

Problem 1

64

XGID=---A-aE-C-BCc---bcd-bA---:0:0:1:63:0:0:3:0:10

○ is Player 2
score: 0
pip: 128

Unlimited Game
Jacoby Beaver

pip: 132
score: 0

● is Player 1

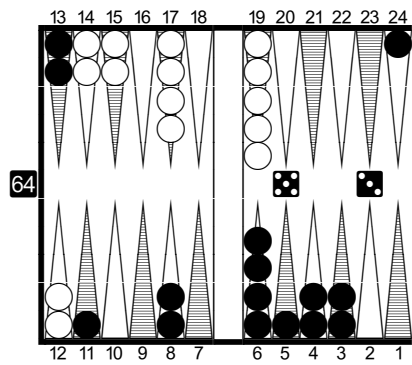
● to play 63

1.	Rollout ¹	22/16 6/3	eq: +0.129
	Player:	54.12% (G:7.52% B:0.27%)	Conf.: ± 0.012 (+0.118...+0.141) - [100.0%]
	Opponent:	45.88% (G:8.53% B:0.31%)	Duration: 1 minute 35 seconds
2.	Rollout ¹	11/5* 6/3	eq: -0.086 (-0.216)
	Player:	47.41% (G:13.09% B:0.45%)	Conf.: ± 0.012 (-0.098...-0.075) - [0.0%]
	Opponent:	52.59% (G:14.05% B:0.60%)	Duration: 1 minute 47 seconds
3.	Rollout ¹	22/16 11/8	eq: -0.109 (-0.238)
	Player:	47.66% (G:4.88% B:0.18%)	Conf.: ± 0.011 (-0.120...-0.097) - [0.0%]
	Opponent:	52.34% (G:9.59% B:0.31%)	Duration: 1 minute 32 seconds
4.	Rollout ¹	22/13	eq: -0.151 (-0.280)
	Player:	46.14% (G:3.85% B:0.15%)	Conf.: ± 0.009 (-0.160...-0.142) - [0.0%]
	Opponent:	53.86% (G:7.91% B:0.25%)	Duration: 1 minute 15 seconds
5.	Rollout ¹	11/5* 8/5	eq: -0.169 (-0.299)
	Player:	45.23% (G:12.21% B:0.40%)	Conf.: ± 0.011 (-0.181...-0.158) - [0.0%]
	Opponent:	54.77% (G:13.60% B:0.56%)	Duration: 1 minute 49 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 2



