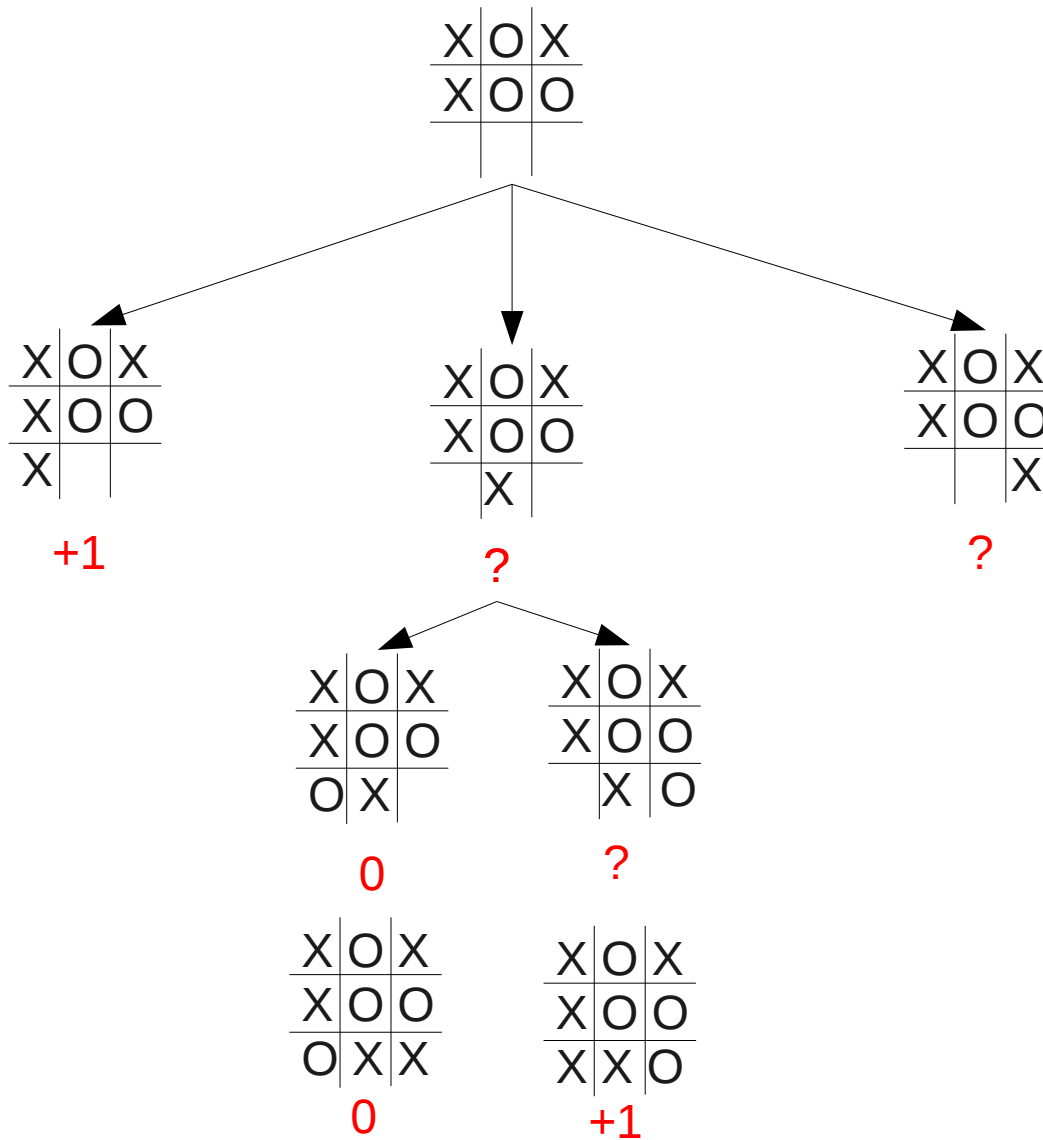
MAX is Player X.

MIN is Player O.

