void minmax3()

{

me = black;

enemy = red;

checkKKKKK(board1);

min = 100000;

max = -10000000;

int max1 = -100000000;

for (int r = 0; r < board1.GetLength(0); r++)

{

for (int c = 0; c < board.GetLength(1); c++)

{

if (board1[r, c] == 5)

{

int[,] b1 = new int[board1.GetLength(0), board1.GetLength(1)];

clone(board1, b1);

eatcompbla(r, c, b1);

min = 1000000;

me = red;

enemy = black;

checkKKKKK(b1);

for (int i = 0; i < b1.GetLength(0); i++)

{

for (int j = 0; j < b1.GetLength(1); j++)

{

if (b1[i, j] == 10)

{

int[,] c1 = new int[board1.GetLength(0), board1.GetLength(1)];

clone(b1, c1);

me = red;

enemy = black;

max1 = -100000;

eatcompbla(i, j, c1);

me = black;

enemy = red;

checkKKKKK(c1);

for (int w = 0; w < b1.GetLength(0); w++)

{

for (int f = 0; f < b1.GetLength(1); f++)

{

if (c1[w, f] == 5)

{

int[,] d1 = new int[board1.GetLength(0), board1.GetLength(1)];

clone(c1, d1);

eatcompbla(w, f, d1);

int k = rank(d1);

if (k > max1)

{

max1 = k;

}

}

}

}

if (max1 < min)

{

min = max1;

}

}

}

}

if (min > max)

{

bestshura = r;

bestamuda = c;

max = min;

}

}

}

}

me = black;

enemy = red;

board[bestshura, bestamuda].Text = "bla";

board[bestshura, bestamuda].ForeColor = Color.White;

eat2(bestshura, bestamuda, 0, 1);

eat2(bestshura, bestamuda, 0, -1);

eat2(bestshura, bestamuda, 1, 1);

eat2(bestshura, bestamuda, 1, -1);

eat2(bestshura, bestamuda, -1, 1);

eat2(bestshura, bestamuda, -1, -1);

eat2(bestshura, bestamuda, 1, 0);

eat2(bestshura, bestamuda, -1, 0);

checkforwinner();

}