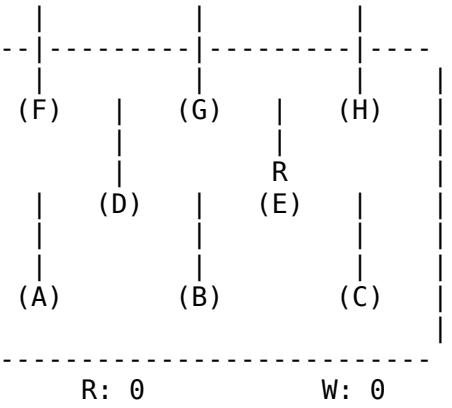
Sample Execution

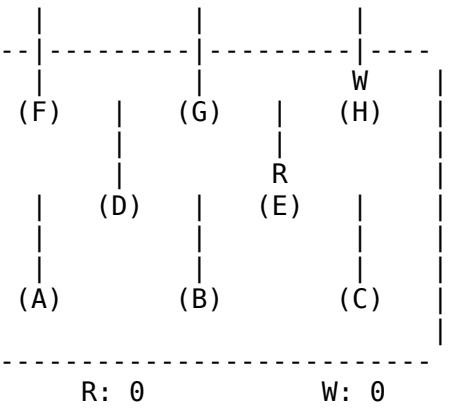
Sample Execution:

```
matt@arch-asus ~/D/4/src> g++ -g -Wall -Wpedantic -pthread -o game game.cpp
matt@arch-asus ~/D/4/src> ./game
3D Tic Tac Toe!

Menu:
      1)    Play
      2)    Display Rules

      0)    Quit

Enter a selection ([0..2]): 1

Select a game mode:
      1)    Human Player vs Human Player
      2)    Human Player vs Computer Player
      3)    Computer Player vs Computer Player

Choose a game mode ([1..3]): 2

Choose a colour:
      1)    Red
      2)    White

Choice ([1..2]): 1

           |         |         |
       ----|---------|---------|----
      |    |         |         |    |
      |   (F)   |   (G)   |   (H)   |
      |         |         |         |
      |         |         |         |
      |    |   (D)   |   (E)   |    |
      |    |         |         |    |
      |    |         |         |    |
      |   (A)       (B)       (C)   |
      |                             |
       -----------------------------
              R: 0           W: 0
```

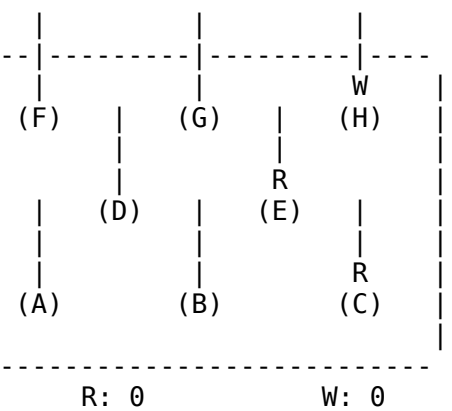
```
Red's turn!
Peg ([A..F], case-sensitive): E
```



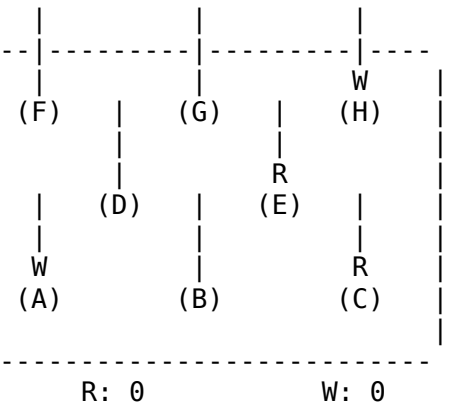

```
White's turn!
```



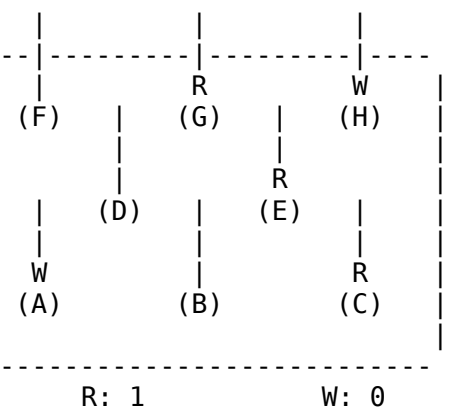

```
Red's turn!
Peg ([A..F], case-sensitive): C
```