○ is Player 2

score: 2
pip: 130

7 point match

pip: 120
score: 0

● is Player 1

XGID=---BBAD-B--AbBbb-d-e----A--0:0:1:53:0:2:0:7:10

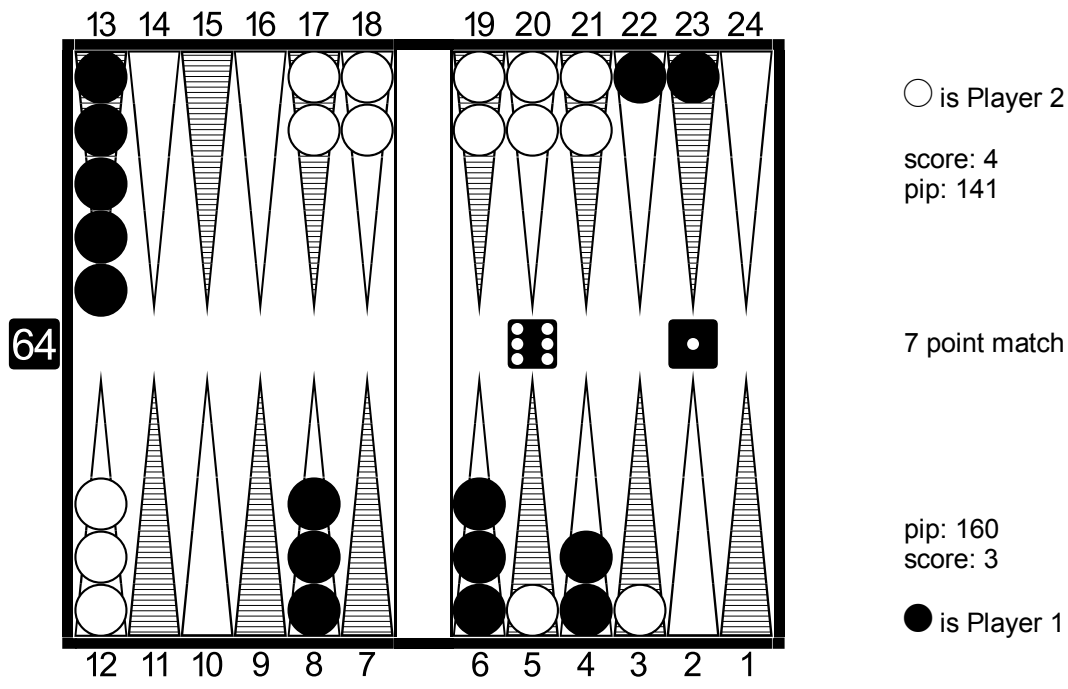
● to play 53

1.	Rollout ¹	24/16	eq: +0.149
	Player:	52.60% (G:9.00% B:0.16%)	Conf.: ± 0.009 (+0.140...+0.159) - [100.0%]
	Opponent:	47.40% (G:3.22% B:0.14%)	Duration: 2 minutes 02 seconds
2.	Rollout ¹	24/21 8/3	eq: +0.028 (-0.121)
	Player:	50.16% (G:7.08% B:0.14%)	Conf.: ± 0.010 (+0.018...+0.038) - [0.0%]
	Opponent:	49.84% (G:3.76% B:0.14%)	Duration: 1 minute 41 seconds
3.	Rollout ¹	8/5 8/3	eq: +0.016 (-0.134)
	Player:	49.81% (G:8.68% B:0.11%)	Conf.: ± 0.010 (+0.005...+0.026) - [0.0%]
	Opponent:	50.19% (G:3.41% B:0.09%)	Duration: 1 minute 27 seconds
4.	Rollout ¹	24/21 11/6	eq: +0.015 (-0.135)
	Player:	49.30% (G:8.56% B:0.14%)	Conf.: ± 0.010 (+0.005...+0.025) - [0.0%]
	Opponent:	50.70% (G:4.33% B:0.13%)	Duration: 1 minute 34 seconds
5.	Rollout ¹	11/6 8/5	eq: +0.015 (-0.135)
	Player:	49.76% (G:8.52% B:0.11%)	Conf.: ± 0.010 (+0.005...+0.025) - [0.0%]
	Opponent:	50.24% (G:3.37% B:0.10%)	Duration: 1 minute 35 seconds
6.	Rollout ¹	24/21 6/1	eq: +0.009 (-0.140)
	Player:	49.63% (G:7.22% B:0.12%)	Conf.: ± 0.010 (-0.001...+0.019) - [0.0%]
	Opponent:	50.37% (G:4.41% B:0.16%)	Duration: 1 minute 51 seconds
7.	Rollout ¹	8/5 6/1	eq: -0.008 (-0.157)
	Player:	48.94% (G:8.85% B:0.11%)	Conf.: ± 0.011 (-0.019...+0.003) - [0.0%]
	Opponent:	51.06% (G:3.71% B:0.12%)	Duration: 1 minute 47 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 3