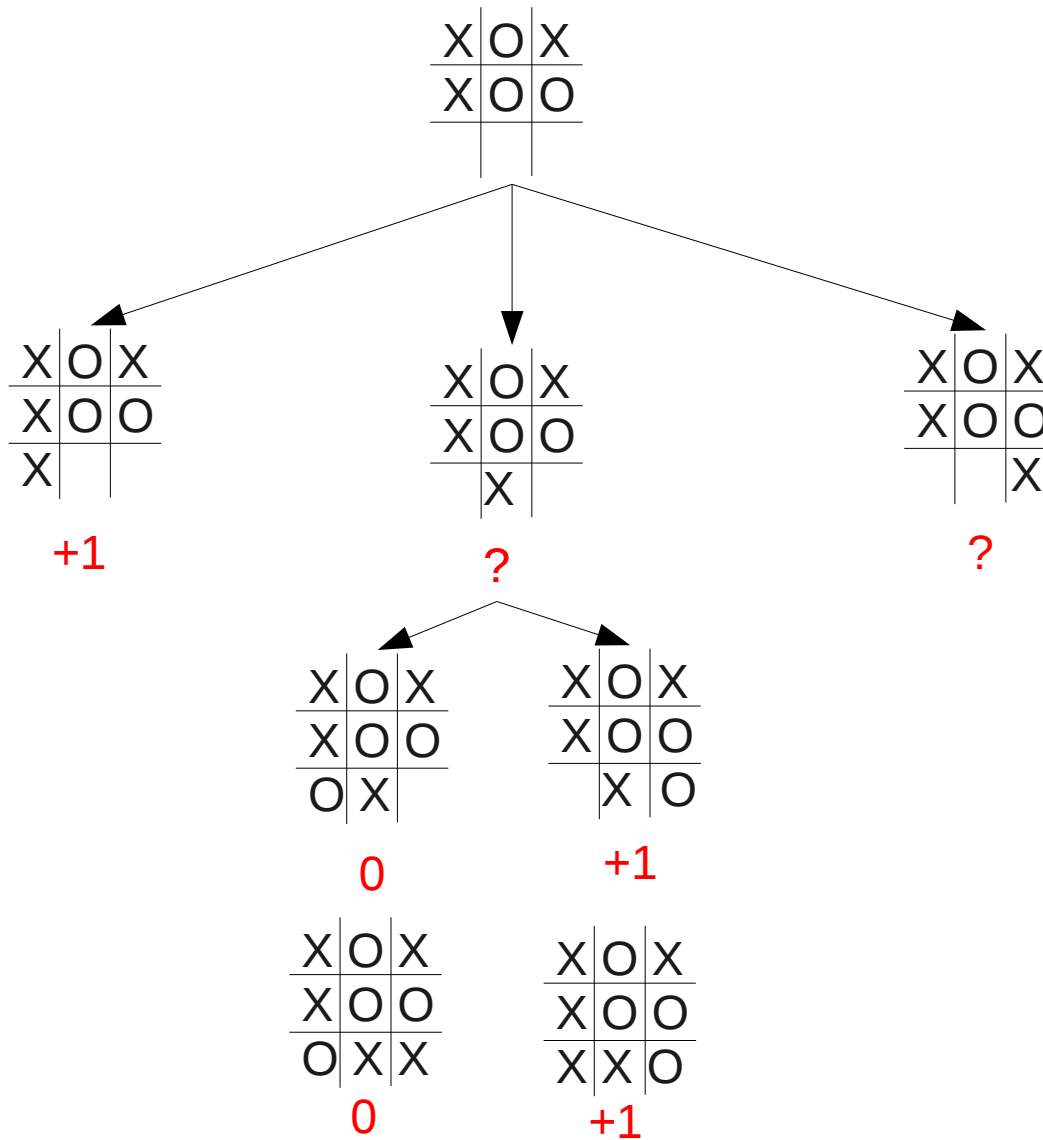
All utilities are with respect to MAX, Player X.



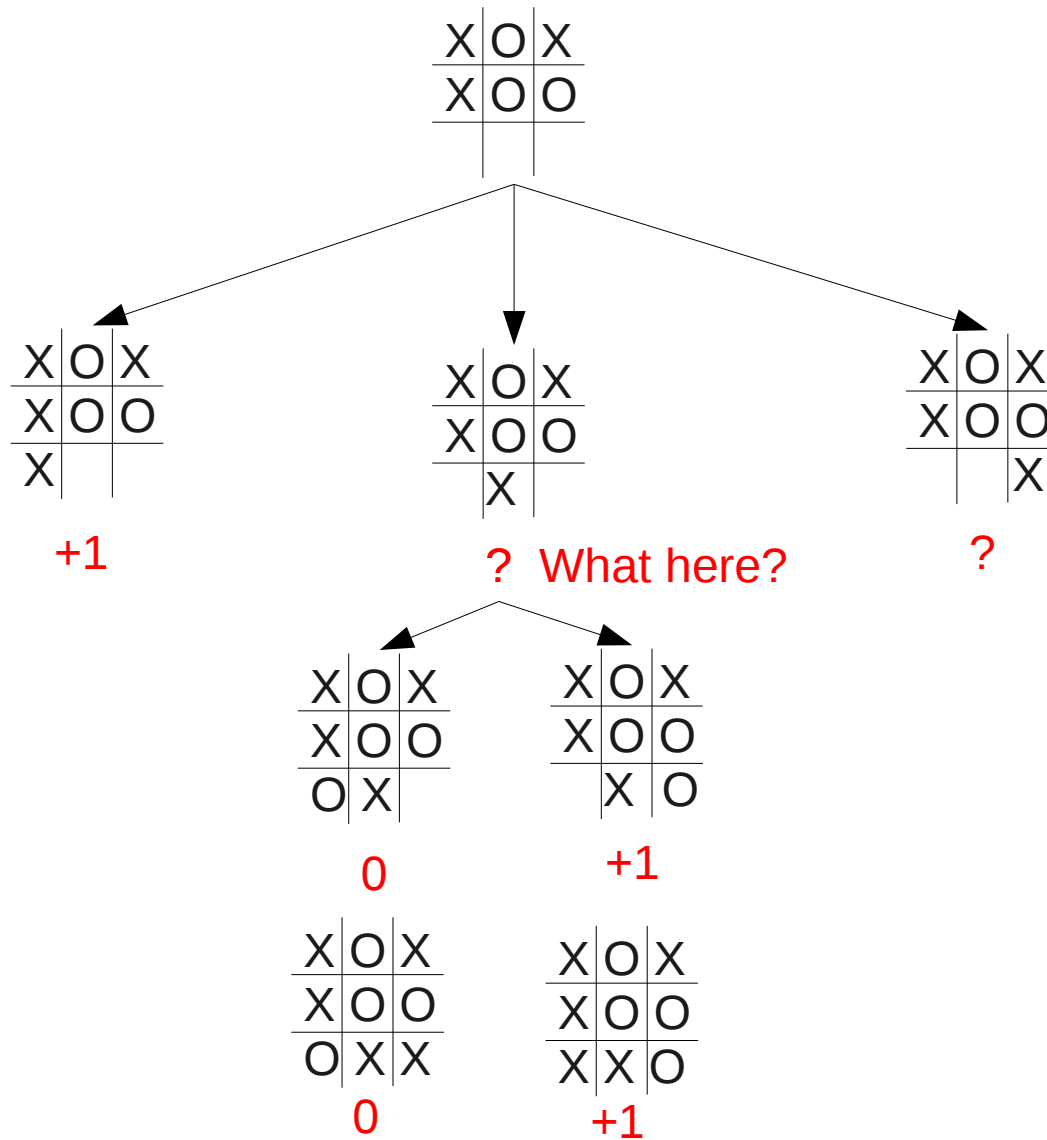
Search agent playing for Player X.
 MAX is Player X.
 MIN is Player O.
 All utilities are with respect to MAX, Player X.



