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- MODULE xnos -
EXTENDS Integers
Variables board, row1, row2, row3, curr
Init \stackrel{\Delta}{=} \wedge row1 = \langle 0, 0, 0 \rangle
\wedge row2 = \langle 0, 0, 0 \rangle
\wedge row3 = \langle 0, 0, 0 \rangle
\wedge curr = 1
\land board = \langle row1, row2, row3 \rangle
Move(row, col, player) \triangleq
\wedge board[row][col] = 0
\land curr = player
\wedge if row = 1 then
          \land row1' = [i \in 1 ... 3 \mapsto if \ i = col \ Then \ player \ else \ row1[i]]
          \land UNCHANGED \langle row2, row3 \rangle
     ELSE IF row = 2 THEN
          \land row2' = [i \in 1 ... 3 \mapsto if \ i = col \ Then \ player \ else \ row2[i]]
          \land UNCHANGED \langle row1, row3 \rangle
      ELSE
          \land row3' = [i \in 1 ... 3 \mapsto \text{if } i = col \text{ Then } player \text{ else } row3[i]]
          \land UNCHANGED \langle row1, row2 \rangle
\land if player = 1 then curr' = 2 else curr' = 1
\land board' = \langle row1, row2, row3 \rangle
 p1: 1, p2: 2
Next \triangleq \exists row \in 1 ... 3 : \exists col \in 1 ... 3 :
     Move(row, col, 1) \lor Move(row, col, 2)
 P1 or P2 victory invariants
P1NotWinning \triangleq
\vee \neg (\exists i \in 1 \dots 3 :
     \lor (board[1][i] = 1 \land board[2][i] = 1 \land board[3][i] = 1)
     \lor (board[i][1] = 1 \land board[i][2] = 1 \land board[i][3] = 1)
\vee \neg (board[1][1] = 1 \land board[2][2] = 1 \land board[3][3] = 1)
\vee \neg (board[1][3] = 1 \wedge board[2][2] = 1 \wedge board[3][3] = 1)
P2NotWinning \triangleq
\vee \neg (\exists i \in 1 \dots 3 :
     \lor (board[1][i] = 2 \land board[2][i] = 2 \land board[3][i] = 2)
     \lor (board[i][1] = 2 \land board[i][2] = 2 \land board[i][3] = 2)
\vee \neg (board[1][1] = 2 \wedge board[2][2] = 2 \wedge board[3][3] = 2)
\vee \neg (board[1][3] = 2 \wedge board[2][2] = 2 \wedge board[3][3] = 2)
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