```
 1 /Users/jaredwilliams/venv/bin/python /Users/jaredwilliams/
   Documents/AI/Reinforcement/connect4/play_game.py
 2 root <node.Node object at 0x1125480f0>
 3 iterated
 4 root children value [  199.   482.  1267. 24231.  2465.
   470.   453.]
 5 root children visits [  431.   941.  2299. 40060.  4326.
   919.   889.]
 6 root choices: [<node.Node object at 0x112548160> <node.Node
   object at 0x11235d4a8>
 7  <node.Node object at 0x11236acc0> <node.Node object at
   0x112548208>
 8  <node.Node object at 0x11235d400> <node.Node object at
   0x11235d978>
 9  <node.Node object at 0x11235d9e8>]
10 ['-', '-', '-', '-', '-', '-', '-']
11 ['-', '-', '-', '-', '-', '-', '-']
12 ['-', '-', '-', '-', '-', '-', '-']
13 ['-', '-', '-', '-', '-', '-', '-']
14 ['-', '-', '-', '-', '-', '-', '-']
15 ['-', '-', '-', 'X', '-', '-', '-']
16 checkDorEndGame:  0
17 getValue:  (0, 0, 0)
18 getScore:  (0, 0)
19 [31, 35, 36, 37, 39, 40, 41]
20 [3, 0, 1, 2, 4, 5, 6]
21 slot # of next move3
22 ['-', '-', '-', '-', '-', '-', '-']
23 ['-', '-', '-', '-', '-', '-', '-']
24 ['-', '-', '-', '-', '-', '-', '-']
25 ['-', '-', '-', '-', '-', '-', '-']
26 ['-', '-', '-', 'O', '-', '-', '-']
27 ['-', '-', '-', 'X', '-', '-', '-']
28 checkDorEndGame:  0
29 getValue:  (0, 0, 0)
30 getScore:  (0, 0)
31 root <node.Node object at 0x112548b00>
32 iterated
33 root children value [35307.  1720.   886.  3339.  2570.
   1316.  1778.]
34 root children visits [58195.  3072.  1648.  5794.  4506.
   2386.  3171.]
35 root choices: [<node.Node object at 0x1126d6240> <node.Node
   object at 0x11268d1d0>
36  <node.Node object at 0x1125b8240> <node.Node object at
   0x1126d6630>
37  <node.Node object at 0x112648e80> <node.Node object at
   0x11271f9b0>
38  <node.Node object at 0x1125b8fd0>]
39 ['-', '-', '-', '-', '-', '-', '-']
```

```
40 ['-', '-', '-', '-', '-', '-', '-']
41 ['-', '-', '-', '-', '-', '-', '-']
42 ['-', '-', '-', 'X', '-', '-', '-']
43 ['-', '-', '-', 'O', '-', '-', '-']
44 ['-', '-', '-', 'X', '-', '-', '-']
45 checkDorEndGame:  0
46 getValue:  (0, 0, 0)
47 getScore:  (0, 0)
48 [17, 35, 36, 37, 39, 40, 41]
49 [3, 0, 1, 2, 4, 5, 6]
50 slot # of next move3
51 ['-', '-', '-', '-', '-', '-', '-']
52 ['-', '-', '-', '-', '-', '-', '-']
53 ['-', '-', '-', 'O', '-', '-', '-']
54 ['-', '-', '-', 'X', '-', '-', '-']
55 ['-', '-', '-', 'O', '-', '-', '-']
56 ['-', '-', '-', 'X', '-', '-', '-']
57 checkDorEndGame:  0
58 getValue:  (0, 0, 0)
59 getScore:  (0, 0)
60 root <node.Node object at 0x1137e5390>
61 iterated
62 root children value [1638. 4895. 3083. 6744. 6454. 2953.
   4217.]
63 root children visits [ 3082.  8805.  5636. 12023. 11519.
   5407.  7623.]