XGID=---aBaC-C---cE---bbbbbAA--:0:0:1:61:3:4:0:7:10

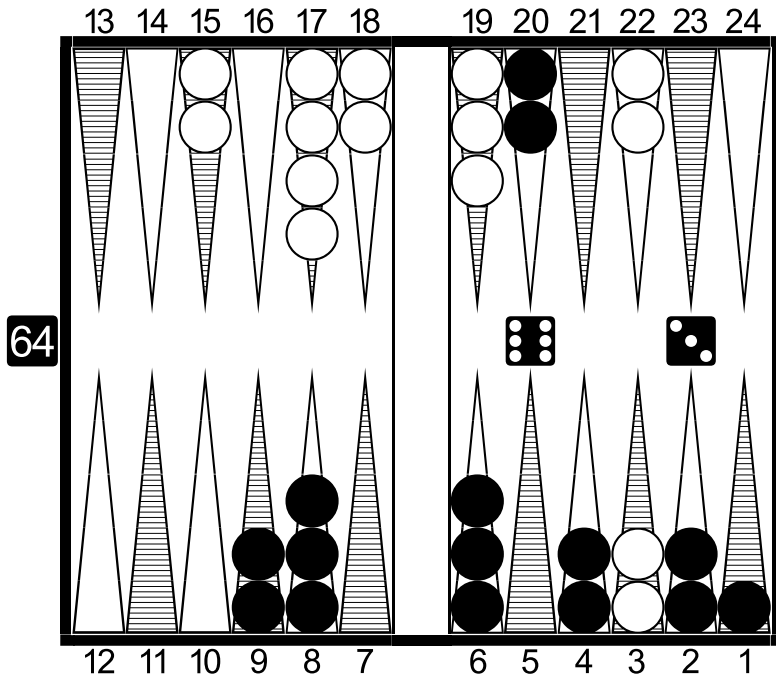
● to play 61

1.	Rollout ¹	23/22 13/7	eq: -0.662
	Player:	31.15% (G:6.17% B:0.38%)	Conf.: ± 0.014 (-0.677...-0.648) - [100.0%]
	Opponent:	68.85% (G:16.15% B:1.17%)	Duration: 2 minutes 11 seconds
2.	Rollout ¹	23/22 8/2	eq: -0.783 (-0.120)
	Player:	29.60% (G:5.47% B:0.30%)	Conf.: ± 0.018 (-0.800...-0.765) - [0.0%]
	Opponent:	70.40% (G:13.42% B:1.06%)	Duration: 2 minutes 40 seconds
3.	Rollout ¹	13/7 8/7	eq: -0.850 (-0.188)
	Player:	30.83% (G:7.86% B:0.52%)	Conf.: ± 0.026 (-0.877...-0.824) - [0.0%]
	Opponent:	69.17% (G:27.16% B:2.50%)	Duration: 3 minutes 53 seconds
4.	Rollout ¹	22/16 6/5*	eq: -0.861 (-0.199)
	Player:	31.77% (G:6.97% B:0.96%)	Conf.: ± 0.033 (-0.894...-0.829) - [0.0%]
	Opponent:	68.23% (G:34.33% B:6.25%)	Duration: 4 minutes 57 seconds
5.	Rollout ¹	13/7 6/5*	eq: -0.876 (-0.213)
	Player:	31.26% (G:7.67% B:0.52%)	Conf.: ± 0.034 (-0.910...-0.842) - [0.0%]
	Opponent:	68.74% (G:33.27% B:8.16%)	Duration: 5 minutes 13 seconds
6.	Rollout ¹	23/16	eq: -0.935 (-0.273)
	Player:	31.02% (G:6.06% B:0.46%)	Conf.: ± 0.027 (-0.962...-0.908) - [0.0%]
	Opponent:	68.98% (G:32.11% B:2.42%)	Duration: 4 minutes 08 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 4



○ is Player 2

score: 0
pip: 134

5 point match

pip: 113
score: 0

● is Player 1

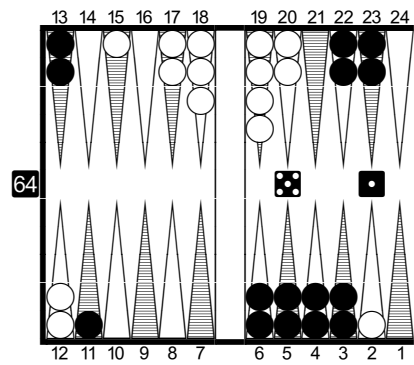
● to play 63

1.	Rollout ¹	8/2 4/1	eq: -0.116
	Player:	46.87% (G:9.58% B:0.17%)	Conf.: ± 0.011 (-0.127...-0.105) - [100.0%]
	Opponent:	53.13% (G:11.66% B:0.49%)	Duration: 1 minute 41 seconds
2.	Rollout ¹	9/6 8/2	eq: -0.193 (-0.077)
	Player:	45.03% (G:8.57% B:0.23%)	Conf.: ± 0.011 (-0.204...-0.182) - [0.0%]
	Opponent:	54.97% (G:10.21% B:0.48%)	Duration: 1 minute 47 seconds
3.	Rollout ¹	20/11	eq: -0.199 (-0.083)
	Player:	45.16% (G:12.41% B:0.58%)	Conf.: ± 0.013 (-0.212...-0.187) - [0.0%]
	Opponent:	54.84% (G:14.23% B:0.56%)	Duration: 1 minute 44 seconds
4.	Rollout ¹	20/14 4/1	eq: -0.223 (-0.107)
	Player:	44.60% (G:12.93% B:0.45%)	Conf.: ± 0.011 (-0.234...-0.211) - [0.0%]
	Opponent:	55.40% (G:16.90% B:0.72%)	Duration: 1 minute 28 seconds
5.	Rollout ¹	20/14 8/5	eq: -0.247 (-0.131)
	Player:	44.35% (G:14.11% B:0.55%)	Conf.: ± 0.012 (-0.259...-0.235) - [0.0%]
	Opponent:	55.65% (G:18.77% B:1.17%)	Duration: 1 minute 27 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 5



○ is Player 2

score: 4
pip: 130

7 point match

pip: 163
score: 0

● is Player 1

XGID=--aBBBB---AbB-a-bcdb-BB--:0:0:1:51:0:4:0:7:10

● to play 51

1.	Rollout ¹	22/16	eq: -0.372
	Player:	35.83% (G:9.19% B:0.41%)	Conf.: ± 0.016 (-0.388...-0.356) - [100.0%]
	Opponent:	64.17% (G:23.25% B:3.21%)	Duration: 3 minutes 03 seconds
2.	Rollout ¹	11/6 3/2*	eq: -0.486 (-0.114)
	Player:	33.77% (G:8.32% B:0.30%)	Conf.: ± 0.019 (-0.505...-0.467) - [0.0%]
	Opponent:	66.23% (G:27.00% B:3.96%)	Duration: 3 minutes 43 seconds
3.	Rollout ¹	13/8 3/2*	eq: -0.489 (-0.117)
	Player:	34.41% (G:8.17% B:0.40%)	Conf.: ± 0.019 (-0.508...-0.470) - [0.0%]
	Opponent:	65.59% (G:30.54% B:4.97%)	Duration: 4 minutes 05 seconds
4.	Rollout ¹	23/22 11/6	eq: -0.549 (-0.177)
	Player:	30.97% (G:7.86% B:0.24%)	Conf.: ± 0.016 (-0.565...-0.533) - [0.0%]
	Opponent:	69.03% (G:21.35% B:1.92%)	Duration: 2 minutes 40 seconds
5.	Rollout ¹	22/21 11/6	eq: -0.551 (-0.179)
	Player:	31.32% (G:8.15% B:0.35%)	Conf.: ± 0.017 (-0.568...-0.535) - [0.0%]
	Opponent:	68.68% (G:25.67% B:3.83%)	Duration: 2 minutes 50 seconds
6.	Rollout ¹	11/5	eq: -0.552 (-0.180)
	Player:	31.25% (G:7.72% B:0.25%)	Conf.: ± 0.017 (-0.569...-0.535) - [0.0%]
	Opponent:	68.75% (G:23.81% B:3.18%)	Duration: 2 minutes 41 seconds
7.	Rollout ¹	13/8 11/10	eq: -0.560 (-0.187)
	Player:	31.47% (G:7.12% B:0.30%)	Conf.: ± 0.018 (-0.577...-0.542) - [0.0%]
	Opponent:	68.53% (G:25.03% B:3.64%)	Duration: 2 minutes 47 seconds
8.	Rollout ¹	13/7	eq: -0.576 (-0.203)
	Player:	31.60% (G:6.57% B:0.22%)	Conf.: ± 0.017 (-0.592...-0.559) - [0.0%]
	Opponent:	68.40% (G:26.29% B:4.28%)	Duration: 2 minutes 56 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 6

