

0	0	x
x		0
		x

X's move

0	0	x
x	x	0
		x

0	0	x
x		0
	x	x

0	0	x
x		0
x		x

O's move

0	0	x
x	x	0
0		x

0	0	x
x	x	0
	0	x

0	0	x
x	0	0
	x	x

0	0	x
x		0
0	x	x

0	0	x
x	0	0
x		x

0	0	x
x		0
x	0	x

X's move  
(back-up max)

0	0	x
x	x	0
0	x	x

0	0	<del>x</del>
x	<del>x</del>	0
<del>x</del>	0	x

0	0	x
x	0	0
<del>x</del>	<del>x</del>	<del>x</del>

0	0	x
x	x	0
0	x	x

0	0	x
x	0	0
<del>x</del>	<del>x</del>	<del>x</del>

0	0	<del>x</del>
x	<del>x</del>	0
<del>x</del>	0	x