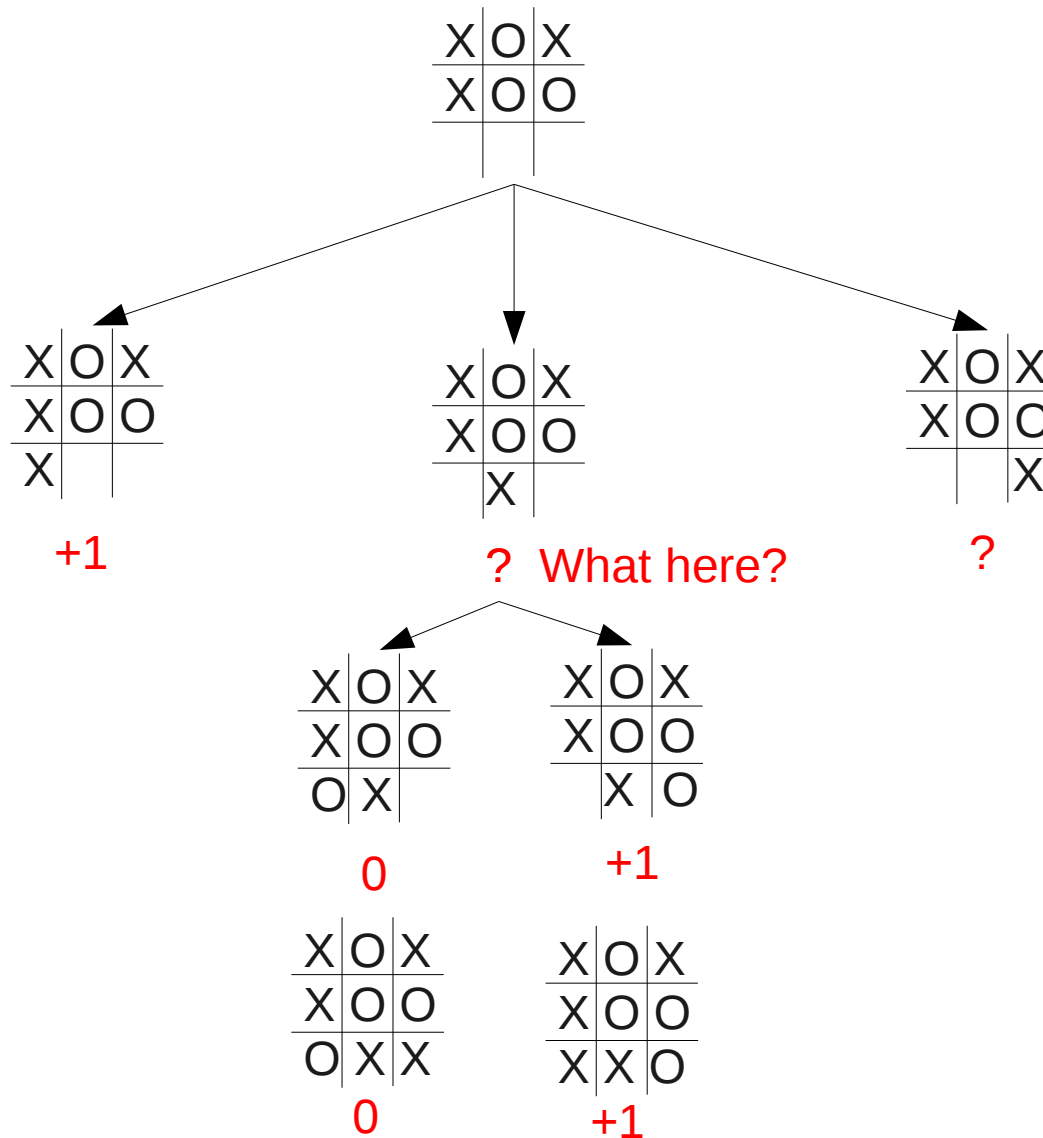
Search agent playing for Player X.
 MAX is Player X.
 MIN is Player O.
 All utilities are with respect to MAX, Player X.



Search agent playing for Player X.
 MAX is Player X.
 MIN is Player O.
 All utilities are with respect to MAX, Player X.