○ is Player 2
 score: 0
 pip: 158
 7 point match
 pip: 131
 score: 5
 ● is Player 1

XGID=-BaBbDB----bC--bbbbB----:0:0:1:64:5:0:0:7:10

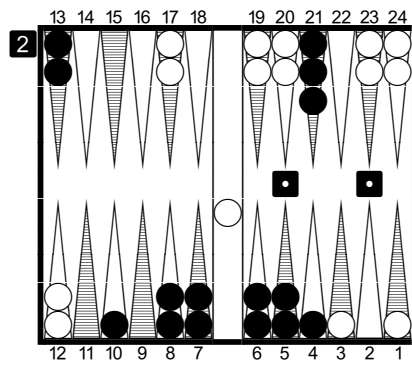
● to play 64

1.	Rollout ¹	21/11	eq: -0.659
	Player:	38.64% (G:17.51% B:1.39%)	Conf.: ± 0.017 (-0.676...-0.642) - [100.0%]
	Opponent:	61.36% (G:16.05% B:0.62%)	Duration: 4 minutes 25 seconds
2.	Rollout ¹	13/7 6/2	eq: -0.740 (-0.082)
	Player:	35.86% (G:12.04% B:0.30%)	Conf.: ± 0.016 (-0.757...-0.724) - [0.0%]
	Opponent:	64.14% (G:13.40% B:0.56%)	Duration: 3 minutes 44 seconds
3.	Rollout ¹	13/3*	eq: -0.745 (-0.086)
	Player:	35.79% (G:15.35% B:0.61%)	Conf.: ± 0.017 (-0.761...-0.728) - [0.0%]
	Opponent:	64.21% (G:14.29% B:0.58%)	Duration: 4 minutes 36 seconds
4.	Rollout ¹	21/15 6/2	eq: -0.889 (-0.230)
	Player:	36.09% (G:16.92% B:1.03%)	Conf.: ± 0.016 (-0.905...-0.872) - [0.0%]
	Opponent:	63.91% (G:20.04% B:0.67%)	Duration: 4 minutes 28 seconds
5.	Rollout ¹	21/15 7/3*	eq: -0.898 (-0.239)
	Player:	36.86% (G:17.26% B:1.16%)	Conf.: ± 0.018 (-0.916...-0.879) - [0.0%]
	Opponent:	63.14% (G:20.46% B:1.33%)	Duration: 4 minutes 55 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 7



