function ExpectiMiniMax-Decision(state) **returns** *an action*
    return arg max$_{a \in \text{Actions}(s)}$ P(Result(*state, a*))

function Max-Value(*state*) **returns** *a utility value*
    if Terminal-Test(*state*) **then return** Utility(*state*)
    $v \leftarrow -\infty$
    for each *a* **in** Actions(*state*) **do**
        $v \leftarrow$ Max(*v*, P-Value(Result(*s, a*)))
    return *v*

function Min-Value(*state*) **returns** *a utility value*
    if Terminal-Test(*state*) **then return** Utility(*state*)
    $v \leftarrow \infty$
    for each *a* **in** Actions(*state*) **do**
        $v \leftarrow$ Min(*v*, P-Value(Result(*s, a*)))
    return *v*

function P-Value(*state*) **returns** *a utility value*
    sum $\leftarrow 0$
    for each *r* **in** Roll(*state*) **do**
        if Player(*state*) = Max **then**
            sum $\leftarrow$ *sum* + Max(*v*, Min-Value(Result(*s, r*))) * Chance(*r*)
        else
            sum $\leftarrow$ *sum* + Min(*v*, Max-Value(Result(*s, r*))) * Chance(*r*)
    return *sum*