64 root choices: [<node.Node object at 0x11394de10> <node.Node
    object at 0x11ac129b0>
65  <node.Node object at 0x11f436d30> <node.Node object at
   0x11f47e9b0>
66  <node.Node object at 0x11f47e7f0> <node.Node object at
   0x11cb5d630>
67  <node.Node object at 0x11b9524e0>]
68 ['-', '-', '-', '-', '-', '-', '-']
69 ['-', '-', '-', '-', '-', '-', '-']
70 ['-', '-', '-', 'O', '-', '-', '-']
71 ['-', '-', '-', 'X', '-', '-', '-']
72 ['-', '-', '-', 'O', '-', '-', '-']
73 ['-', '-', 'X', 'X', '-', '-', '-']
74 checkDorEndGame:  0
75 getValue:  (0, 0, 0)
76 getScore:  (0, 0)
77 [10, 30, 35, 36, 39, 40, 41]
78 [3, 2, 0, 1, 4, 5, 6]
79 slot # of next move4
80 ['-', '-', '-', '-', '-', '-', '-']
81 ['-', '-', '-', '-', '-', '-', '-']
82 ['-', '-', '-', 'O', '-', '-', '-']
83 ['-', '-', '-', 'X', '-', '-', '-']
84 ['-', '-', '-', 'O', '-', '-', '-']
```

```
 85 ['-', '-', 'X', 'X', 'O', '-', '-']
 86 checkDorEndGame:  0
 87 getValue:  (0, 0, 0)
 88 getScore:  (0, 0)
 89 root <node.Node object at 0x1235fc390>
 90 iterated
 91 root children value [  967.  3016. 20754.  1167.  1406.
    1287.  1942.]
 92 root children visits [ 2074.  6072. 39701.  2470.  2941.
    2707.  3990.]
 93 root choices: [<node.Node object at 0x1276c9da0> <node.
    Node object at 0x128ebefd0>
 94  <node.Node object at 0x1244ea080> <node.Node object at
    0x128f04080>
 95  <node.Node object at 0x12b947b00> <node.Node object at
    0x128e737f0>
 96  <node.Node object at 0x128e73860>]
 97 ['-', '-', '-', '-', '-', '-', '-']
 98 ['-', '-', '-', '-', '-', '-', '-']
 99 ['-', '-', '-', 'O', '-', '-', '-']
100 ['-', '-', '-', 'X', '-', '-', '-']
101 ['-', '-', '-', 'O', 'X', '-', '-']
102 ['-', '-', 'X', 'X', 'O', '-', '-']
103 checkDorEndGame:  0
104 getValue:  (0, 0, 0)
105 getScore:  (0, 0)
106 [10, 25, 30, 35, 36, 40, 41]
107 [3, 4, 2, 0, 1, 5, 6]
108 slot # of next move6
109 ['-', '-', '-', '-', '-', '-', '-']
110 ['-', '-', '-', '-', '-', '-', '-']
111 ['-', '-', '-', 'O', '-', '-', '-']
112 ['-', '-', '-', 'X', '-', '-', '-']
113 ['-', '-', '-', 'O', 'X', '-', '-']
114 ['-', '-', 'X', 'X', 'O', '-', 'O']
115 checkDorEndGame:  0
116 getValue:  (0, 0, 0)
117 getScore:  (0, 0)
118 root <node.Node object at 0x12fc08a20>
119 iterated
120 root children value [  274. 21495.  5950.   773.  1314.
    1488.   271.]
121 root children visits [  529. 33381.  9461.  1351.  2220.
    2497.   524.]
122 root choices: [<node.Node object at 0x13915e4a8> <node.
    Node object at 0x13af81dd8>
123  <node.Node object at 0x1393e7a58> <node.Node object at
    0x13aea90b8>
124  <node.Node object at 0x13ac22128> <node.Node object at
    0x13ab8fcf8>
```

```
125    <node.Node object at 0x13aea9080>]
126 ['-', '-', '-', '-', '-', '-', '-']
127 ['-', '-', '-', '-', '-', '-', '-']
128 ['-', '-', '-', 'O', '-', '-', '-']
129 ['-', '-', '-', 'X', 'X', '-', '-']
130 ['-', '-', '-', 'O', 'X', '-', '-']
131 ['-', '-', 'X', 'X', 'O', '-', 'O']
132 checkDorEndGame:  0
133 getValue:  (0, 0, 0)
134 getScore:  (0, 0)
135 [10, 18, 30, 34, 35, 36, 40]
136 [3, 4, 2, 6, 0, 1, 5]
137 slot # of next move1
138 ['-', '-', '-', '-', '-', '-', '-']
139 ['-', '-', '-', '-', '-', '-', '-']
140 ['-', '-', '-', 'O', '-', '-', '-']
141 ['-', '-', '-', 'X', 'X', '-', '-']
142 ['-', '-', '-', 'O', 'X', '-', '-']
143 ['-', 'O', 'X', 'X', 'O', '-', 'O']
144 checkDorEndGame:  0
145 getValue:  (0, 0, 0)
146 getScore:  (0, 0)
147 root <node.Node object at 0x14b2ff438>
148 iterated
149 root children value [ 1008.  3325. 30908.   735.  1827.