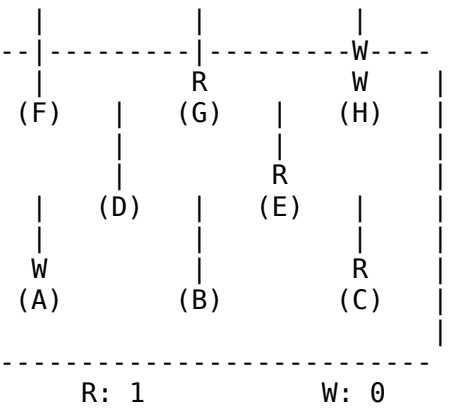
```
White's turn!
```



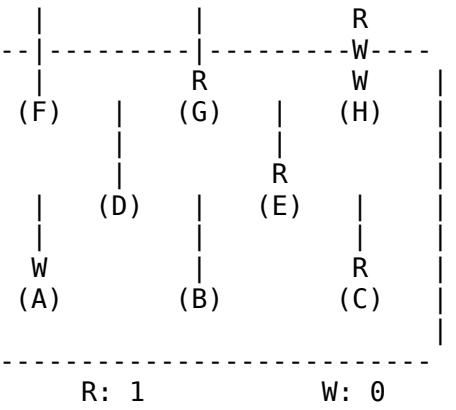

```
Red's turn!
Peg ([A..F], case-sensitive): G
```



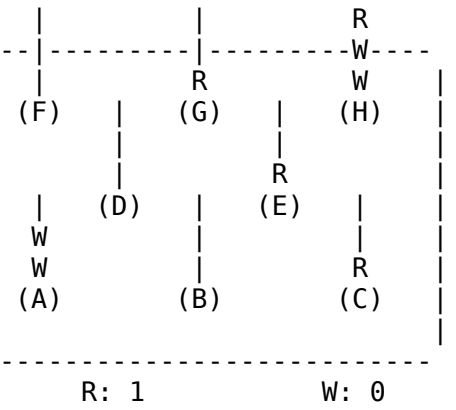

```
White's turn!
```



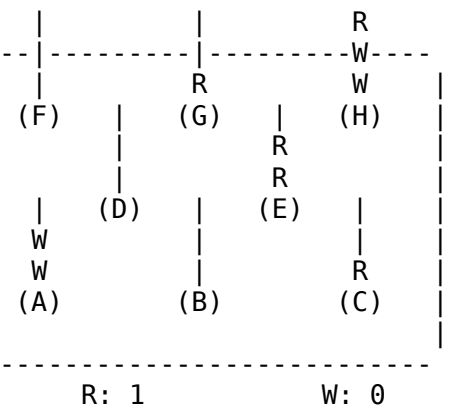
```
Red's turn!
Peg ([A..F], case-sensitive): H
```




```
White's turn!
```

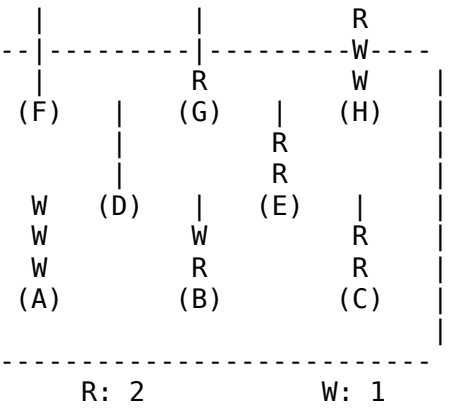



```
Red's turn!
Peg ([A..F], case-sensitive): E
```

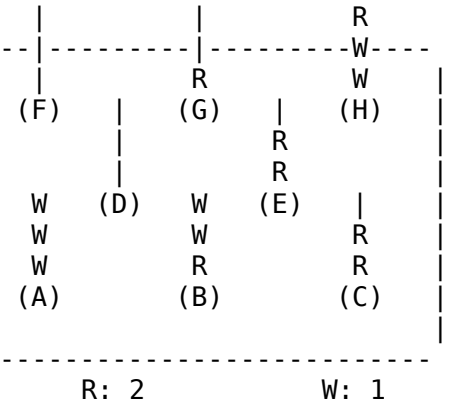


```
White's turn!

          |         |         R
     ----|---------|---------W----
    |    |         R         W    |
    |   (F)   |   (G)   |   (H)   |
    |         |         R         |
    |         |         R         |
    |    W   (D)   |   (E)   |    |
    |    W         |         |    |
    |    W         |         R    |
    |   (A)       (B)       (C)   |
    |                             |
     -----------------------------
            R: 1           W: 1

Red's turn!
Peg ([A..F], case-sensitive): B

          |         |         R
     ----|---------|---------W----
    |    |         R         W    |
    |   (F)   |   (G)   |   (H)   |
    |         |         R         |
    |         |         R         |
    |    W   (D)   |   (E)   |    |
    |    W         |         |    |
    |    W         R         R    |
    |   (A)       (B)       (C)   |
    |                             |
     -----------------------------
            R: 2           W: 1

White's turn!

          |         |         R
     ----|---------|---------W----
    |    |         R         W    |
    |   (F)   |   (G)   |   (H)   |
    |         |         R         |
    |         |         R         |
    |    W   (D)   |   (E)   |    |
    |    W         W         |    |
    |    W         R         R    |
    |   (A)       (B)       (C)   |
    |                             |
     -----------------------------
            R: 2           W: 1
```

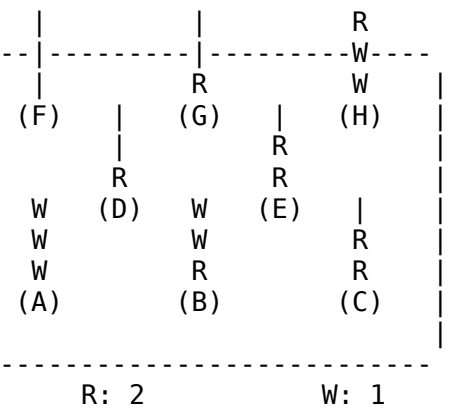
```
Red's turn!
Peg ([A..F], case-sensitive): C
```




```
White's turn!
```

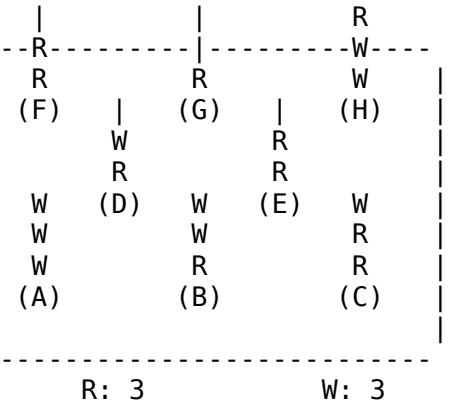



```
Red's turn!
Peg ([A..F], case-sensitive): D
```

