Heuristic 1

```python
if game.is_loser(player):
        return float("-inf")
    if game.is_winner(player):
        return float("inf")
    moves = len(game.get_legal_moves(player))
    prob_moves =
len(game.get_legal_moves(game.get_opponent(player)))
    return moves * moves - 1.5 * prob_moves * prob_moves
```

Heuristic 2

```python
if game.is_loser(player):
        return float("-inf")
    if game.is_winner(player):
        return float("inf")
    moves = len(game.get_legal_moves(player))
    opponent_moves =
len(game.get_legal_moves(game.get_opponent(player)))
    return 1.5 * moves * moves - opponent_moves * opponent_moves
```

Heuristic 3