

Appendix

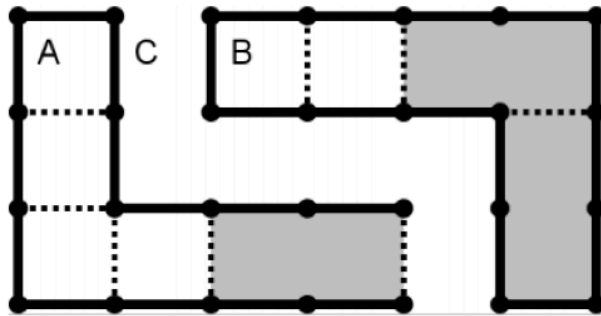


Fig. 1, an example of a chain [1].

```
Turn: 1
+  +
+  +
+  +

Player 1:
Score: 0
Score: 0.000000, Action: ((0, 0) <=> (1, 0))
Turn: -1
+ - +
+  +
+  +

Player 2:
Score: 0
Score: 0.000000, Action: ((0, 2) <=> (1, 2))
Turn: 1
+ - +
+  +
+ - +
```

Figure 2, the first move by either player in a running of the game.

```

Player 1:
Score: 0
Searching 3 deep
Score: 0.000000, Action: (0, 2), 2
+ + + +
+ + + +
+ + + +
+ - + + +
Player 2:
Score: 0
Enter (x, y, edge) where (x, y) is the coordinate of a box and edge is (left, right, top, or bottom): 2, 1, top
+ + + +
+ + + - +
+ + + +
+ - + + +

```

Figure 3, where Player 1 is our agent and Player 2 is Dabble.