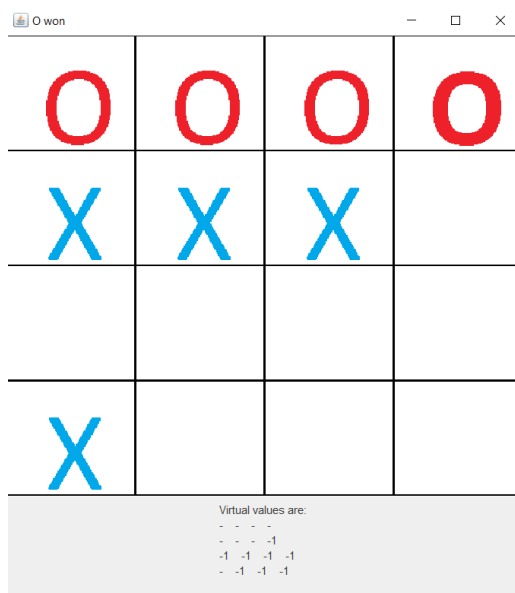
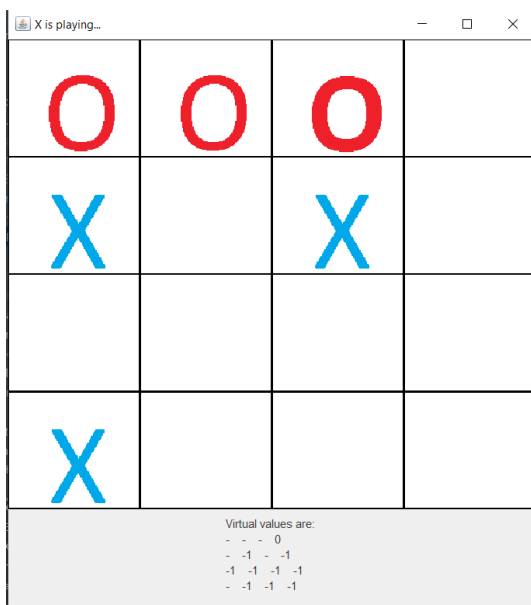
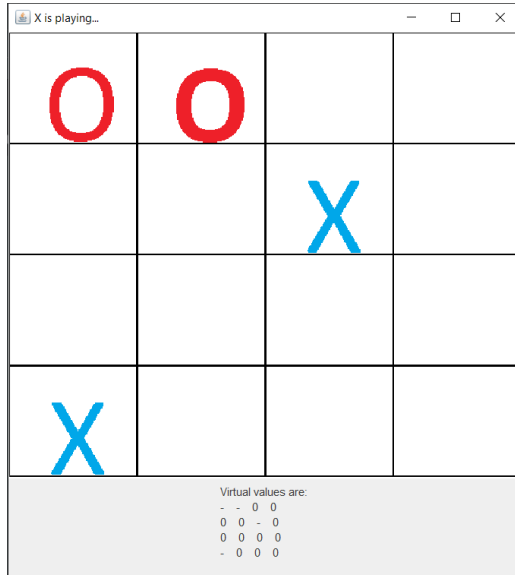
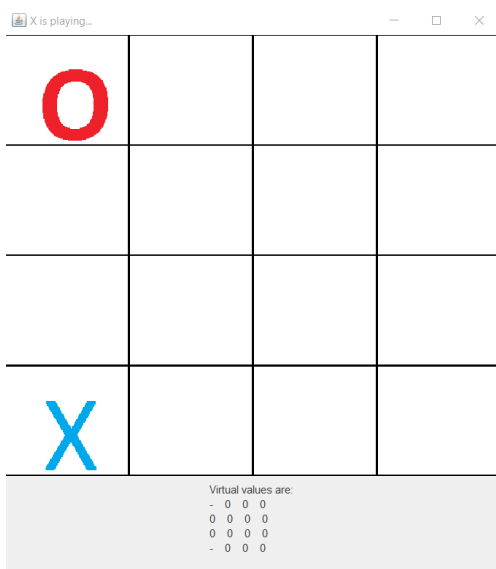


As we indicated in the README.txt (please read it first if you haven't already) our bot plays optimally and never permits us to win. Therefore 4x4 TicTacToe is a futile game when we play optimally too. So the first case: "X wins the game" can never happen in our game since our bot never permits us. But we will show you how the bot can win when we play badly.