    1102.  1294.]
150 root children visits [ 1717.  5347. 47350.  1280.  3011.
    1867.  2171.]
151 root choices: [<node.Node object at 0x17906a438> <node.
    Node object at 0x179141c18>
152   <node.Node object at 0x15c2b03c8> <node.Node object at
    0x16b7d32e8>
153   <node.Node object at 0x178f450b8> <node.Node object at
    0x178f8f3c8>
154   <node.Node object at 0x179020358>]
155 ['-', '-', '-', '-', '-', '-', '-']
156 ['-', '-', '-', '-', '-', '-', '-']
157 ['-', '-', '-', 'O', '-', '-', '-']
158 ['-', '-', '-', 'X', 'X', '-', '-']
159 ['-', 'X', '-', 'O', 'X', '-', '-']
160 ['-', 'O', 'X', 'X', 'O', '-', 'O']
161 checkDorEndGame:  0
162 getValue:  (0, 0, 0)
163 getScore:  (0, 0)
164 [10, 18, 22, 30, 34, 35, 40]
165 [3, 4, 1, 2, 6, 0, 5]
166 slot # of next move1
167 ['-', '-', '-', '-', '-', '-', '-']
168 ['-', '-', '-', '-', '-', '-', '-']
169 ['-', '-', '-', 'O', '-', '-', '-']
```

```
170 ['-', 'O', '-', 'X', 'X', '-', '-']
171 ['-', 'X', '-', 'O', 'X', '-', '-']
172 ['-', 'O', 'X', 'X', 'O', '-', 'O']
173 checkDorEndGame:  0
174 getValue:  (0, 0, 0)
175 getScore:  (0, 0)
176 root <node.Node object at 0x1793c8d68>
177 iterated
178 root children value [  325. 31301.  2146.   180.   154.
     166.   333.]
179 root children visits [  594. 46859.  3426.   355.   311
    .  331.   607.]
180 root choices: [<node.Node object at 0x17a7ceac8> <node.
    Node object at 0x17a787278>
181  <node.Node object at 0x17a9c9518> <node.Node object at
    0x17a155f28>
182  <node.Node object at 0x17a981c88> <node.Node object at
    0x17a7ce748>
183  <node.Node object at 0x17a9c9a58>]
184 ['-', '-', '-', '-', '-', '-', '-']
185 ['-', '-', '-', '-', '-', '-', '-']
186 ['-', 'X', '-', 'O', '-', '-', '-']
187 ['-', 'O', '-', 'X', 'X', '-', '-']
188 ['-', 'X', '-', 'O', 'X', '-', '-']
189 ['-', 'O', 'X', 'X', 'O', '-', 'O']
190 checkDorEndGame:  0
191 getValue:  (0, 0, 0)
192 getScore:  (0, 0)
193 [8, 10, 18, 30, 34, 35, 40]
194 [1, 3, 4, 2, 6, 0, 5]
195 slot # of next move4
196 ['-', '-', '-', '-', '-', '-', '-']
197 ['-', '-', '-', '-', '-', '-', '-']
198 ['-', 'X', '-', 'O', 'O', '-', '-']
199 ['-', 'O', '-', 'X', 'X', '-', '-']
200 ['-', 'X', '-', 'O', 'X', '-', '-']
201 ['-', 'O', 'X', 'X', 'O', '-', 'O']
202 checkDorEndGame:  0
203 getValue:  (0, 0, 0)
204 getScore:  (0, 0)
205 root <node.Node object at 0x17c054a58>
206 iterated
207 root children value [  568. 35546.   443.   193.  1359.
    206.   336.]
208 root children visits [  874. 47621.   697.   333.  1978
    .  352.   543.]
209 root choices: [<node.Node object at 0x17e6a3ac8> <node.
