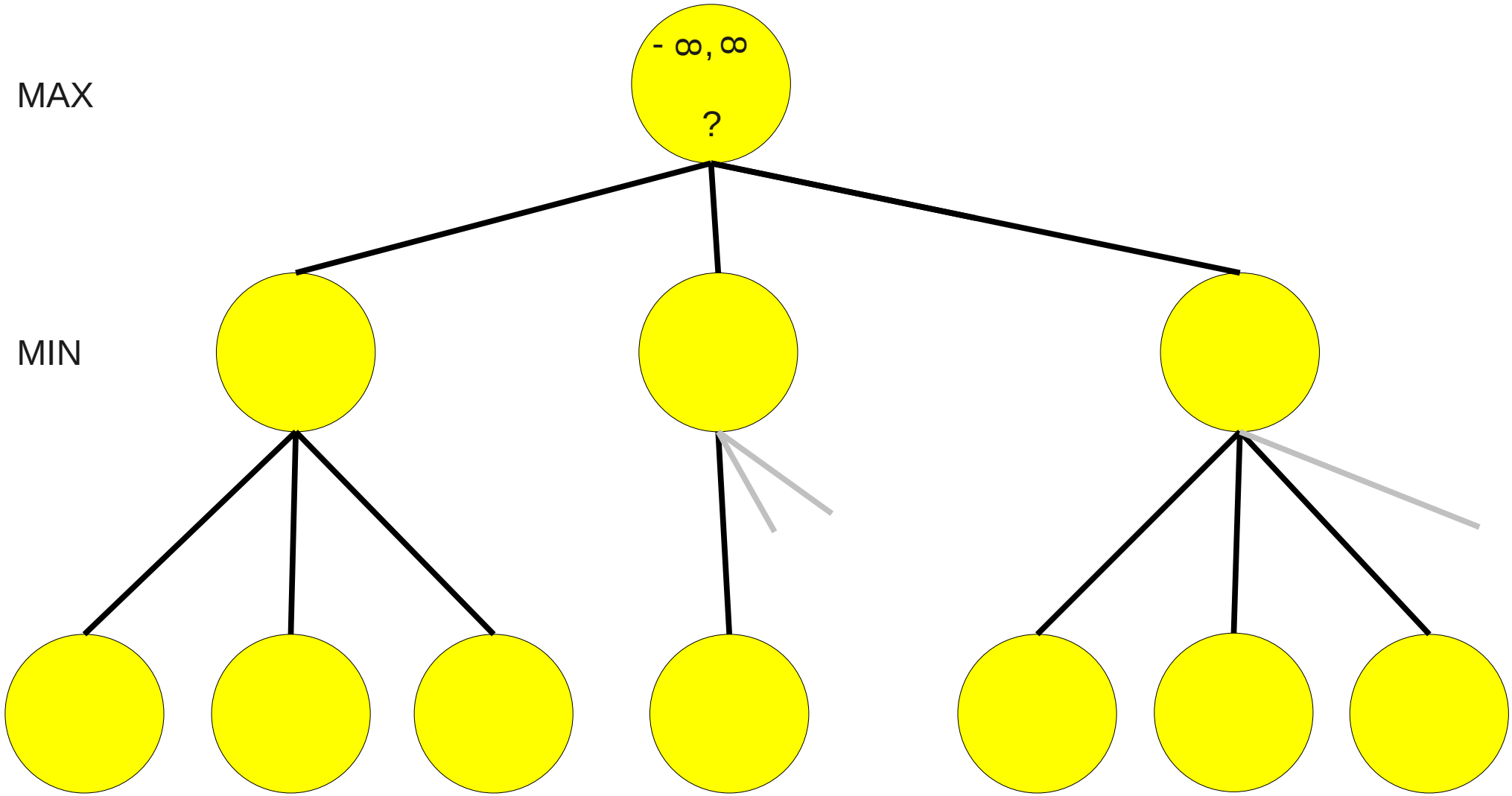
alpha, beta = best so far for Max, best so far for Opponent



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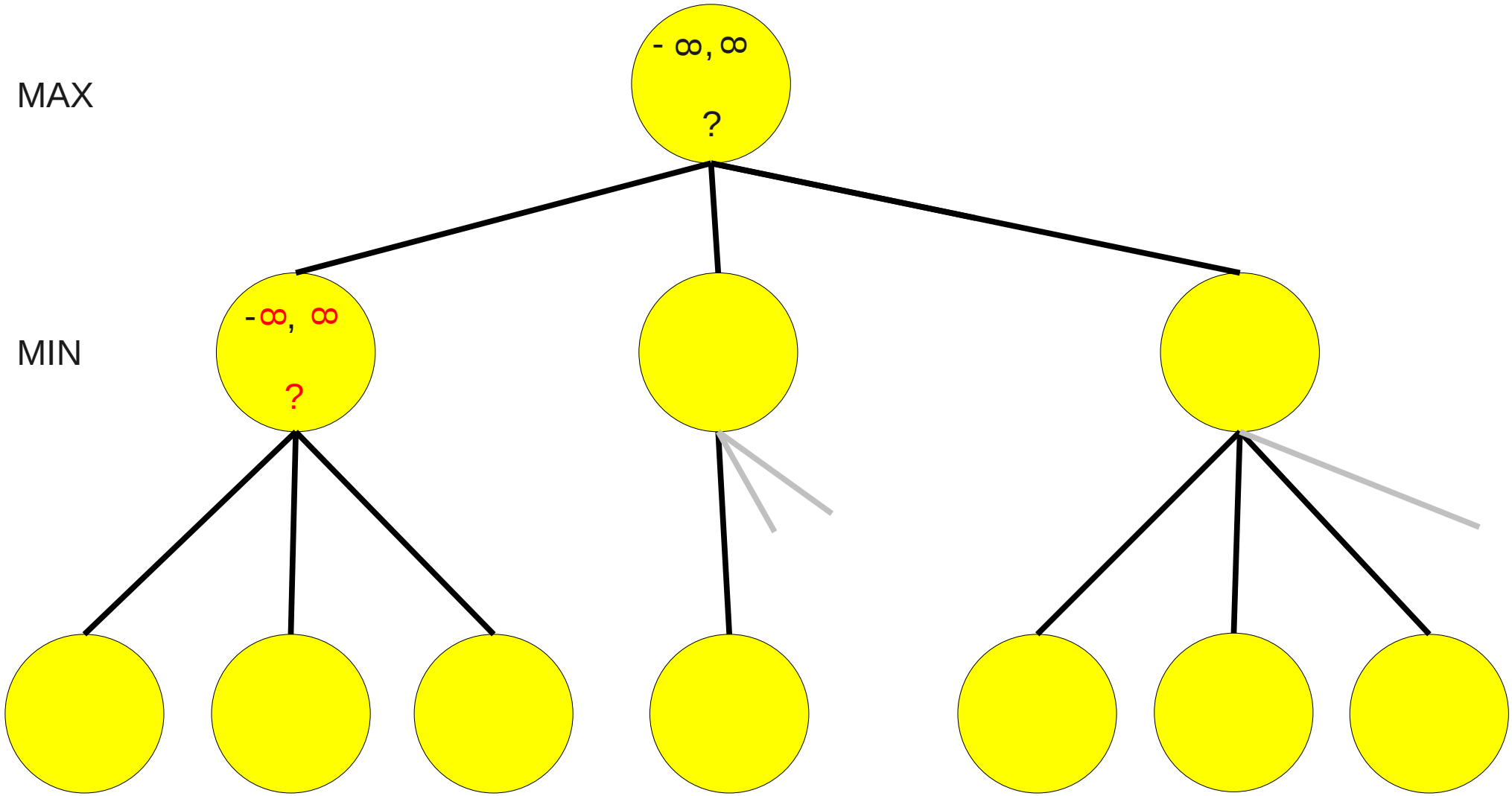

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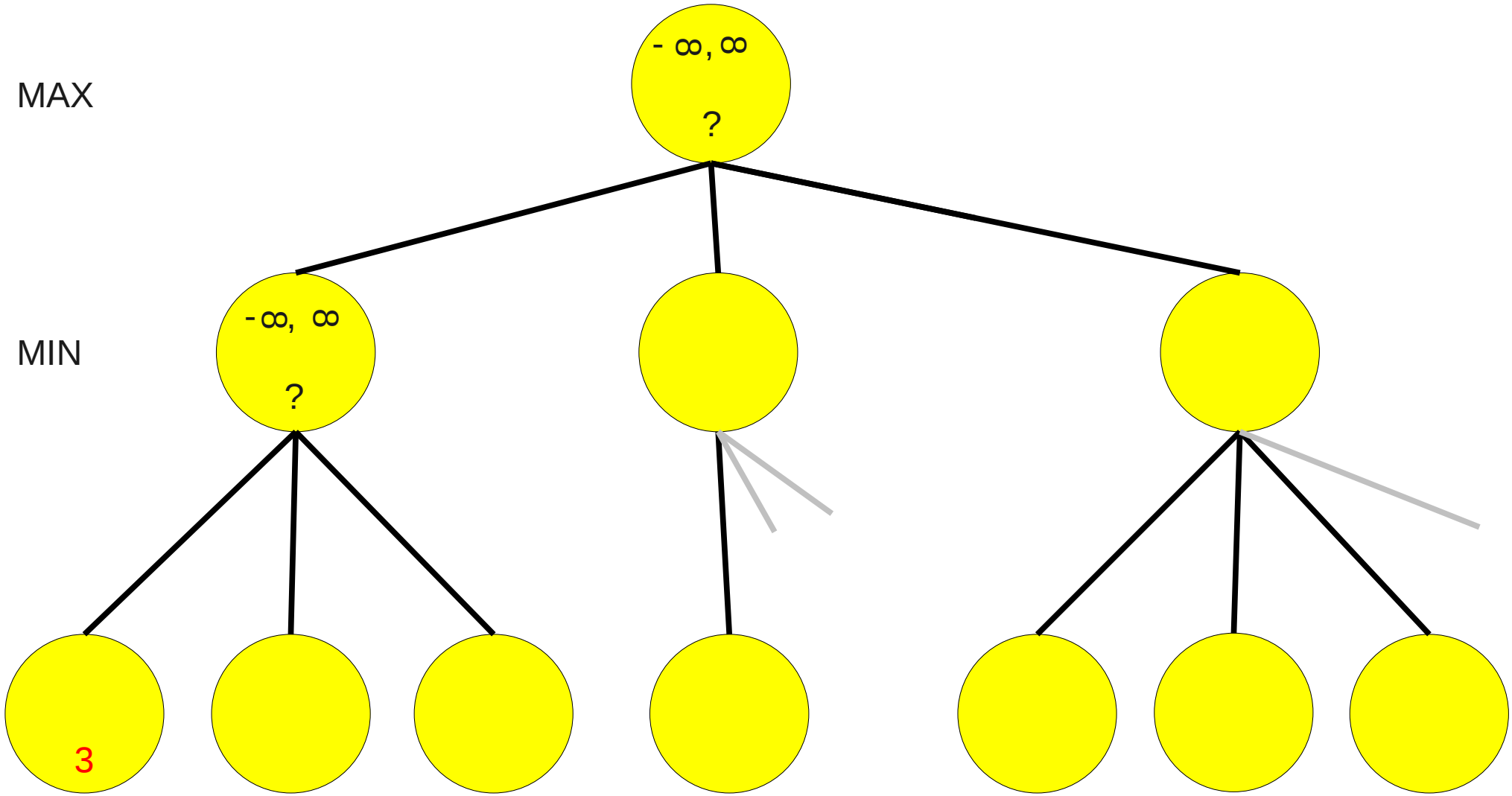

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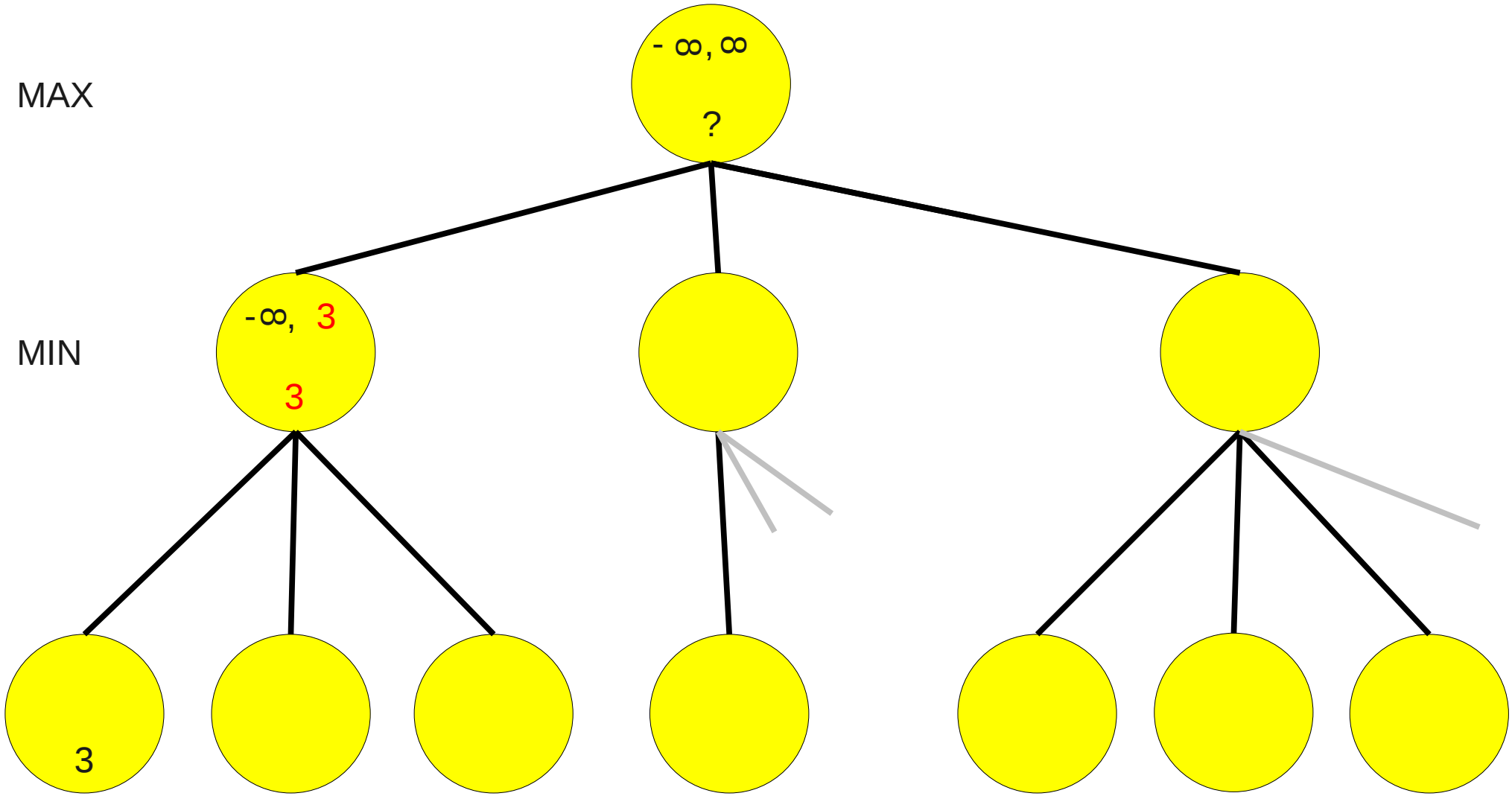

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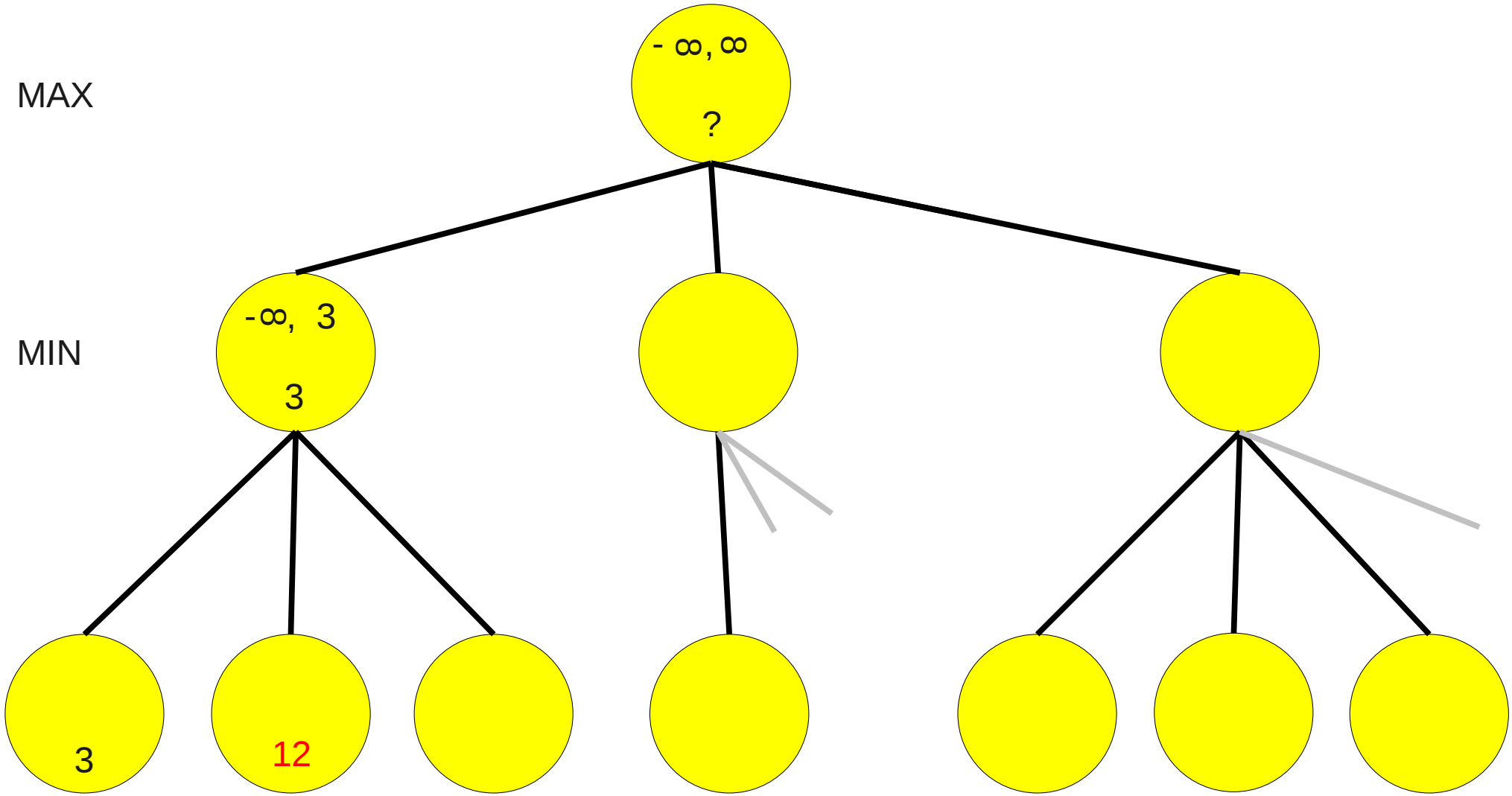

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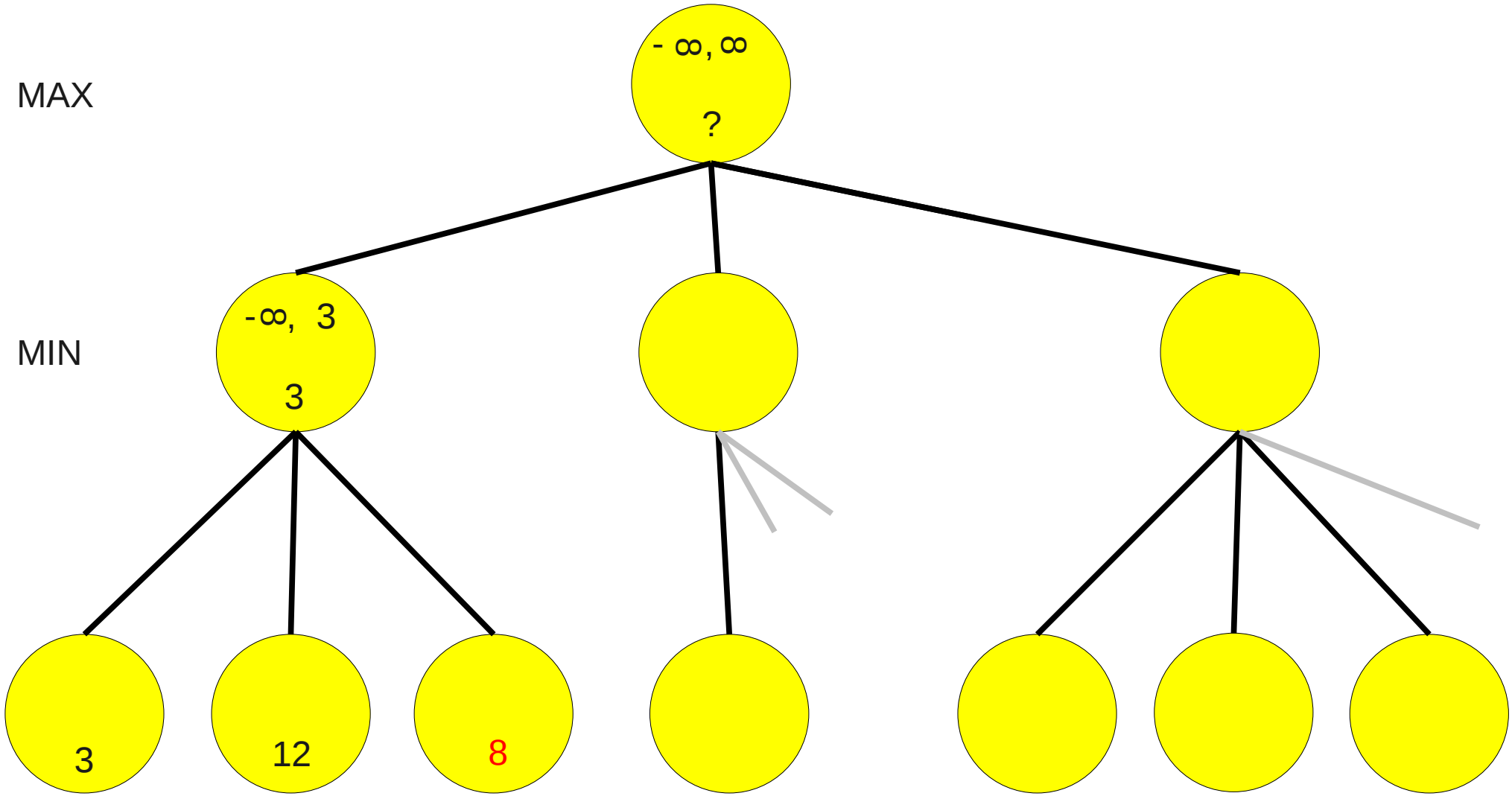

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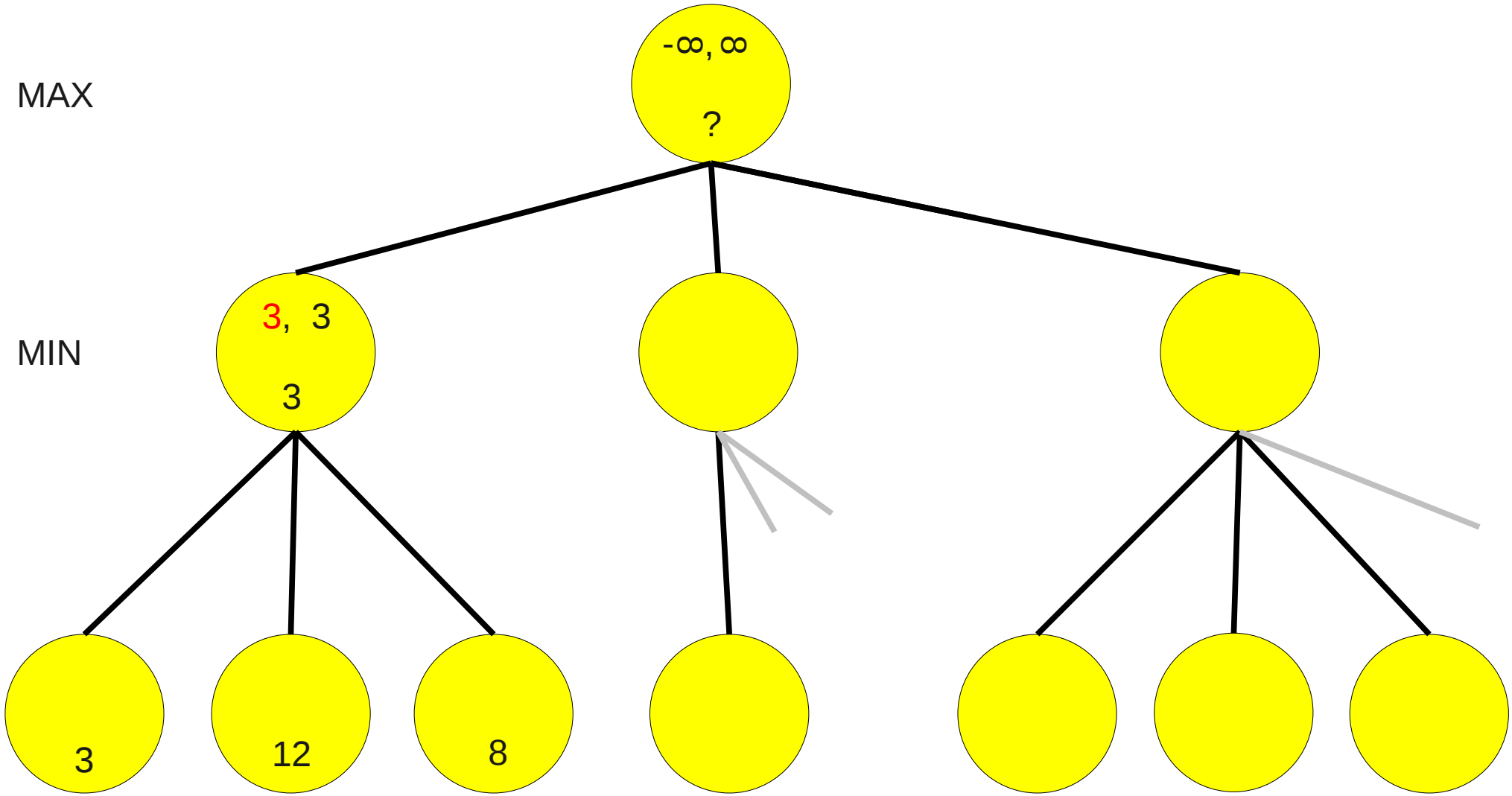

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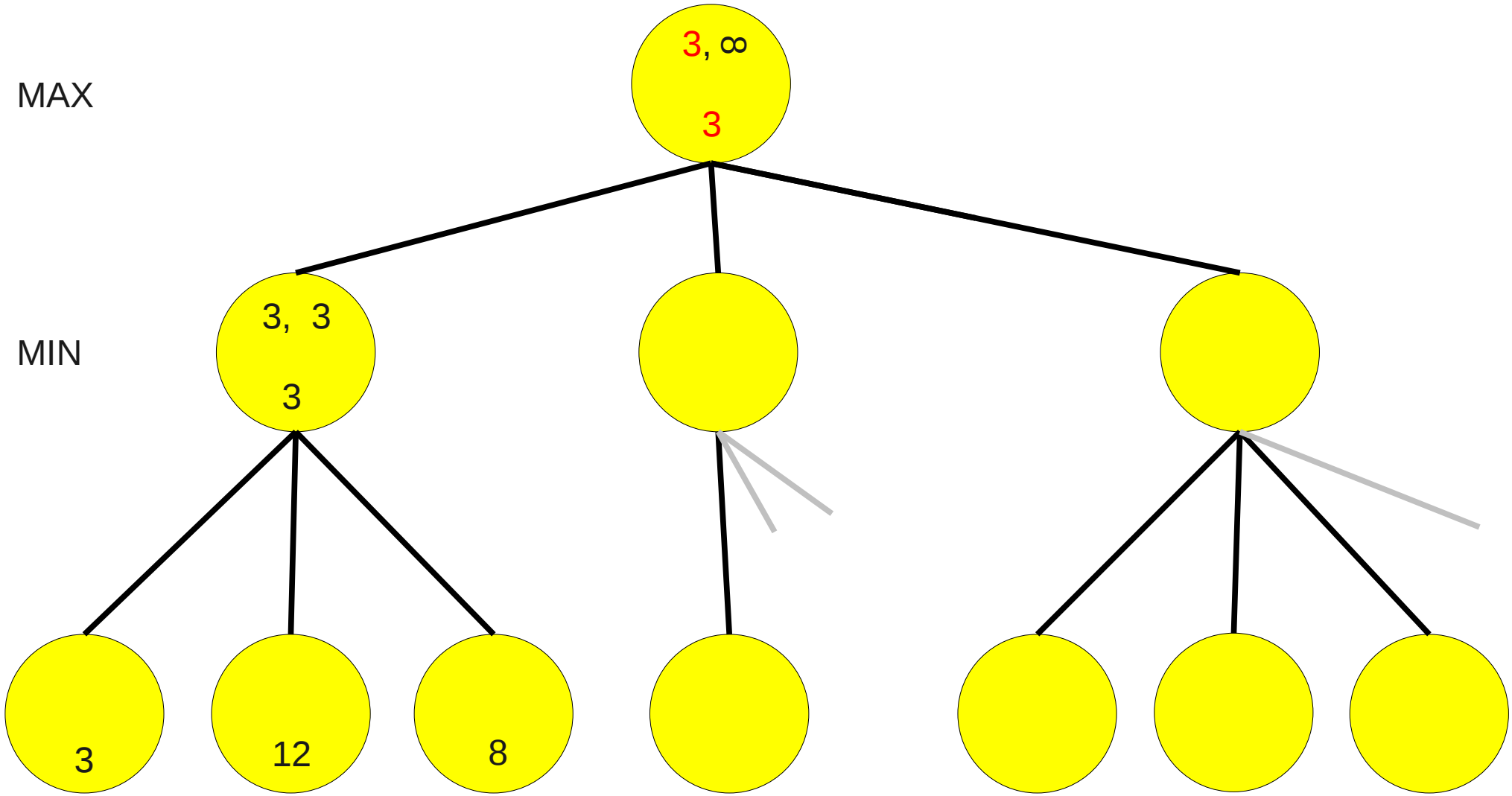

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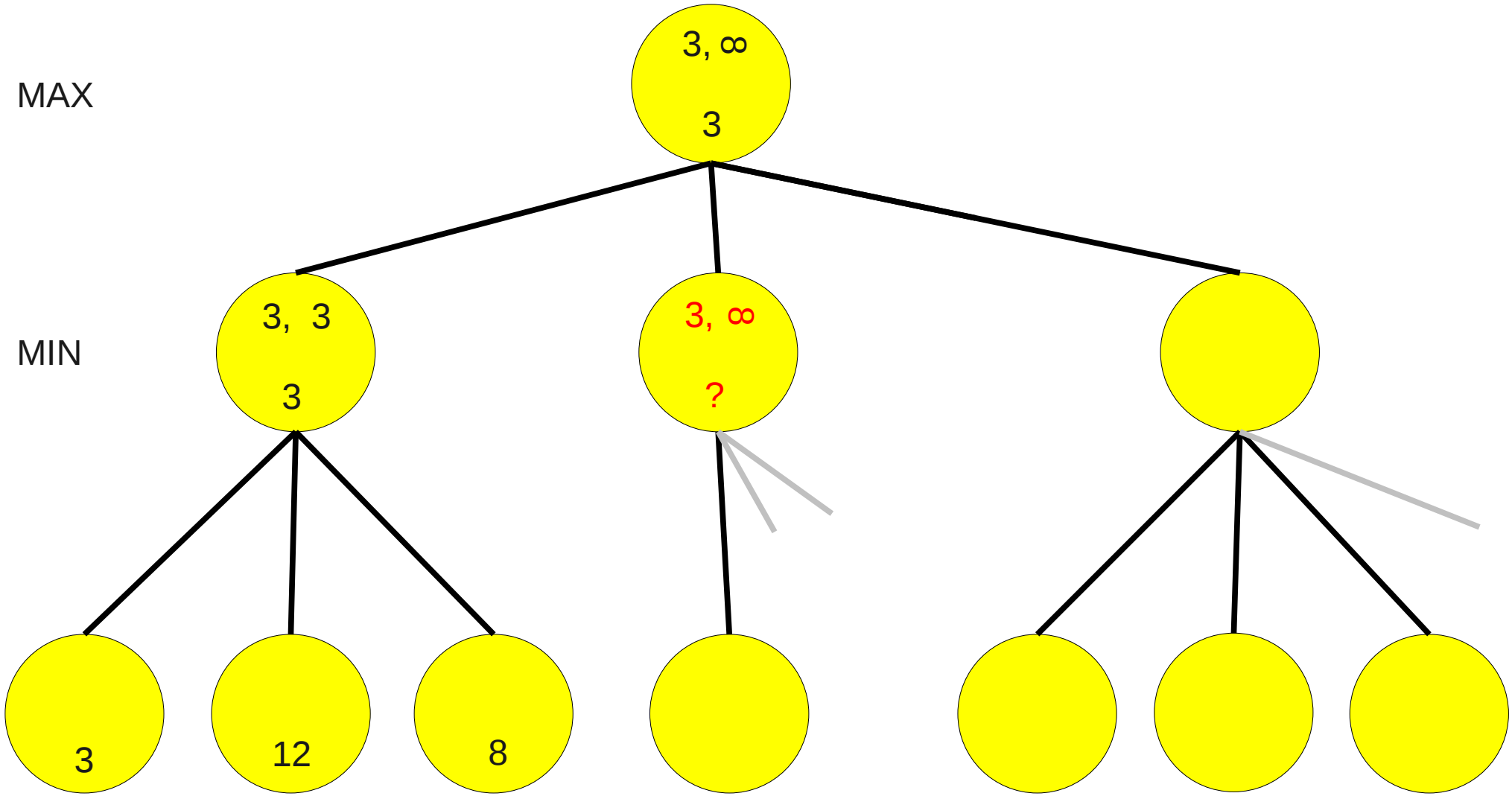

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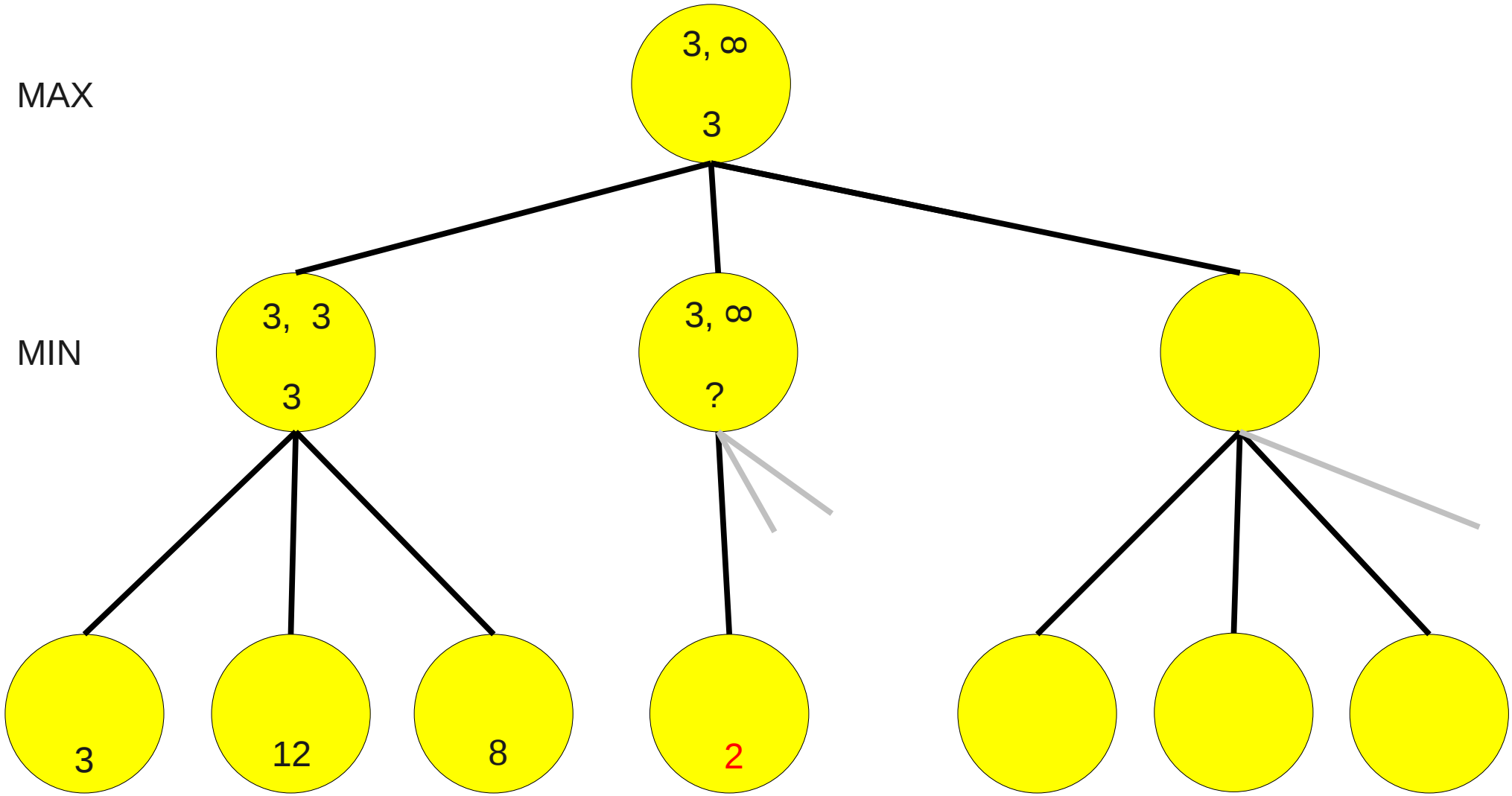

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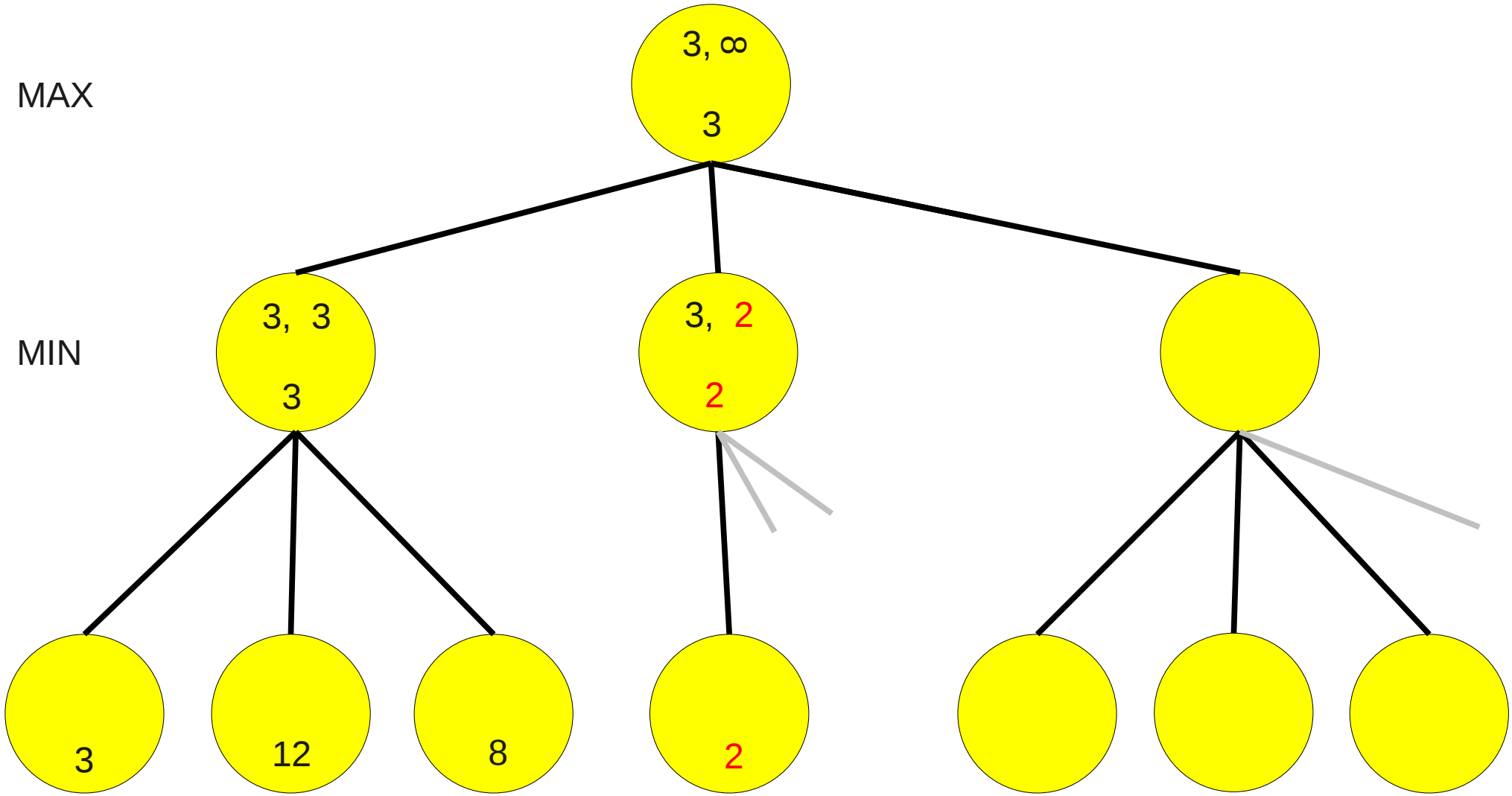

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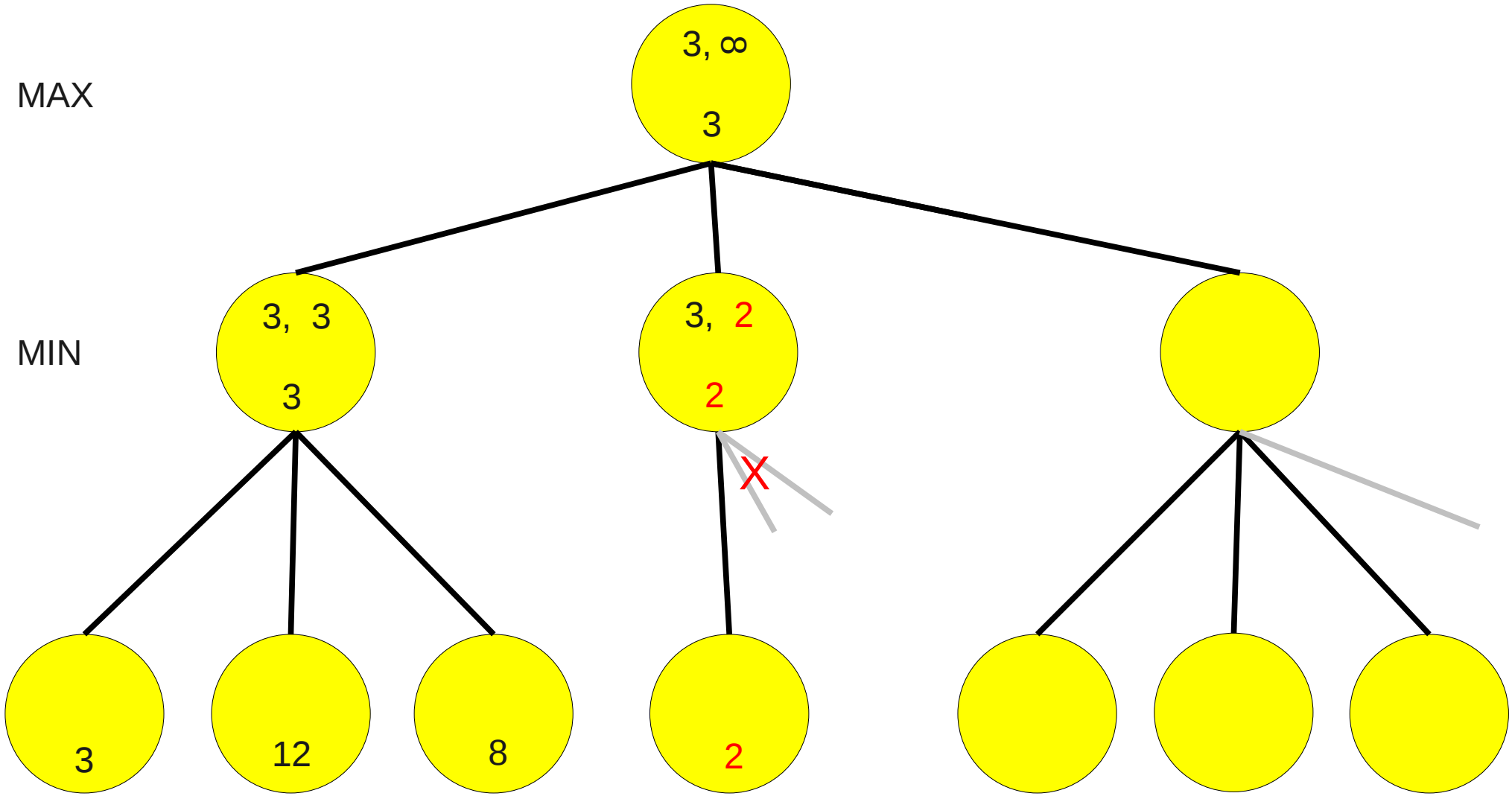

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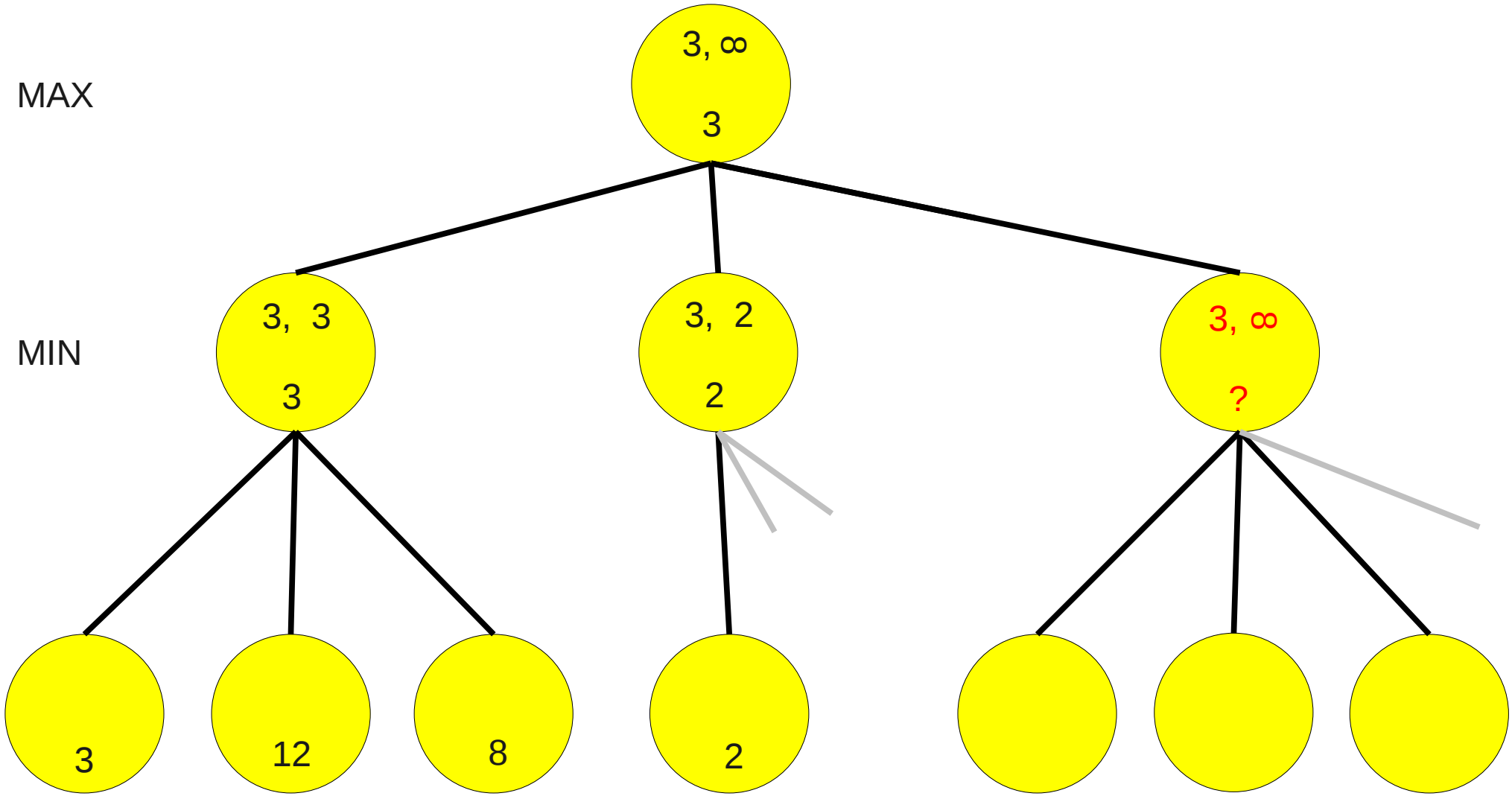

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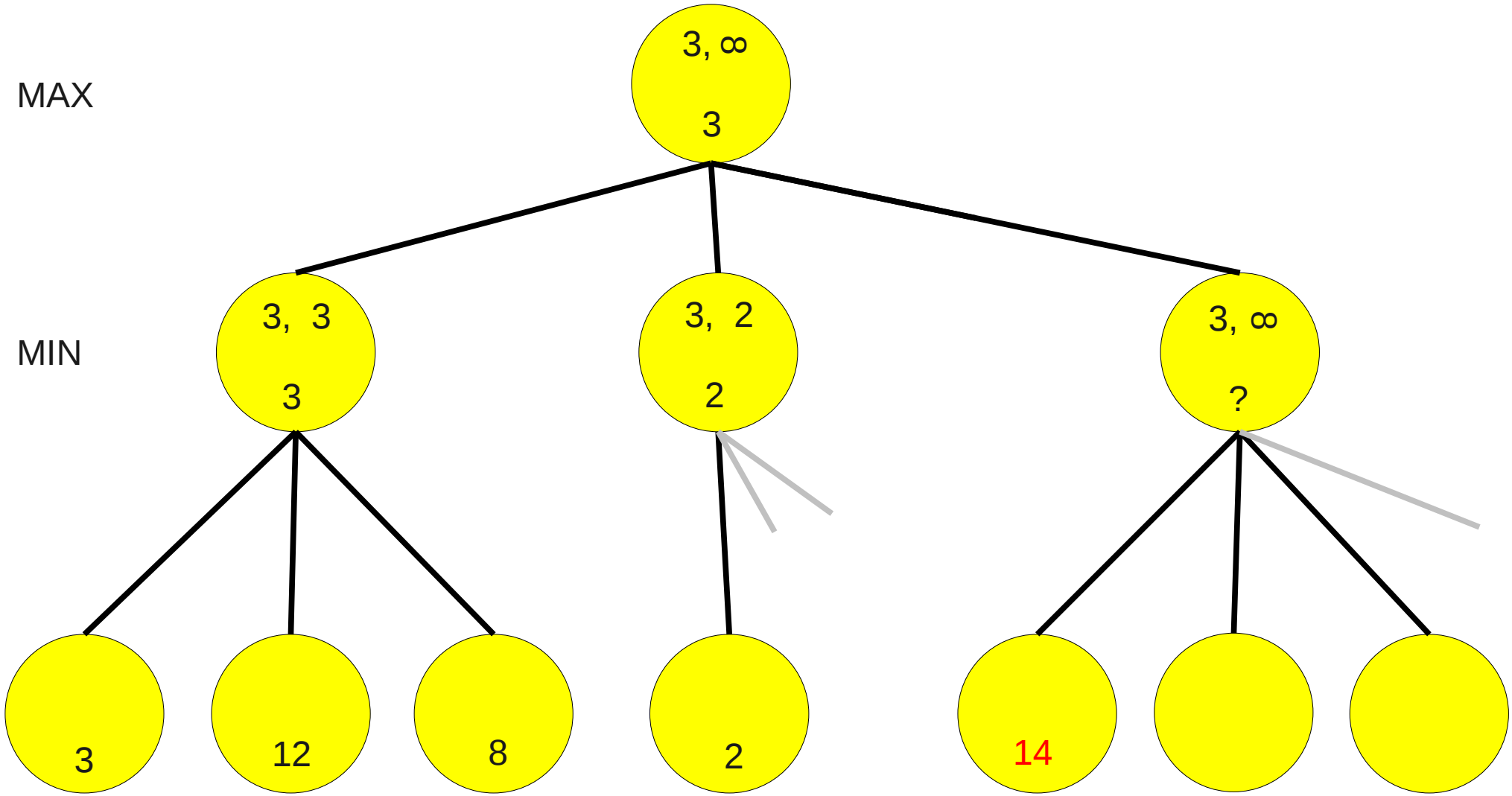

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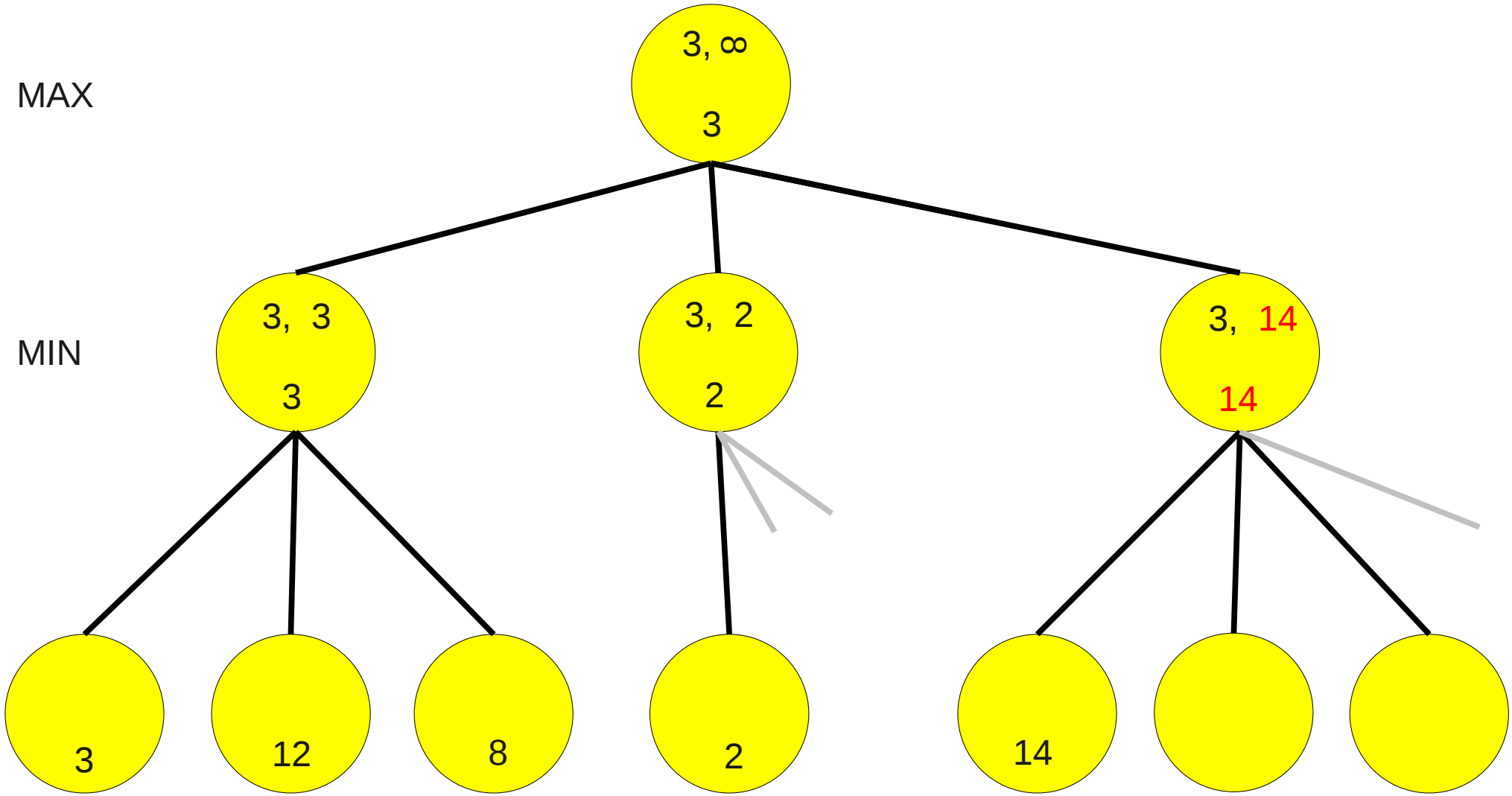

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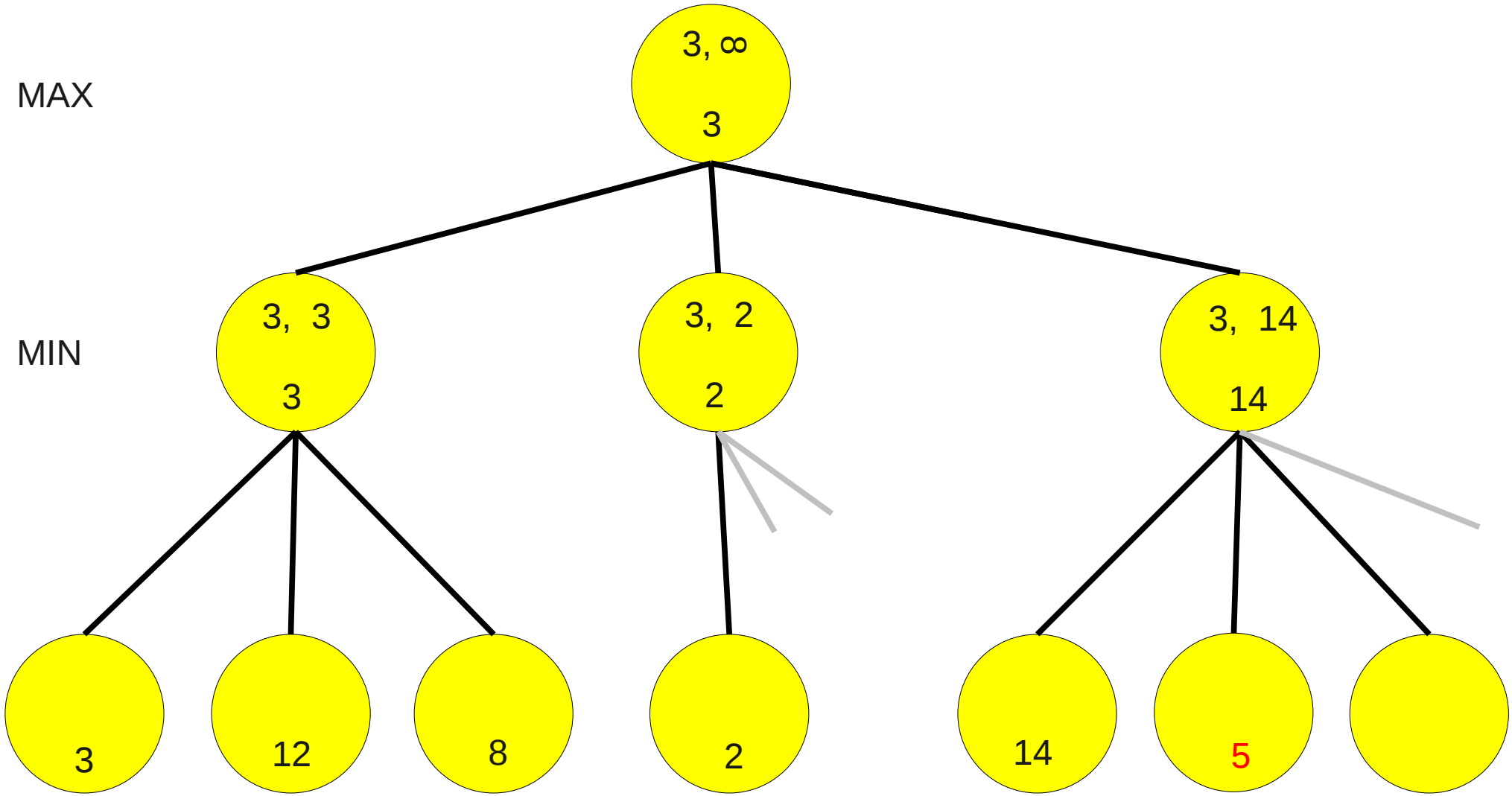