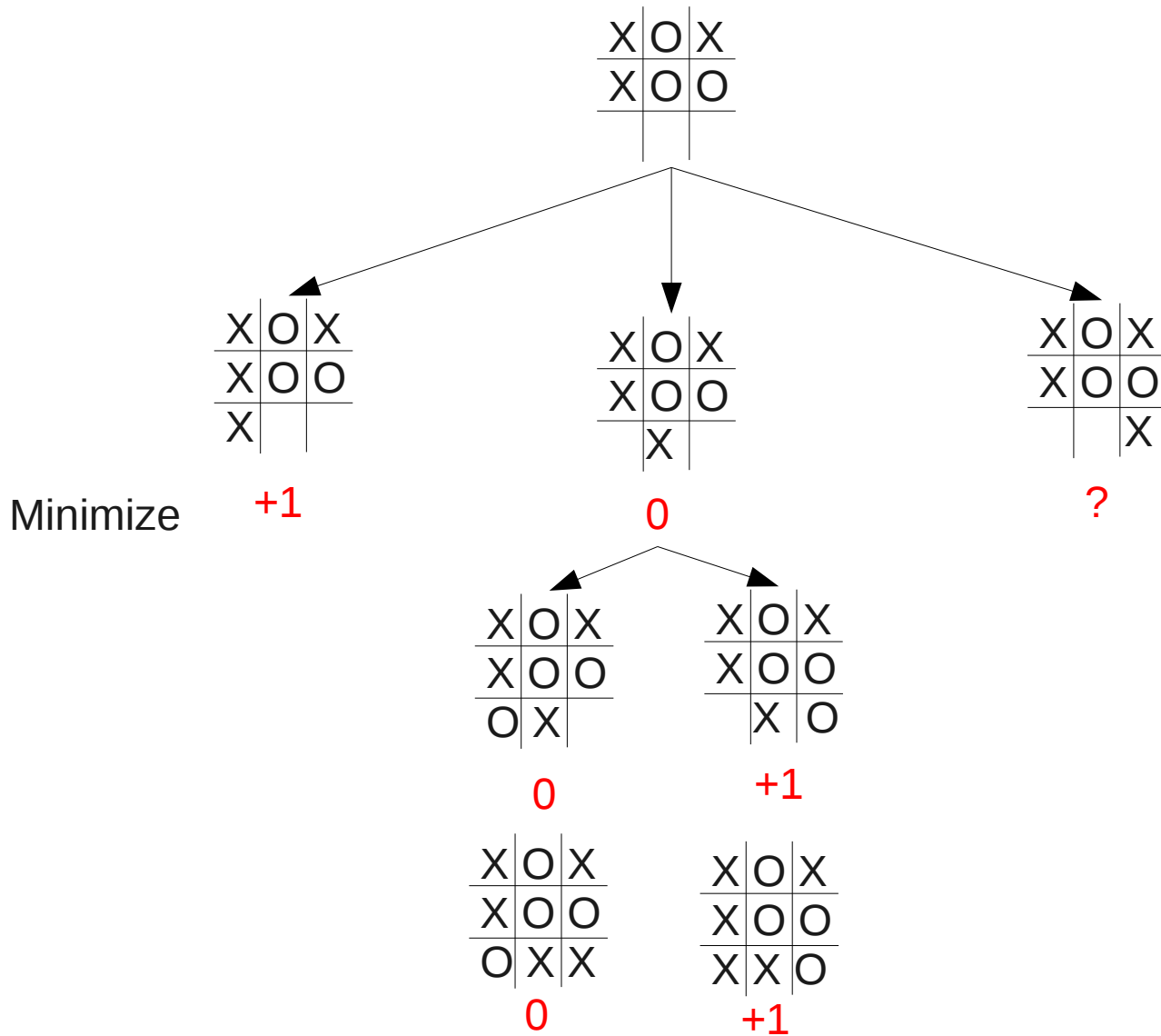


Search agent playing for Player X.
 MAX is Player X.
 MIN is Player O.
 All utilities are with respect to MAX, Player X.

