Your ID search forfeited 98.0 games while there were still legal moves available to play.

AB\_Custom\_3: first compute the moves’ difference. When it is not zero, return it. Otherwise return the difference between player’s distance to the center and the opponent’s distance to the center.

AB\_Custom\_2: first compute the moves’ difference. When it is not zero, return it. Otherwise return the difference between player’s distance to the center and the opponent’s distance to the center when this difference is not zero. Otherwise it returns the difference between number of blank spaces around player and the number of spaces around the opponent.

AB\_Custom: first compute the moves’ difference. When it is not zero, return it. Otherwise return the difference between player’s distance to the center and the opponent’s distance to the center when this difference is not zero. Otherwise it returns the difference between number of blank spaces around player and the number of spaces around the opponent when this difference is not zero. Otherwise it return the distance between the two players.

Recommendation: