

# Answer

```
Value P
if not Primitive Value P = CONSTANT Undecided
  report Primitive Value P
else
  script variables children child values
  set children to # map Do Move on Position P over
    Generate Moves from Position P
  set child values to # map Value over children
  if child values contains CONSTANT Lose
    report CONSTANT Win
  else
    if child values contains CONSTANT Tie
      report CONSTANT Tie
    else
      report CONSTANT Lose
```