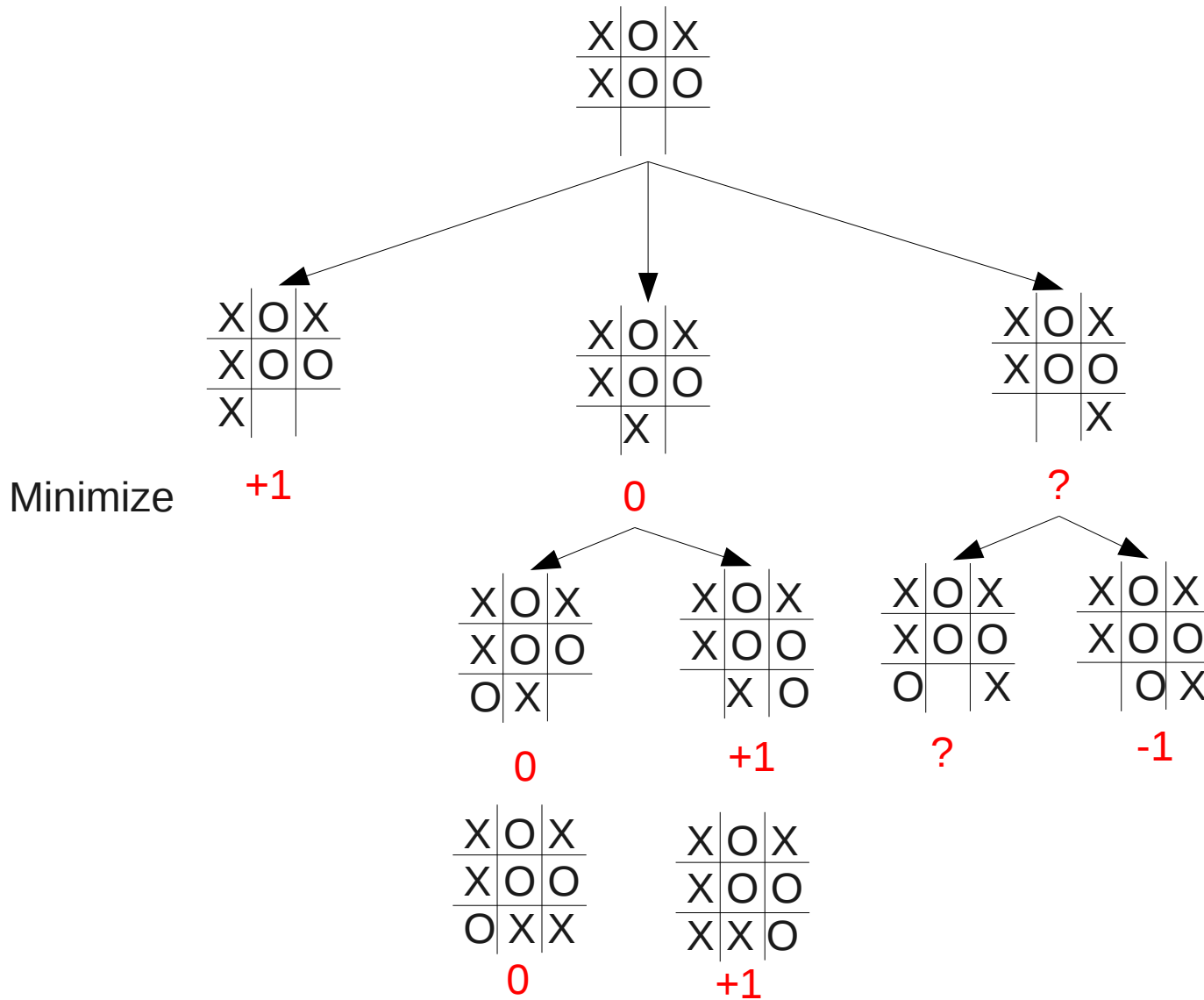


Want best case for Player O, which would be the draw result. So back up the minimum value.

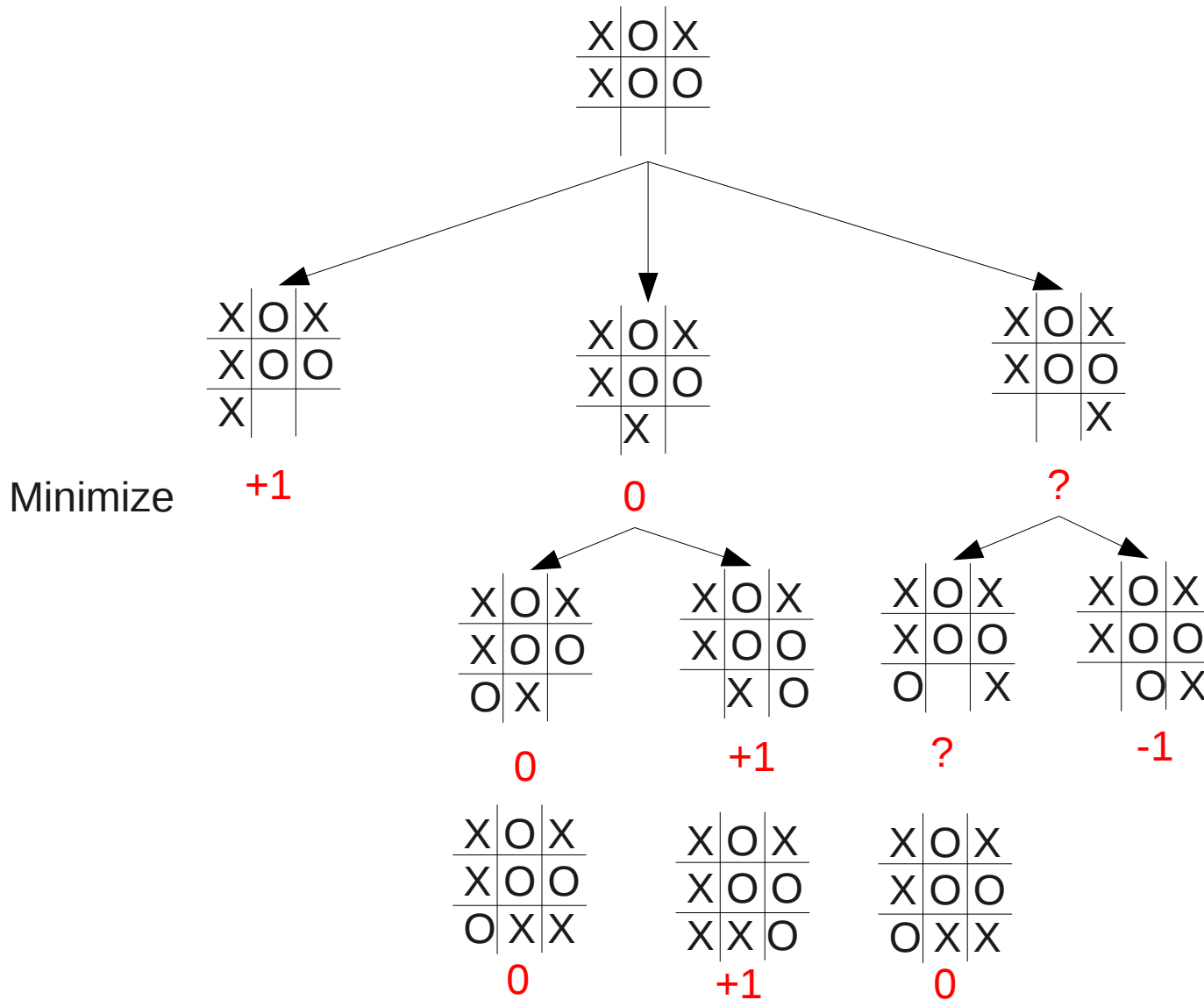
Search agent playing for Player X.
 MAX is Player X.
 MIN is Player O.
 All utilities are with respect to MAX, Player X.