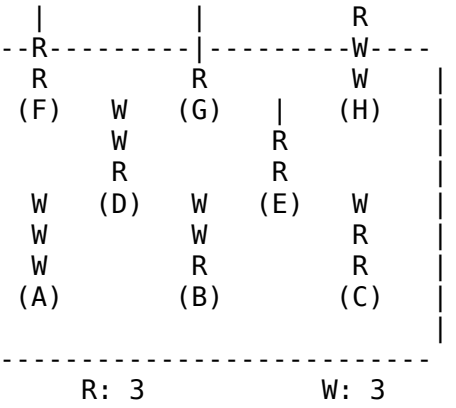


```
White's turn!

          |         |         R
     ----|---------|---------W----
    |    |         R         W    |
    |   (F)   |   (G)   |   (H)   |
    |         |         R         |
    |         R         R         |
    |    W   (D)   W   (E)   W    |
    |    W         W         R    |
    |    W         R         R    |
    |   (A)       (B)       (C)   |
    |                             |
     -----------------------------
            R: 2           W: 3

Red's turn!
Peg ([A..F], case-sensitive): F

          |         |         R
     ----|---------|---------W----
    |    R         R         W    |
    |   (F)   |   (G)   |   (H)   |
    |         |         R         |
    |         R         R         |
    |    W   (D)   W   (E)   W    |
    |    W         W         R    |
    |    W         R         R    |
    |   (A)       (B)       (C)   |
    |                             |
     -----------------------------
            R: 3           W: 3

White's turn!

          |         |         R
     ----|---------|---------W----
    |    R         R         W    |
    |   (F)   |   (G)   |   (H)   |
    |         W         R         |
    |         R         R         |
    |    W   (D)   W   (E)   W    |
    |    W         W         R    |
    |    W         R         R    |
    |   (A)       (B)       (C)   |
    |                             |
     -----------------------------
            R: 3           W: 3
```

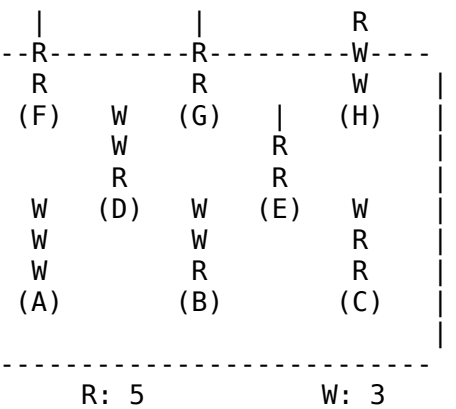
```
Red's turn!
Peg ([A..F], case-sensitive): F
```




```
White's turn!
```




```
Red's turn!
Peg ([A..F], case-sensitive): G
```



```
White's turn!

           |          |          R
       ----R---------R---------W----
      |    R          R          W    |
      |   (F)   W   (G)   W   (H)    |
      |         W          R         |
      |         R          R         |
      |    W   (D)   W   (E)   W     |
      |    W          W          R    |
      |    W          R          R    |
      |   (A)        (B)        (C)   |
      |                               |
       -------------------------------
              R: 5           W: 3

Red's turn!
Peg ([A..F], case-sensitive): F

           R          |          R
       ----R---------R---------W----
      |    R          R          W    |
      |   (F)   W   (G)   W   (H)    |
      |         W          R         |
      |         R          R         |
      |    W   (D)   W   (E)   W     |
      |    W          W          R    |
      |    W          R          R    |
      |   (A)        (B)        (C)   |
      |                               |
       -------------------------------
              R: 6           W: 3

White's turn!

           R          W          R
       ----R---------R---------W----
      |    R          R          W    |
      |   (F)   W   (G)   W   (H)    |
      |         W          R         |
      |         R          R         |
      |    W   (D)   W   (E)   W     |
      |    W          W          R    |
      |    W          R          R    |
      |   (A)        (B)        (C)   |
      |                               |
       -------------------------------
              R: 6           W: 6
```

```
Game Over!
The game is a tie!

Play Again:
      1)    Yes
      2)    No

Choice ([1..2]): 2
matt@arch-asus ~/D/4/src>
```