○ is Player 2

score: 5
pip: 141

7 point match

pip: 155
score: 0

● is Player 1

XGID=aa-aABBBB-A-bB---b-bbC-bb-:1:-1:1:11:0:5:0:7:10

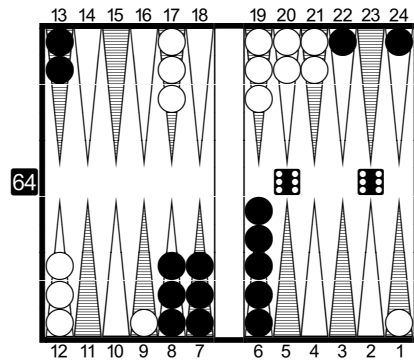
● to play 11

1.	Rollout ¹	8/4	eq: +0.809
	Player:	72.81% (G:28.15% B:1.71%)	Conf.: ± 0.007 (+0.803...+0.816) - [100.0%]
	Opponent:	27.19% (G:12.49% B:0.35%)	Duration: 3 minutes 19 seconds
2.	Rollout ¹	7/6 7/4	eq: +0.723 (-0.087)
	Player:	69.32% (G:26.85% B:1.60%)	Conf.: ± 0.007 (+0.716...+0.729) - [0.0%]
	Opponent:	30.68% (G:12.48% B:0.45%)	Duration: 2 minutes 52 seconds
3.	Rollout ¹	10/7 4/3*	eq: +0.650 (-0.160)
	Player:	67.24% (G:24.44% B:1.39%)	Conf.: ± 0.007 (+0.643...+0.656) - [0.0%]
	Opponent:	32.76% (G:15.39% B:0.44%)	Duration: 3 minutes 30 seconds
4.	Rollout ¹	10/9 4/3* 3/1*	eq: +0.641 (-0.168)
	Player:	66.18% (G:25.89% B:1.23%)	Conf.: ± 0.008 (+0.633...+0.650) - [0.0%]
	Opponent:	33.82% (G:17.09% B:0.48%)	Duration: 3 minutes 37 seconds
5.	Rollout ¹	10/9 7/4	eq: +0.627 (-0.183)
	Player:	66.21% (G:24.38% B:1.31%)	Conf.: ± 0.007 (+0.620...+0.633) - [0.0%]
	Opponent:	33.79% (G:18.70% B:0.64%)	Duration: 3 minutes 04 seconds
6.	Rollout ¹	10/8 4/3* 3/2	eq: +0.583 (-0.226)
	Player:	64.50% (G:23.71% B:1.24%)	Conf.: ± 0.009 (+0.574...+0.593) - [0.0%]
	Opponent:	35.50% (G:16.67% B:0.33%)	Duration: 3 minutes 31 seconds
7.	Rollout ¹	10/9 5/4 5/3*	eq: +0.510 (-0.300)
	Player:	61.32% (G:22.60% B:1.35%)	Conf.: ± 0.007 (+0.503...+0.517) - [0.0%]
	Opponent:	38.68% (G:20.85% B:0.70%)	Duration: 3 minutes 31 seconds
8.	Rollout ¹	7/6 4/3* 3/1*	eq: +0.495 (-0.315)
	Player:	59.49% (G:24.92% B:1.15%)	Conf.: ± 0.007 (+0.488...+0.502) - [0.0%]
	Opponent:	40.51% (G:21.17% B:0.86%)	Duration: 3 minutes 03 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 8



