A,B,C

Up: y = C

Left:

0 0 0 X

0 0 1 X

0 1 0 0

0 1 1 1

1 0 0 1

1 0 1 0

1 1 0 1

1 1 1 0

y = (not A).C + A.(not C)

Right:

0 0 0 X

0 0 1 X

0 1 0 1

0 1 1 0

1 0 0 0

1 0 1 1

1 1 0 1

1 1 1 0

y = (not B).C + B.(not C)

Down:

0 0 0 X

0 0 1 X

0 1 0 1

0 1 1 0

1 0 0 1

1 0 1 0

1 1 0 0

1 1 1 1

y = (not A).(not C) + (not B).(not C) + A.B.C

OR:

Y1 Y2 Y3 Y4

0 0 0 X

0 0 1 1

0 1 0 1

0 1 1 0

1 0 0 1

1 0 1 0

1 1 0 0

1 1 1 X

Illegal move：



Force play:

First bit

Edge existence Edge color Forced tile

A B C D E F G H

0 0 0 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 1 x x x

0 0 0 0 0 0 1 0 x x x

0 0 0 0 0 0 1 1 x x x

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0 0 0 0 1 1 1 1 x x x

0 0 0 1 0 0 0 0 x x x

0 0 0 1 0 0 0 1

.

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0 0 1 0 0 1 0 1

0 1 1 0 1 0 0 0

1 0 1 1 1 1 0 1

1 1 1 0 0 0 1 X

0 1 0 1 0 1 1 0

1 0 0 0 1 0 1 1

1 1 0 1 1 1 1 0

Bit 2: 

Bit 1: 

Bit 0: 