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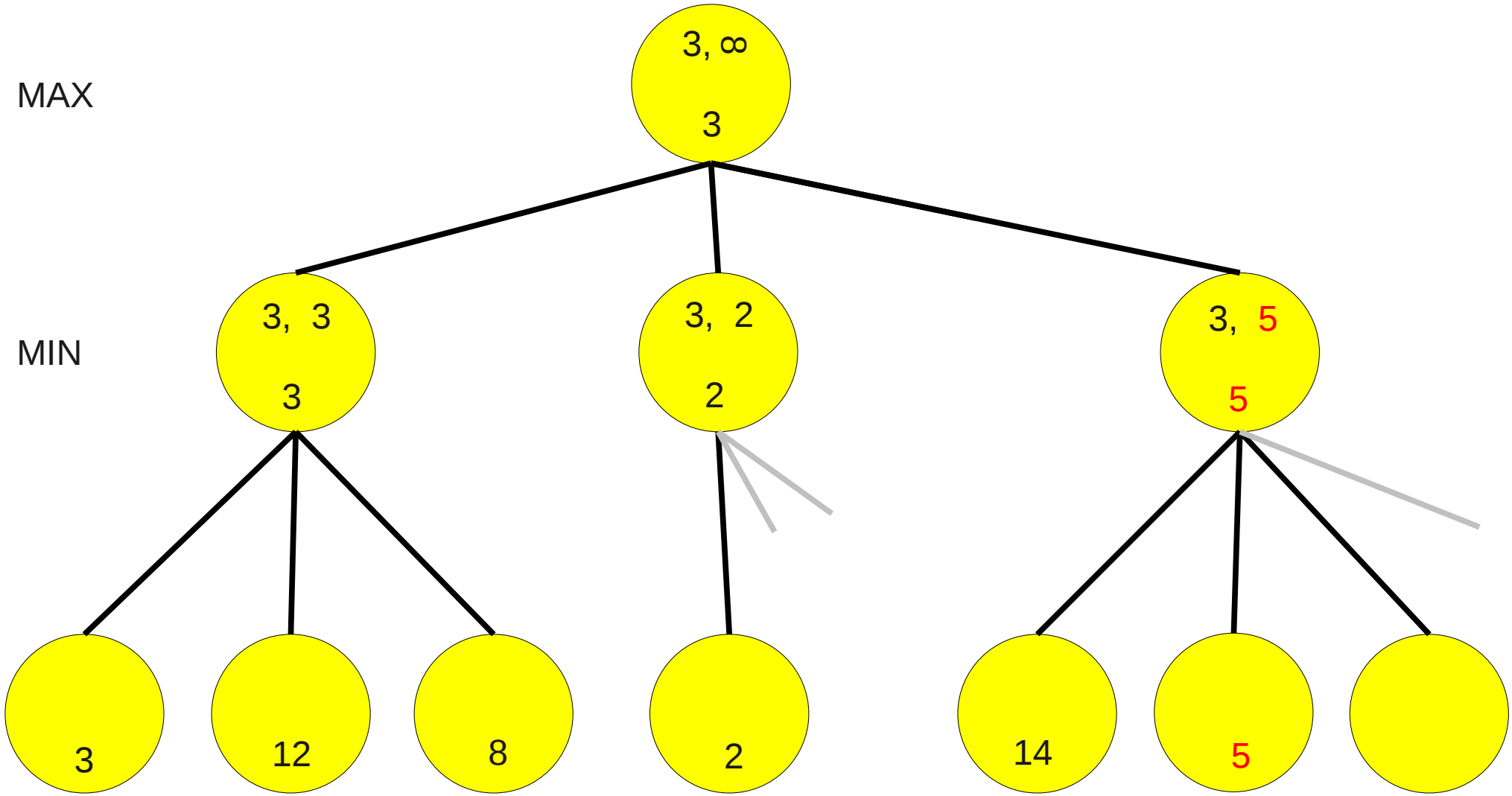