Before we start, the turn number is 3 in these screenshots. The turn number is the same turn number that has been indicated in README.txt

This is step by step how we can lose the game.



As screenshots show, the bot will win the game easily if we play badly.

So let's play optimal game and see bot always prevents us to win:

X is playing...

X	O		

Virtual values are:  
 - - 0 0  
 0 0 0 0  
 0 0 0 0  
 0 0 0 0

X is playing...

X	O	O	
	X		

Virtual values are:  
 - - - 0  
 0 - 0 0  
 0 0 0 0  
 0 0 0 0

X is playing...

X	O	O	
	X		
		O	
			X

Virtual values are:  
 - - - 0  
 0 - 0 0  
 0 0 - 0  
 0 0 0 -

X is playing...

X	O	O	O
	X		
		O	
X			X

Virtual values are:  
 - - - -  
 0 - 0 0  
 0 0 - 0  
 - 0 0 -

X is playing...

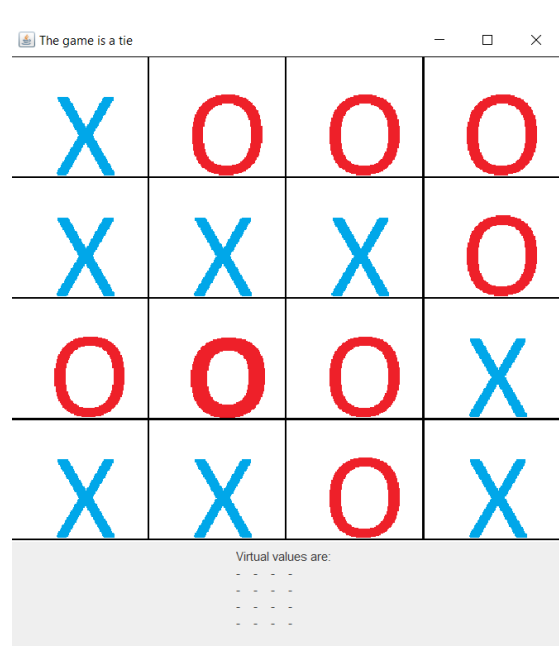
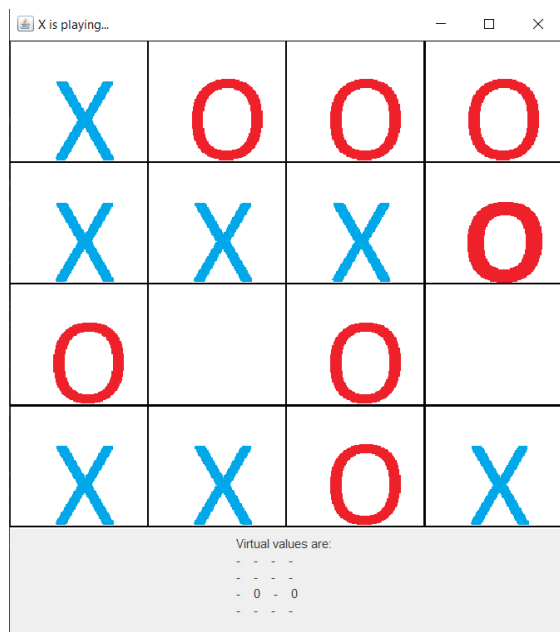
X	O	O	O
X	X		
O		O	
X			X

Virtual values are:  
 - - - -  
 - - 0 0  
 - 0 - 0  
 - 0 0 -

X is playing...

X	O	O	O
X	X		
O		O	
X	X	O	X

Virtual values are:  
 - - - -  
 - - 0 -1  
 - -1 - -1  
 - - - -



As the screenshots show, the bot always prevents us from the winning.

Therefore 4x4 TicTacToe game is a futile game.