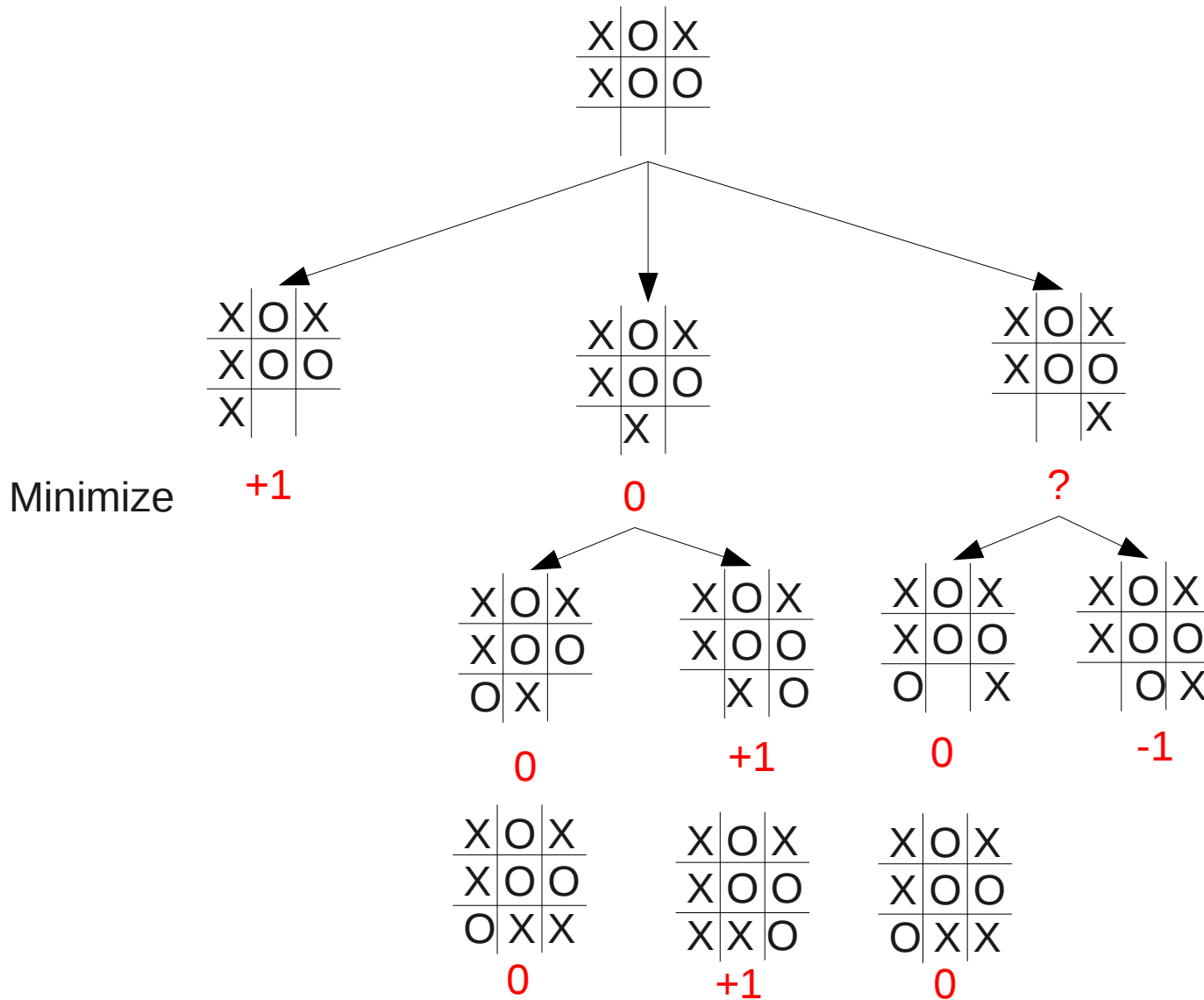
Search agent playing for Player X.
 MAX is Player X.
 MIN is Player O.
 All utilities are with respect to MAX, Player X.