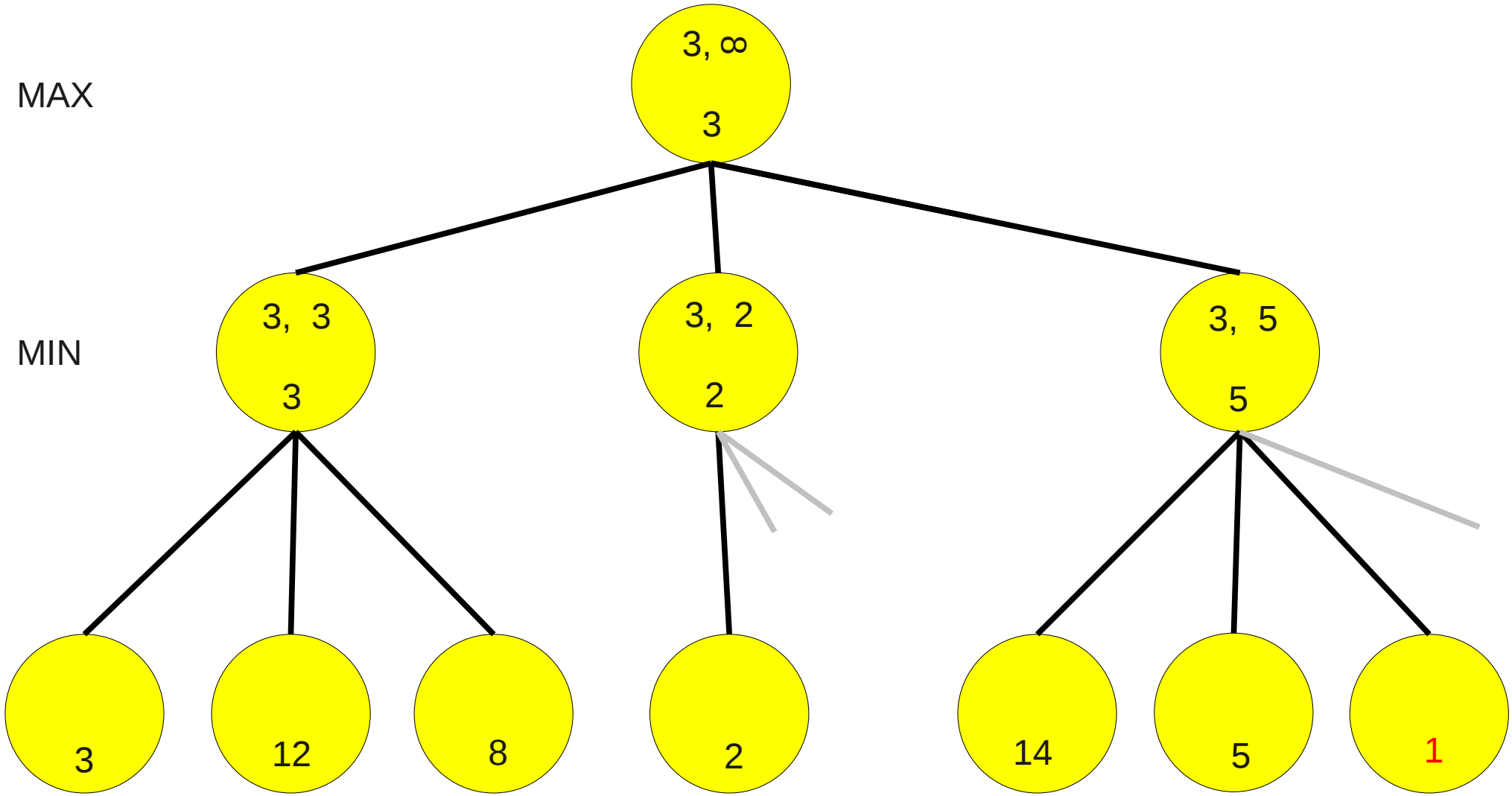
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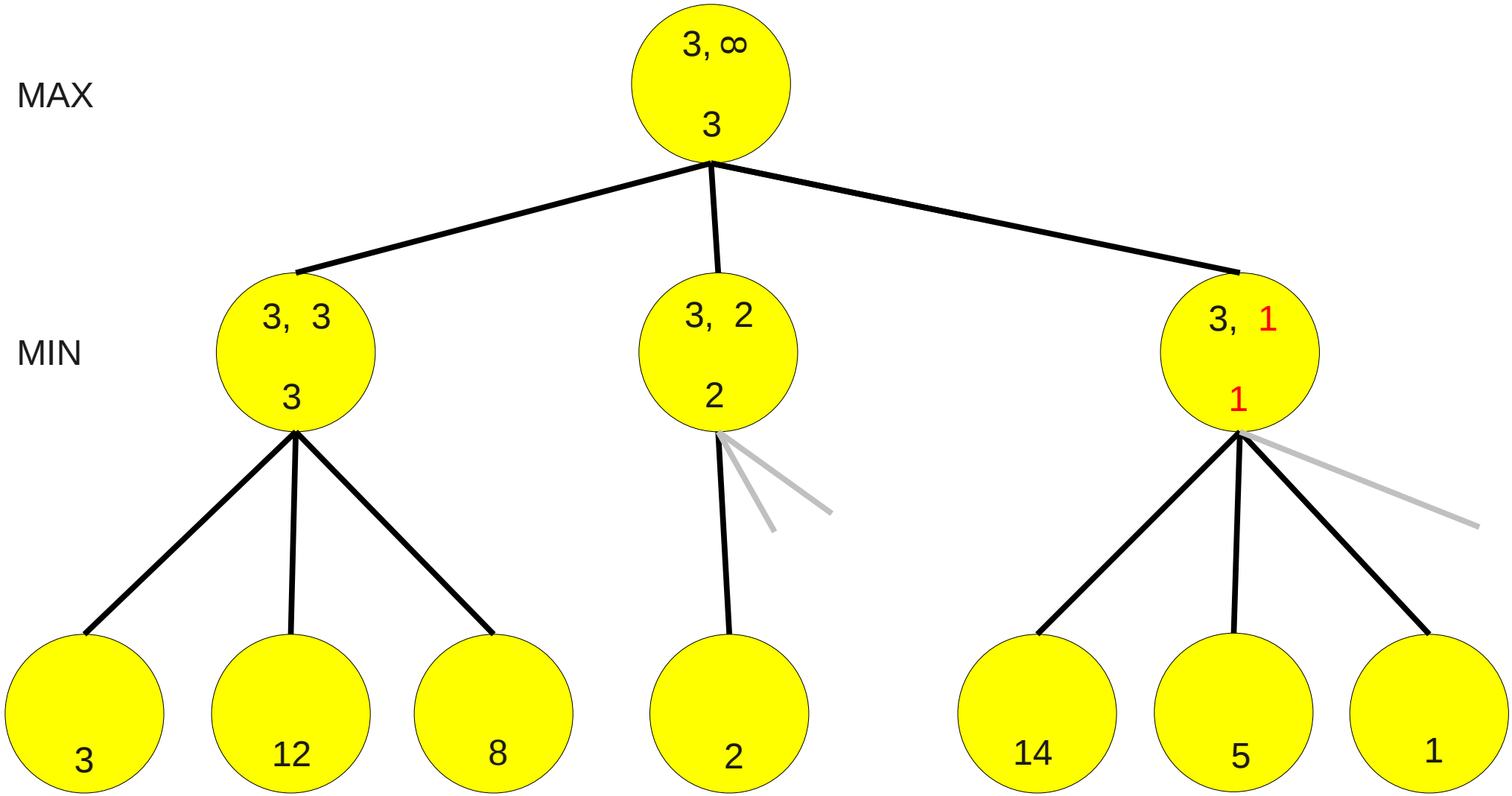
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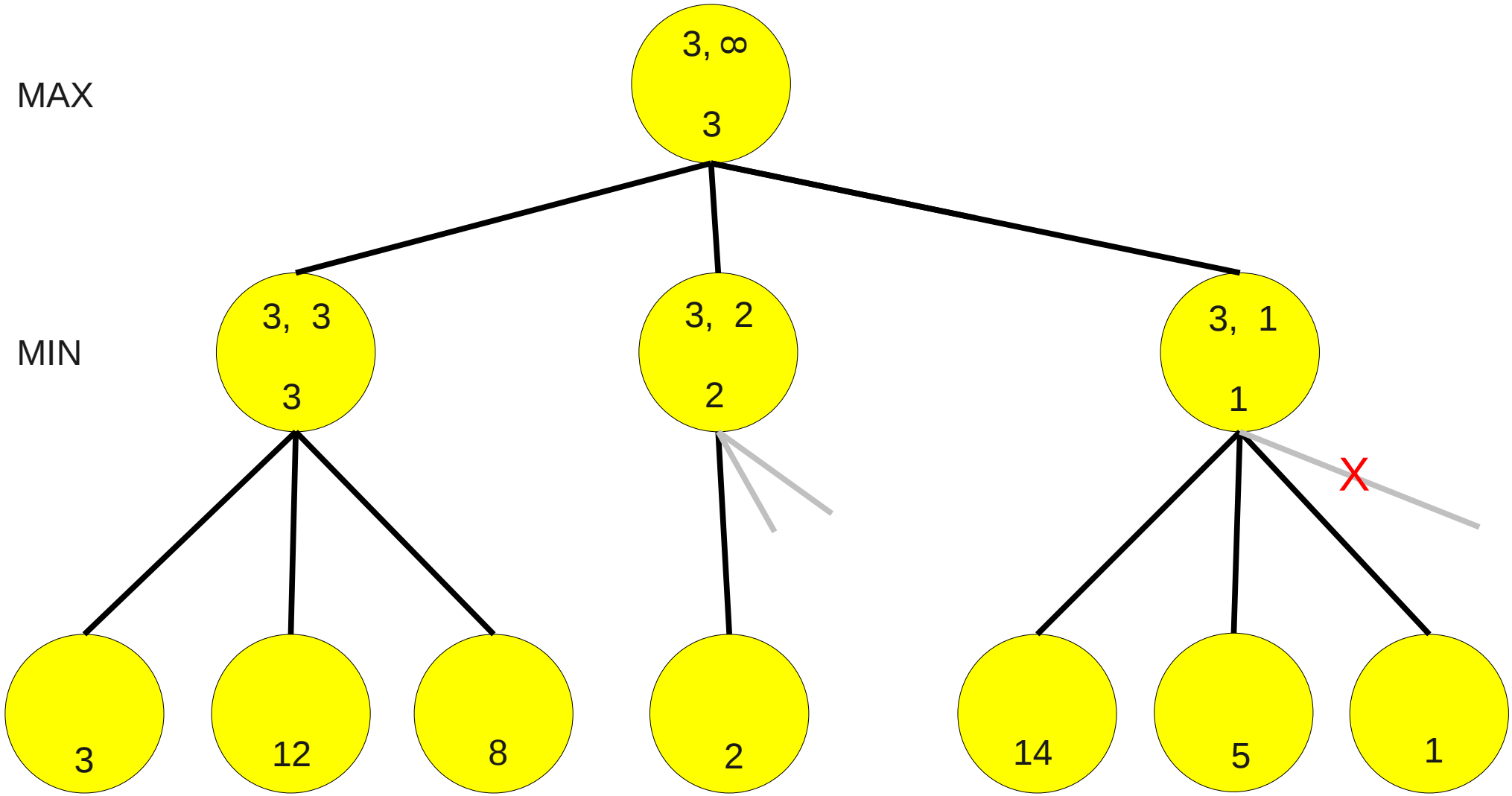
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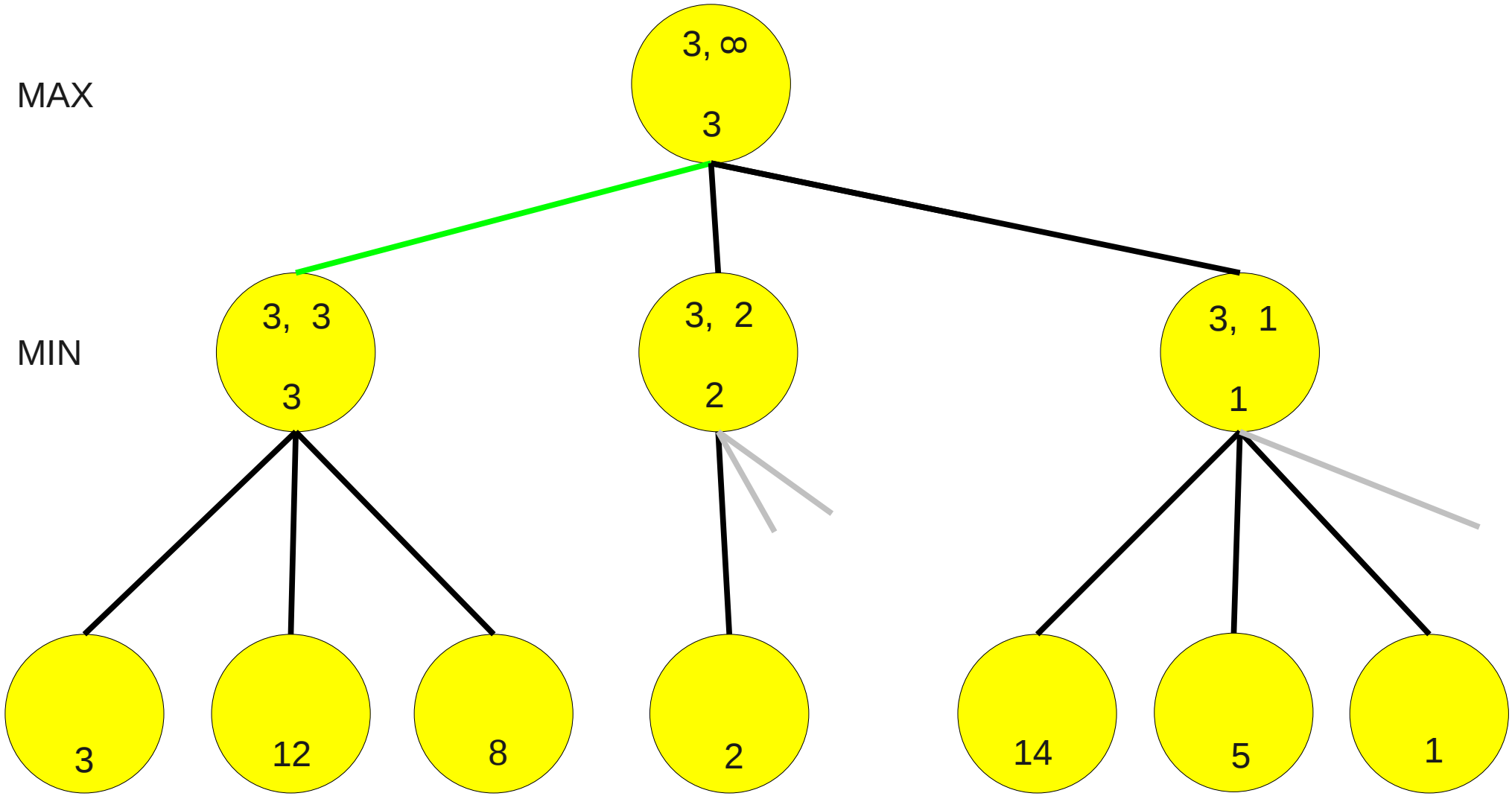
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