

Now, by the same logic,  $b$  &  $g$  get filled by  $a$  and  $1$ , respectively.

$$\text{Now, let } \underline{A} = 0 + 0 \cdot 1 \cdot 1 + 0 - 0 - 0 - 1 \cdot e \cdot c$$

Through one more iteration, let A becomes  $0$ .

Now, if  $1$  chooses to play on any point other than  $h$  or  $f$ ,

$0$  can still play on  $f$  or  $h$ . Then,  $0$  and  $1$  will each

play on the remaining  $2$  portion of whichever

turn  $1$  plays on, resulting in  $\det A = 0$ .

Hence,  $0$  always wins.