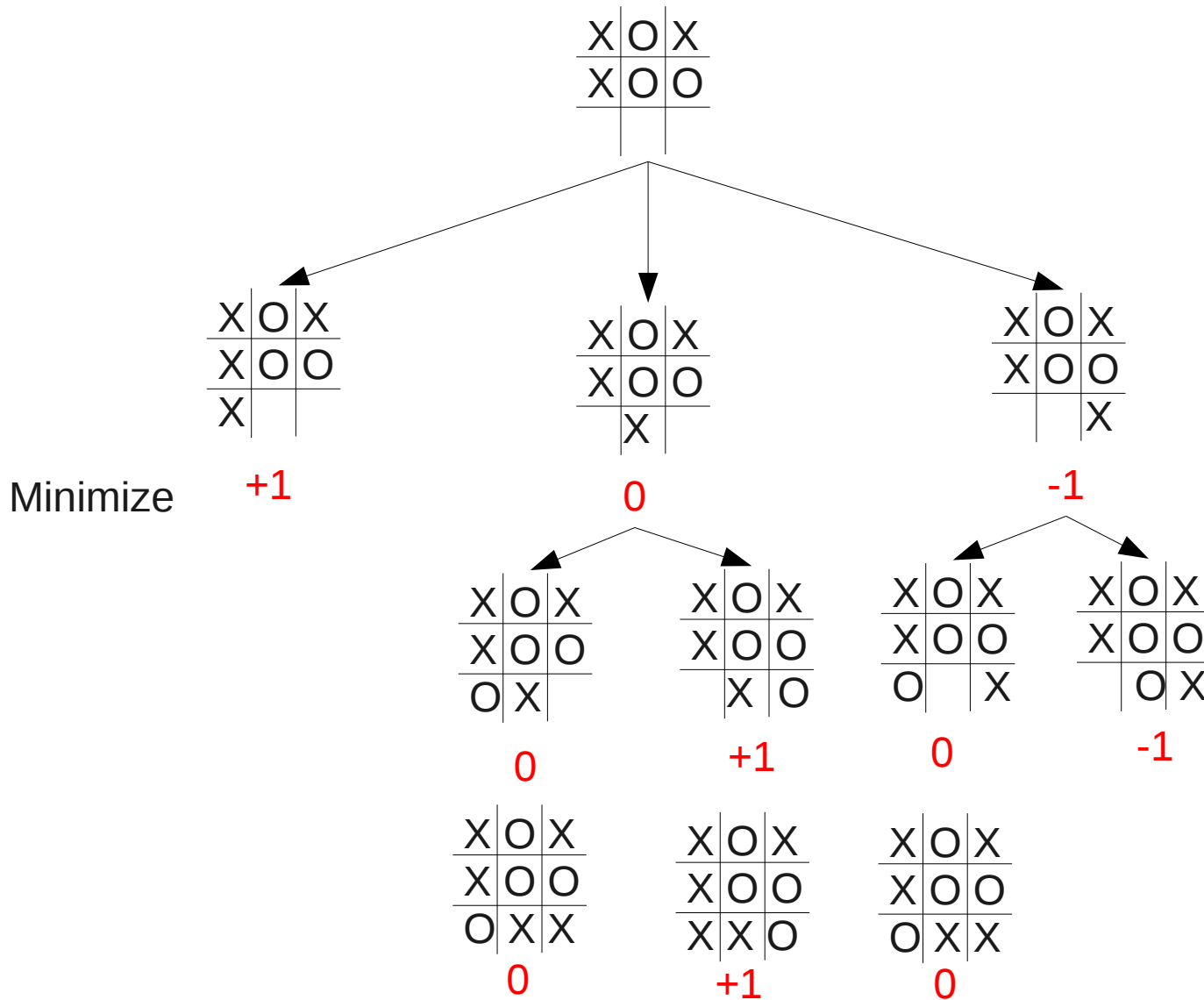
Search agent playing for Player X.
 MAX is Player X.
 MIN is Player O.
 All utilities are with respect to MAX, Player X.



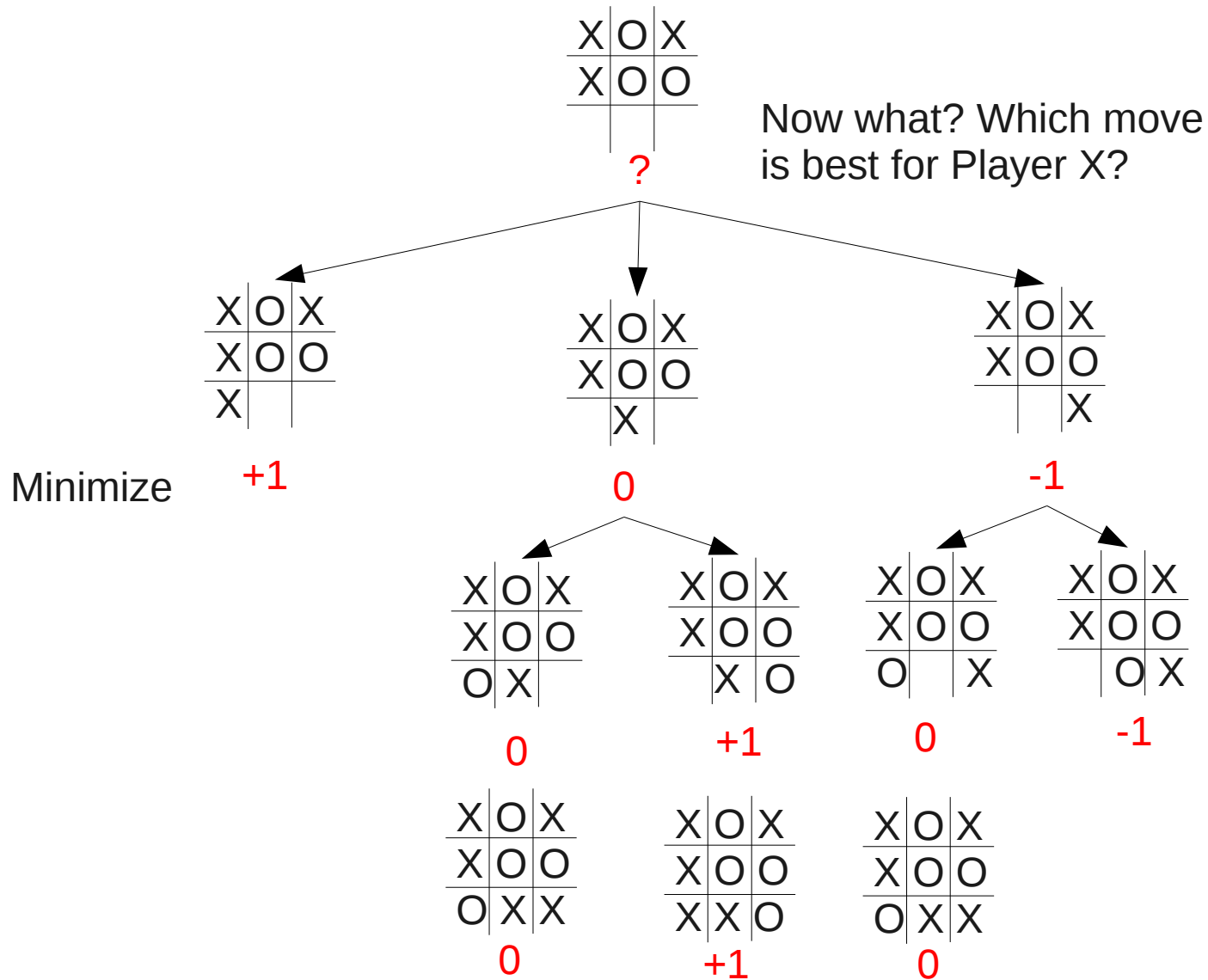
Search agent playing for Player X.
 MAX is Player X.
 MIN is Player O.
 All utilities are with respect to MAX, Player X.



