

Appendix

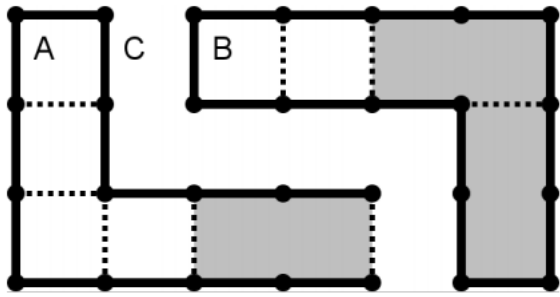


Fig. 1, an example of a chain [1].

```
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.