

**A**

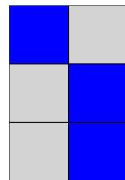
History



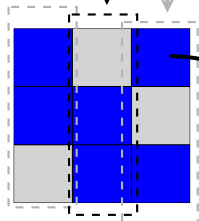
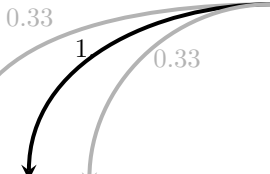
len=1

← player 1 →

History



len=2

**B**

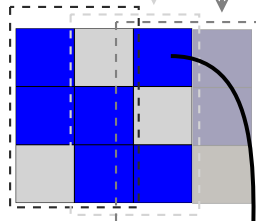
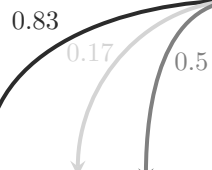
Focal region

**C**

{don't go=0, go=1}

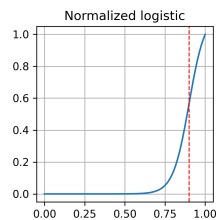
**D**

{don't go=0, go=1}



Focal region

{don't go=0.17, go=0.83}



{don't go=0.00, go=0.2}