

### States Legend

- 1: turn = 0, p0.pc = n, p0.flag = FALSE, p1.pc = n, p1.flag = FALSE
- 2: turn = 1, p0.pc = w, p0.flag = TRUE, p1.pc = n, p1.flag = FALSE
- 3: turn = 0, p0.pc = n, p0.flag = FALSE, p1.pc = c, p1.flag = TRUE
- 4: turn = 1, p0.pc = w, p0.flag = TRUE, p1.pc = c, p1.flag = TRUE
- 5: turn = 0, p0.pc = n, p0.flag = FALSE, p1.pc = w, p1.flag = TRUE
- 6: turn = 1, p0.pc = w, p0.flag = TRUE, p1.pc = w, p1.flag = TRUE
- 7: turn = 0, p0.pc = c, p0.flag = TRUE, p1.pc = w, p1.flag = TRUE
- 8: turn = 0, p0.pc = w, p0.flag = TRUE, p1.pc = w, p1.flag = TRUE
- 9: turn = 1, p0.pc = n, p0.flag = FALSE, p1.pc = n, p1.flag = FALSE
- 10: turn = 1, p0.pc = c, p0.flag = TRUE, p1.pc = n, p1.flag = FALSE