○ is Player 2

score: 0
pip: 139

7 point match

pip: 147
score: 1

● is Player 1

XGID=-a---ECCa--cB--c-cbbA-A-:0:0:1:66:1:0:0:7:5

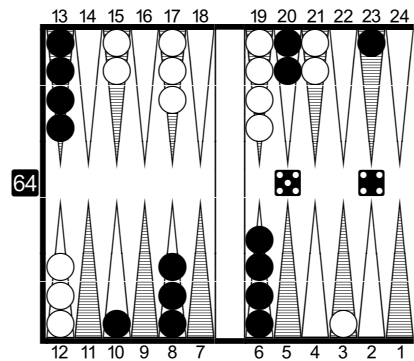
● to play 66

1.	Rollout ¹	8/2(2) 7/1*(2)	eq: -0.508
	Player:	37.05% (G:18.34% B:0.32%)	Conf.: ± 0.018 (-0.526...-0.491) - [100.0%]
	Opponent:	62.95% (G:22.66% B:1.81%)	Duration: 2 minutes 27 seconds
2.	Rollout ¹	13/1*(2)	eq: -0.654 (-0.145)
	Player:	33.48% (G:11.26% B:0.32%)	Conf.: ± 0.016 (-0.669...-0.638) - [0.0%]
	Opponent:	66.52% (G:17.29% B:0.73%)	Duration: 2 minutes 07 seconds
3.	Rollout ¹	22/10 7/1*(2)	eq: -0.663 (-0.155)
	Player:	34.62% (G:13.28% B:0.32%)	Conf.: ± 0.016 (-0.679...-0.648) - [0.0%]
	Opponent:	65.38% (G:21.59% B:1.13%)	Duration: 2 minutes 56 seconds
4.	Rollout ¹	24/18 22/10 7/1*	eq: -0.721 (-0.213)
	Player:	36.83% (G:7.38% B:0.49%)	Conf.: ± 0.017 (-0.738...-0.704) - [0.0%]
	Opponent:	63.17% (G:26.00% B:1.13%)	Duration: 3 minutes 22 seconds
5.	Rollout ¹	22/16 13/1* 7/1	eq: -0.857 (-0.349)
	Player:	31.96% (G:11.78% B:0.61%)	Conf.: ± 0.018 (-0.875...-0.839) - [0.0%]
	Opponent:	68.04% (G:22.99% B:1.40%)	Duration: 2 minutes 57 seconds
6.	Rollout ¹	22/16 7/1*(3)	eq: -0.857 (-0.349)
	Player:	32.16% (G:9.81% B:0.43%)	Conf.: ± 0.016 (-0.874...-0.841) - [0.0%]
	Opponent:	67.84% (G:22.86% B:0.89%)	Duration: 2 minutes 55 seconds
7.	Rollout ¹	24/18 22/16 7/1*(2)	eq: -0.896 (-0.388)
	Player:	33.78% (G:10.34% B:0.39%)	Conf.: ± 0.021 (-0.917...-0.876) - [0.0%]
	Opponent:	66.22% (G:27.92% B:1.74%)	Duration: 2 minutes 55 seconds
8.	Rollout ¹	22/10 8/2(2)	eq: -0.937 (-0.429)
	Player:	31.12% (G:9.57% B:0.48%)	Conf.: ± 0.016 (-0.953...-0.922) - [0.0%]
	Opponent:	68.88% (G:23.38% B:1.25%)	Duration: 2 minutes 58 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 9



○ is Player 2

score: 0
pip: 137

7 point match

pip: 173
score: 0

● is Player 1

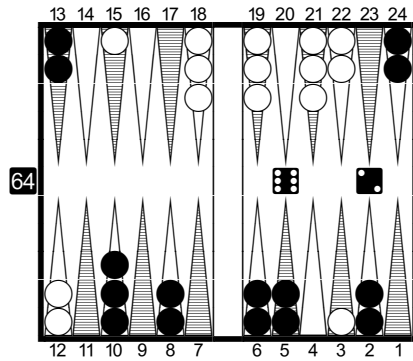
XGID=---a--D-C-A-cD-b-c-dBb-A--:0:0:1:54:0:0:0:7:5

1.	Rollout ¹	13/9 8/3*	eq: -0.530
	Player:	38.93% (G:8.06% B:0.36%)	Conf.: ± 0.016 (-0.546...-0.515) - [100.0%]
	Opponent:	61.07% (G:20.07% B:0.96%)	Duration: 3 minutes 47 seconds
2.	Rollout ¹	23/14	eq: -0.614 (-0.084)
	Player:	34.50% (G:5.87% B:0.25%)	Conf.: ± 0.013 (-0.628...-0.601) - [0.0%]
	Opponent:	65.50% (G:13.57% B:0.46%)	Duration: 3 minutes 19 seconds
3.	Rollout ¹	13/4	eq: -0.632 (-0.102)
	Player:	35.40% (G:6.95% B:0.21%)	Conf.: ± 0.015 (-0.647...-0.618) - [0.0%]
	Opponent:	64.60% (G:18.03% B:0.72%)	Duration: 3 minutes 37 seconds
4.	Rollout ¹	10/6 8/3*	eq: -0.633 (-0.102)
	Player:	35.10% (G:6.71% B:0.25%)	Conf.: ± 0.015 (-0.648...-0.618) - [0.0%]
	Opponent:	64.90% (G:16.10% B:0.64%)	Duration: 3 minutes 55 seconds
5.	Rollout ¹	13/9 10/5	eq: -0.640 (-0.110)
	Player:	35.91% (G:6.82% B:0.26%)	Conf.: ± 0.017 (-0.657...-0.623) - [0.0%]
	Opponent:	64.09% (G:19.21% B:0.77%)	Duration: 3 minutes 50 seconds
6.	Rollout ¹	13/9 13/8	eq: -0.659 (-0.129)
	Player:	35.14% (G:6.77% B:0.26%)	Conf.: ± 0.015 (-0.674...-0.644) - [0.0%]
	Opponent:	64.86% (G:19.15% B:0.75%)	Duration: 3 minutes 23 seconds
7.	Rollout ¹	13/8 10/6	eq: -0.692 (-0.162)
	Player:	32.48% (G:5.95% B:0.26%)	Conf.: ± 0.014 (-0.707...-0.678) - [0.0%]
	Opponent:	67.52% (G:13.11% B:0.44%)	Duration: 3 minutes 27 seconds
8.	Rollout ¹	10/5 8/4	eq: -0.694 (-0.164)
	Player:	34.94% (G:6.52% B:0.38%)	Conf.: ± 0.015 (-0.710...-0.679) - [0.0%]
	Opponent:	65.06% (G:20.78% B:0.81%)	Duration: 3 minutes 23 seconds
9.	Rollout ¹	13/8 6/2	eq: -0.721 (-0.191)
	Player:	32.28% (G:6.30% B:0.19%)	Conf.: ± 0.015 (-0.736...-0.707) - [0.0%]
	Opponent:	67.72% (G:15.07% B:0.59%)	Duration: 3 minutes 20 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply

