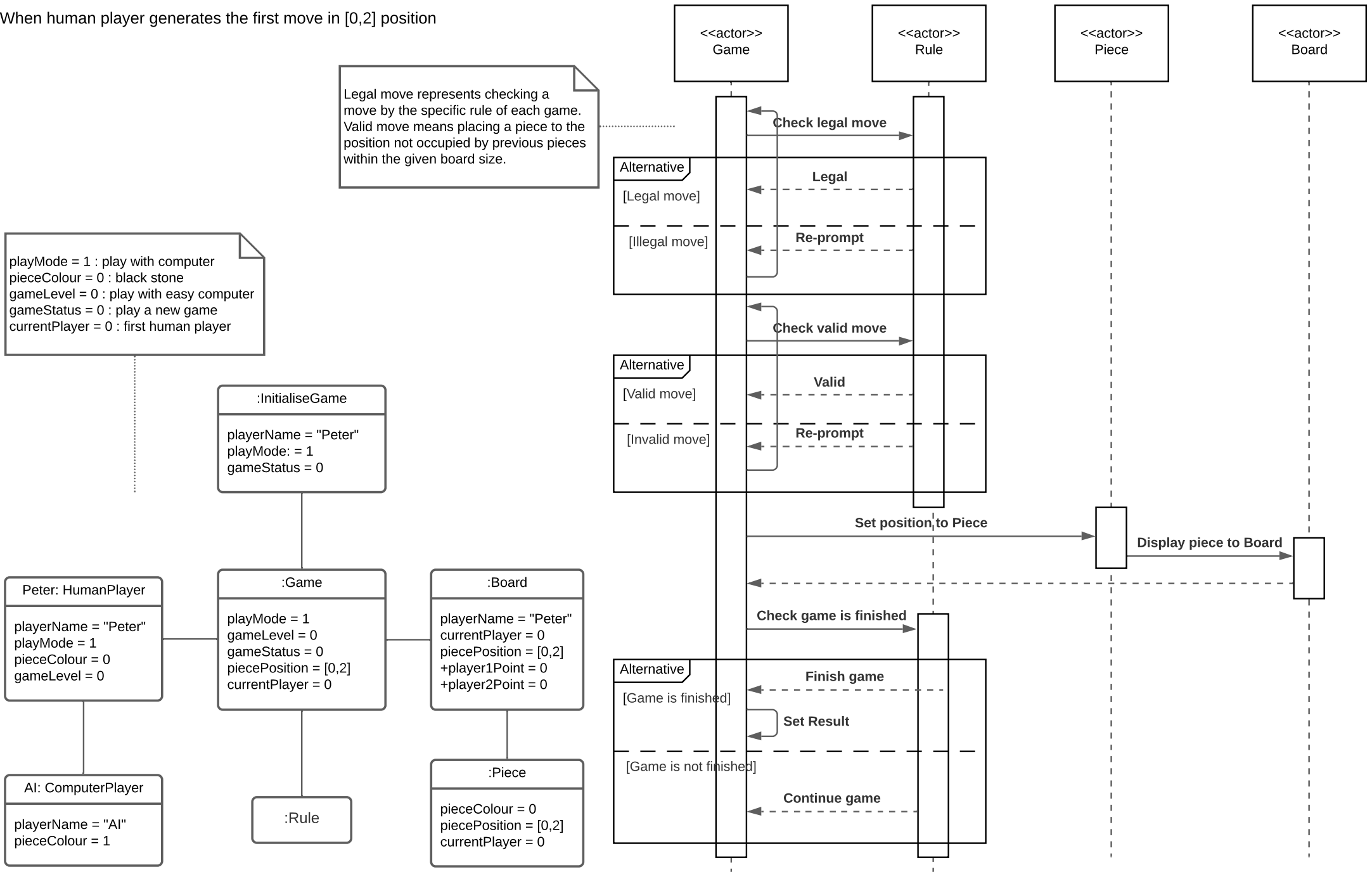


When human player generates the first move in [0,2] position



When the program saves a game

