

1	2	3
4	5	6
7	8	9

LD to R0 Player #

LD to R4 Play 1's board ^{Grid#} 9 8 7 6 5 4 3 2 1

LD to R5 Play 2's board - - - - -

STQID:
Player # 0/1
Players' boards

R1 - R3: store 3 bits needed to be checked in each case.

Case 1 x x x row 1 1 2 3

Case 2 x x x row 2 4 5 6

Case 3 x x x row 3 7 8 9

Case 4 x column 1 1 4 7

 x column 2 2 5 8

 x column 3 3 6 9

Case 5 x column 3 3 6 9

 x column 3 3 6 9

Case 6 x column 3 3 6 9

 x column 3 3 6 9

Case 7 x column 3 3 6 9

 x column 3 3 6 9

Case 8 x column 3 3 6 9

 x column 3 3 6 9

 x column 3 3 6 9

Mark

0	0	0	0	0	0	0	0	0	0	1
0	0	0	0	0	0	0	0	0	1	0
0	0	0	0	0	0	0	1	0	0	0

order