Problem 10



○ is Player 2

score: 2
pip: 115

7 point match

pip: 146
score: 0

● is Player 1

XGID=-Ba-BB-B-C-bB-a--cc-cb-B-:0:0:1:62:0:2:0:7:10

● to play 62

1.	Rollout ¹	10/4 8/6	eq: -0.750
	Player:	30.49% (G:6.77% B:0.27%)	Conf.: ± 0.019 (-0.770...-0.731) - [100.0%]
	Opponent:	69.51% (G:23.74% B:3.28%)	Duration: 1 minute 58 seconds
2.	Rollout ¹	10/8 10/4	eq: -0.850 (-0.100)
	Player:	28.66% (G:5.72% B:0.28%)	Conf.: ± 0.017 (-0.867...-0.834) - [0.0%]
	Opponent:	71.34% (G:21.89% B:3.19%)	Duration: 1 minute 52 seconds
3.	Rollout ¹	13/11 10/4	eq: -0.861 (-0.111)
	Player:	28.93% (G:6.08% B:0.26%)	Conf.: ± 0.019 (-0.880...-0.841) - [0.0%]
	Opponent:	71.07% (G:23.56% B:3.84%)	Duration: 1 minute 56 seconds
4.	Rollout ¹	13/11 13/7	eq: -0.892 (-0.142)
	Player:	27.94% (G:5.70% B:0.32%)	Conf.: ± 0.018 (-0.910...-0.874) - [0.0%]
	Opponent:	72.06% (G:22.76% B:3.14%)	Duration: 1 minute 58 seconds
5.	Rollout ¹	13/5	eq: -0.905 (-0.155)
	Player:	27.25% (G:5.69% B:0.25%)	Conf.: ± 0.017 (-0.923...-0.888) - [0.0%]
	Opponent:	72.75% (G:21.14% B:2.42%)	Duration: 1 minute 49 seconds
6.	Rollout ¹	10/4 6/4	eq: -0.921 (-0.171)
	Player:	27.12% (G:5.44% B:0.25%)	Conf.: ± 0.017 (-0.938...-0.904) - [0.0%]
	Opponent:	72.88% (G:20.94% B:2.60%)	Duration: 1 minute 46 seconds
7.	Rollout ¹	10/2	eq: -1.000 (-0.250)
	Player:	24.84% (G:4.72% B:0.20%)	Conf.: ± 0.001 (-1.001...-0.999) - [0.0%]
	Opponent:	75.16% (G:18.80% B:2.00%)	Duration: 2 minutes 11 seconds
8.	Rollout ¹	8/6 8/2	eq: -1.000 (-0.250)
	Player:	24.27% (G:4.53% B:0.10%)	Conf.: ± 0.000 (-1.000...-1.000) - [0.0%]
	Opponent:	75.73% (G:18.86% B:2.00%)	Duration: 2 minutes 03 seconds

¹ 1296 Games rolled with Variance Reduction.

Moves and cube decisions: 3-ply