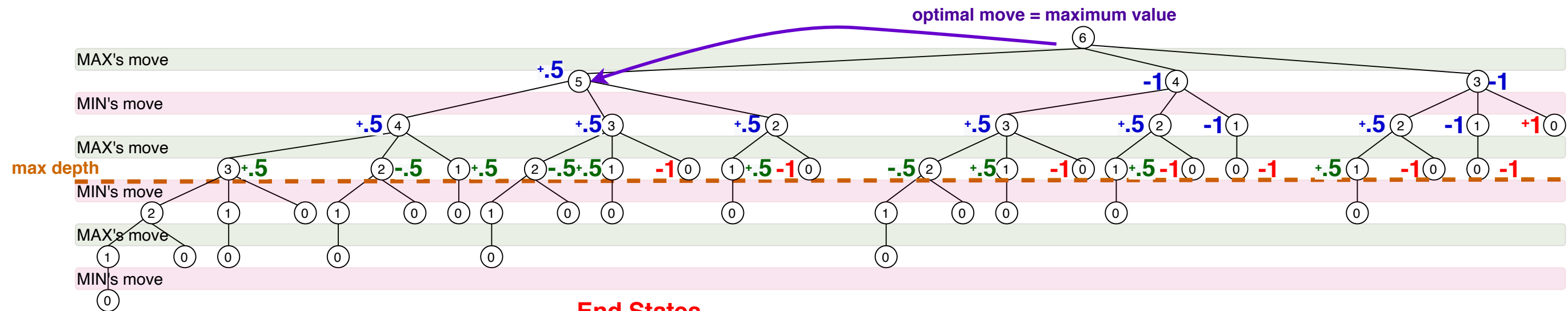


End States
 Heuristic - *Odd states are bad to have, but good to give your opponent.*
 Bad for MAX = -0.5, Bad for MIN = +0.5



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Applying MIN's turn, MAX's turn procedure
 (reminder - ignore game rules and knowledge at this point, and only do the min/max math)