    Node object at 0x17f5da438>
210  <node.Node object at 0x17ff6ec18> <node.Node object at
    0x17e6ebeb8>
```

```
211  <node.Node object at 0x17fc9e908> <node.Node object at
     0x17fc9e9e8>
212   <node.Node object at 0x17ebb79e8>]
213 ['-', '-', '-', '-', '-', '-', '-']
214 ['-', '-', '-', 'X', '-', '-', '-']
215 ['-', 'X', '-', 'O', 'O', '-', '-']
216 ['-', 'O', '-', 'X', 'X', '-', '-']
217 ['-', 'X', '-', 'O', 'X', '-', '-']
218 ['-', 'O', 'X', 'X', 'O', '-', 'O']
219 checkDorEndGame:  0
220 getValue:  (0, 0, 0)
221 getScore:  (0, 0)
222 [3, 8, 11, 30, 34, 35, 40]
223 [3, 1, 4, 2, 6, 0, 5]
224 slot # of next move5
225 ['-', '-', '-', '-', '-', '-', '-']
226 ['-', '-', '-', 'X', '-', '-', '-']
227 ['-', 'X', '-', 'O', 'O', '-', '-']
228 ['-', 'O', '-', 'X', 'X', '-', '-']
229 ['-', 'X', '-', 'O', 'X', '-', '-']
230 ['-', 'O', 'X', 'X', 'O', 'O', 'O']
231 checkDorEndGame:  0
232 getValue:  (0, 0, 0)
233 getScore:  (0, 0)
234 root <node.Node object at 0x1816cf358>
235 iterated
236 root children value [ 1889. 30906.  3780.  3311.   329.
     3740.   441.]
237 root children visits [ 2591. 39709.  5057.  4448.   508.
     5005.   663.]
238 root choices: [<node.Node object at 0x186014978> <node.
     Node object at 0x1a139bf28>
239  <node.Node object at 0x1a139b5f8> <node.Node object at
     0x19a2562e8>
240  <node.Node object at 0x1a65999e8> <node.Node object at
     0x197bcbc88>
241  <node.Node object at 0x1a139bc88>]
242 ['-', '-', '-', '-', '-', '-', '-']
243 ['-', 'X', '-', 'X', '-', '-', '-']
244 ['-', 'X', '-', 'O', 'O', '-', '-']
245 ['-', 'O', '-', 'X', 'X', '-', '-']
246 ['-', 'X', '-', 'O', 'X', '-', '-']
247 ['-', 'O', 'X', 'X', 'O', 'O', 'O']
248 checkDorEndGame:  0
249 getValue:  (0, 0, 0)
250 getScore:  (0, 0)
251 [1, 3, 11, 30, 33, 34, 35]
252 [1, 3, 4, 2, 5, 6, 0]
253 slot # of next move0
254 ['-', '-', '-', '-', '-', '-', '-']
```

```
255 ['-', 'X', '-', 'X', '-', '-', '-']
256 ['-', 'X', '-', '0', '0', '-', '-']
257 ['-', '0', '-', 'X', 'X', '-', '-']
258 ['-', 'X', '-', '0', 'X', '-', '-']
259 ['0', '0', 'X', 'X', '0', '0', '0']
260 checkDorEndGame:  0
261 getValue:  (0, 0, 0)
262 getScore:  (0, 0)
263 root <node.Node object at 0x1a96e7278>
264 iterated
265 root children value [ 1462.  1455.  9326.  4188. 27214.
     264.  1836.]
266 root children visits [ 1932.  1923. 11640.  5324. 33428
    .   397.  2402.]
267 root choices: [<node.Node object at 0x1aa3dc518> <node.
    Node object at 0x1aa46af98>
268  <node.Node object at 0x1aa73ac88> <node.Node object at
    0x1aa3dc4a8>
269  <node.Node object at 0x1a9d5d7b8> <node.Node object at
    0x1aa663ba8>
270  <node.Node object at 0x1aa663518>]
271 ['-', '-', '-', '-', '-', '-', '-']
272 ['-', 'X', '-', 'X', '-', '-', '-']
273 ['-', 'X', '-', '0', '0', '-', '-']
274 ['-', '0', '-', 'X', 'X', '-', '-']
275 ['-', 'X', 'X', '0', 'X', '-', '-']
276 ['0', '0', 'X', 'X', '0', '0', '0']
277 checkDorEndGame:  0
278 getValue:  (0, 0, 0)
279 getScore:  (0, 0)
280 [1, 3, 11, 23, 28, 33, 34]
281 [1, 3, 4, 2, 0, 5, 6]
282 slot # of next move6
283 ['-', '-', '-', '-', '-', '-', '-']
284 ['-', 'X', '-', 'X', '-', '-', '-']
285 ['-', 'X', '-', '0', '0', '-', '-']
286 ['-', '0', '-', 'X', 'X', '-', '-']
287 ['-', 'X', 'X', '0', 'X', '-', '0']
288 ['0', '0', 'X', 'X', '0', '0', '0']
289 checkDorEndGame:  0
290 getValue:  (0, 0, 0)
291 getScore:  (0, 0)
292 root <node.Node object at 0x1c14af978>
293 iterated
294 root children value [  113.   653.  1161.  1216. 41831.
