

# General Game Playing

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## Exercise 5.1

Extend your program (especially the search) to multiplayer games. Your program should be able to play simple multiplayer games like 'Tictactoe' perfectly (i.e. not lose against 'Minimax' and win against 'Random' most of the time).

## Exercise 5.2

Think about how you can improve the performance of your player and start implementing some of the ideas. Ideally your program should be able to win bigger multiplayer games like 'Endgame' or 'ChickenTictactoe'.