```python
def minimax(depth, nodeIndex, isMax, scores, height):
    if depth == height:
        return scores[nodeIndex]
    if isMax:
        return max(
            minimax(depth + 1, nodeIndex * 2, False, scores, height),
            minimax(depth + 1, nodeIndex * 2 + 1, False, scores, height)
        )
    else:
        return min(
            minimax(depth + 1, nodeIndex * 2, True, scores, height),
            minimax(depth + 1, nodeIndex * 2 + 1, True, scores, height)
        )
scores = [3, 5, 2, 9, 12, 5, 23, 23]
height = 3
print("Optimal value:", minimax(0, 0, True, scores, height))
```

```
Optimal value: 12

=== Code Execution Successful ===
```