     209.   146.]
295 root children visits [  176.   841.  1445.  1510. 47772
    .   299.   219.]
296 root choices: [<node.Node object at 0x1d99e0ac8> <node.
    Node object at 0x1d9711518>
```

```
297  <node.Node object at 0x1d9907358> <node.Node object at
     0x1d99073c8>
298  <node.Node object at 0x1d95f2f28> <node.Node object at
     0x1d0521a58>
299  <node.Node object at 0x1d9907588>]
300 ['-', '-', '-', '-', '-', '-', '-']
301 ['-', 'X', '-', 'X', '-', '-', '-']
302 ['-', 'X', '-', 'O', 'O', '-', '-']
303 ['-', 'O', '-', 'X', 'X', '-', 'X']
304 ['-', 'X', 'X', 'O', 'X', '-', 'O']
305 ['O', 'O', 'X', 'X', 'O', 'O', 'O']
306 checkDorEndGame:  0
307 getValue:  (0, 0, 0)
308 getScore:  (0, 0)
309 [1, 3, 11, 20, 23, 28, 33]
310 [1, 3, 4, 6, 2, 0, 5]
311 slot # of next move0
312 ['-', '-', '-', '-', '-', '-', '-']
313 ['-', 'X', '-', 'X', '-', '-', '-']
314 ['-', 'X', '-', 'O', 'O', '-', '-']
315 ['-', 'O', '-', 'X', 'X', '-', 'X']
316 ['O', 'X', 'X', 'O', 'X', '-', 'O']
317 ['O', 'O', 'X', 'X', 'O', 'O', 'O']
318 checkDorEndGame:  0
319 getValue:  (0, 0, 0)
320 getScore:  (0, 0)
321 root <node.Node object at 0x1db5c5c88>
322 iterated
323 root children value [ 748.  1199.   722.  1175. 44418.
     1694.   354.]
324 root children visits [ 908.  1418.   879.  1391. 48356.
     1972.   455.]
325 root choices: [<node.Node object at 0x1f20c1ac8> <node.
     Node object at 0x1f16e4358>
326  <node.Node object at 0x1f1f9f7b8> <node.Node object at
     0x1e859f828>
327  <node.Node object at 0x1e69bf668> <node.Node object at
     0x1f1bf7b38>
328  <node.Node object at 0x1f1653eb8>]
329 ['-', '-', '-', '-', '-', '-', '-']
330 ['-', 'X', '-', 'X', '-', '-', '-']
331 ['-', 'X', '-', 'O', 'O', '-', '-']
332 ['X', 'O', '-', 'X', 'X', '-', 'X']
333 ['O', 'X', 'X', 'O', 'X', '-', 'O']
334 ['O', 'O', 'X', 'X', 'O', 'O', 'O']
335 checkDorEndGame:  0
336 getValue:  (0, 0, 0)
337 getScore:  (0, 0)
338 [1, 3, 11, 14, 20, 23, 33]
339 [1, 3, 4, 0, 6, 2, 5]
```

```
340 slot # of next move0
341 ['-', '-', '-', '-', '-', '-', '-']
342 ['-', 'X', '-', 'X', '-', '-', '-']
343 ['O', 'X', '-', 'O', 'O', '-', '-']
344 ['X', 'O', '-', 'X', 'X', '-', 'X']
345 ['O', 'X', 'X', 'O', 'X', '-', 'O']
346 ['O', 'O', 'X', 'X', 'O', 'O', 'O']
347 checkDorEndGame:  0
348 getValue:  (0, 0, 0)
349 getScore:  (0, 0)
350 root <node.Node object at 0x1f5b9cf28>
351 iterated
352 root children value [ 3028.  5423.  3317.  4179.  5170.
    30769.   775.]
353 root children visits [ 3299.  5818.  3604.  4512.  5553.
    32136.   896.]
354 root choices: [<node.Node object at 0x20125b6d8> <node.
