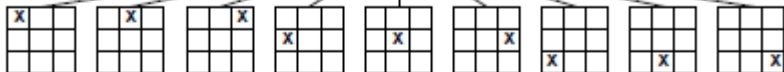


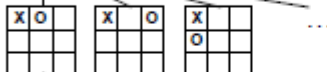
MAX (X)



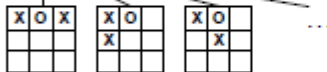
MIN (O)



MAX (X)



MIN (O)



TERMINAL



Utilidad

-1

0

+1

Función de Utilidad:
 1 gana MAX
 0 empatan MAX y MIN
 -1 pierde MAX