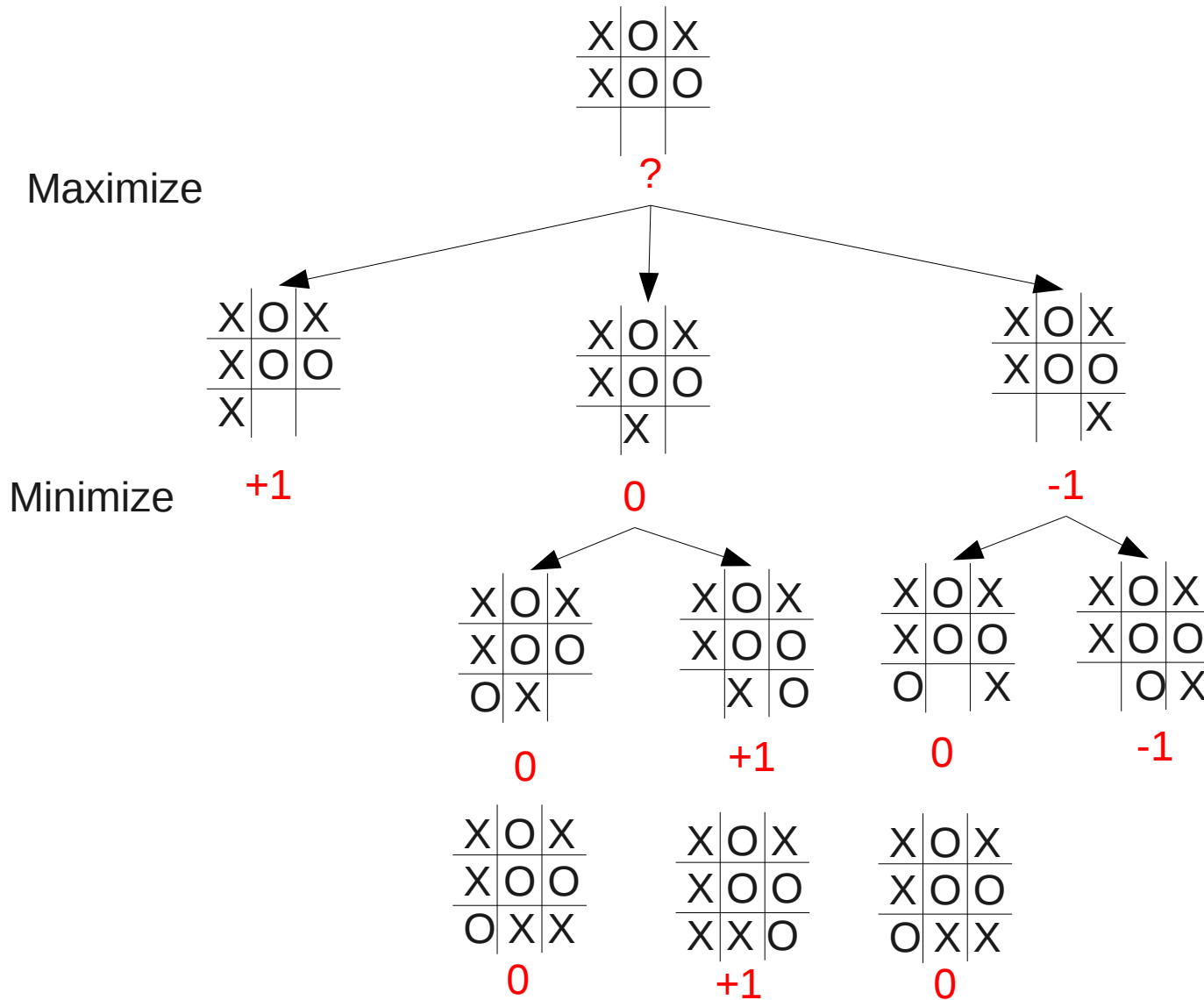
Search agent playing for Player X.
 MAX is Player X.
 MIN is Player O.
 All utilities are with respect to MAX, Player X.



Search agent playing for Player X.
 MAX is Player X.
 MIN is Player O.
 All utilities are with respect to MAX, Player X.



Search agent playing for Player X.
 MAX is Player X.
 MIN is Player O.
 All utilities are with respect to MAX, Player X.



Search agent playing for Player X.
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 All utilities are with respect to MAX, Player X.