    Node object at 0x1f5fd8c18>
355  <node.Node object at 0x1f5efdcf8> <node.Node object at
    0x2014525f8>
356  <node.Node object at 0x1fefba4a8> <node.Node object at
    0x1f669ab38>
357  <node.Node object at 0x200b9a358>]
358 ['-', '-', '-', '-', '-', '-', '-']
359 ['-', 'X', '-', 'X', '-', '-', '-']
360 ['O', 'X', '-', 'O', 'O', '-', '-']
361 ['X', 'O', 'X', 'X', 'X', '-', 'X']
362 ['O', 'X', 'X', 'O', 'X', '-', 'O']
363 ['O', 'O', 'X', 'X', 'O', 'O', 'O']
364 checkDorEndGame:  0
365 getValue:  (0, 0, 0)
366 getScore:  (0, 0)
367 [1, 3, 7, 11, 16, 20, 33]
368 [1, 3, 0, 4, 2, 6, 5]
369 slot # of next move2
370 ['-', '-', '-', '-', '-', '-', '-']
371 ['-', 'X', '-', 'X', '-', '-', '-']
372 ['O', 'X', 'O', 'O', 'O', '-', '-']
373 ['X', 'O', 'X', 'X', 'X', '-', 'X']
374 ['O', 'X', 'X', 'O', 'X', '-', 'O']
375 ['O', 'O', 'X', 'X', 'O', 'O', 'O']
376 checkDorEndGame:  0
377 getValue:  (0, 0, 0)
378 getScore:  (0, 0)
379 root <node.Node object at 0x208b20518>
380 iterated
381 root children value [  469.  1143.   443. 53011.   574.
    659.   250.]
382 root children visits [  547.  1262.   519. 53823.   660
    .  751.   309.]
```

```
383 root choices: [<node.Node object at 0x2114c4f28> <node.
    Node object at 0x20c71aac8>
384  <node.Node object at 0x216c05f98> <node.Node object at
    0x2156ecb38>
385  <node.Node object at 0x209ed8d68> <node.Node object at
    0x2158533c8>
386  <node.Node object at 0x218ae1a58>]
387 ['-', '-', '-', '-', '-', '-', '-']
388 ['-', 'X', 'X', 'X', '-', '-', '-']
389 ['O', 'X', 'O', 'O', 'O', '-', '-']
390 ['X', 'O', 'X', 'X', 'X', '-', 'X']
391 ['O', 'X', 'X', 'O', 'X', '-', 'O']
392 ['O', 'O', 'X', 'X', 'O', 'O', 'O']
393 checkDorEndGame:  0
394 getValue:  (0, 0, 0)
395 getScore:  (0, 0)
396 [1, 2, 3, 7, 11, 20, 33]
397 [1, 2, 3, 0, 4, 6, 5]
398 slot # of next move0
399 ['-', '-', '-', '-', '-', '-', '-']
400 ['O', 'X', 'X', 'X', '-', '-', '-']
401 ['O', 'X', 'O', 'O', 'O', '-', '-']
402 ['X', 'O', 'X', 'X', 'X', '-', 'X']
403 ['O', 'X', 'X', 'O', 'X', '-', 'O']
404 ['O', 'O', 'X', 'X', 'O', 'O', 'O']
405 checkDorEndGame:  0
406 getValue:  (0, 0, 0)
407 getScore:  (0, 0)
408 root <node.Node object at 0x21fb7eb38>
409 iterated
410 root children value [ 1894.  2065.  2436. 24874. 24873.
    2356.  1359.]
411 root children visits [ 2001.  2174.  2550. 24874. 24873.
    2469.  1455.]
412 root choices: [<node.Node object at 0x22d663a58> <node.
    Node object at 0x22f797c88>
413  <node.Node object at 0x228cae5f8> <node.Node object at
    0x2211b9828>
414  <node.Node object at 0x22999feb8> <node.Node object at
    0x22f797b70>
415  <node.Node object at 0x224c3fcf8>]
416 ['-', '-', '-', 'X', '-', '-', '-']
417 ['O', 'X', 'X', 'X', '-', '-', '-']
418 ['O', 'X', 'O', 'O', 'O', '-', '-']
419 ['X', 'O', 'X', 'X', 'X', '-', 'X']
420 ['O', 'X', 'X', 'O', 'X', '-', 'O']
421 ['O', 'O', 'X', 'X', 'O', 'O', 'O']
422 checkDorEndGame:  1
423 getValue:  (-1, -1, 1)
424 getScore:  (-1, 1)
```

```
425 YOU LOSE!
426 GAME OVER!
427
428 Process finished with exit code 0
429
```