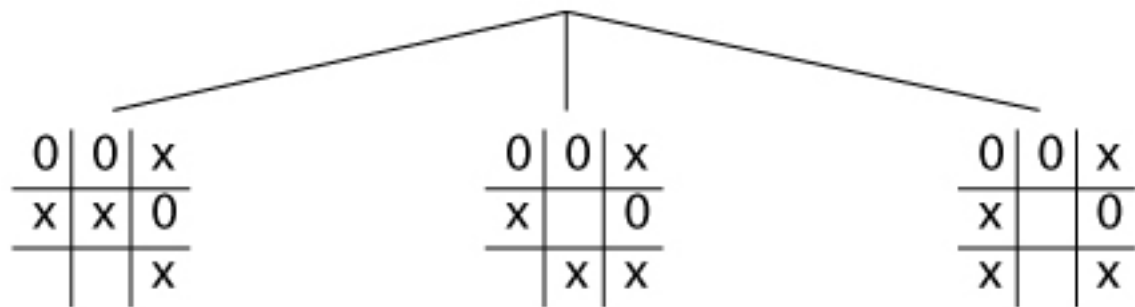


0	0	x
x		0
		x

X's move



O's move

