function MAX-VALUE(*state, game,* α*,* β) **returns** the minimax value of *state*

inputs: *state*, current state in game
game, game description
α, the best score for MAX along the path to *state*
β, the best score for MIN along the path to *state*

if CUTOFF-TEST(*state*) **then return** EVAL(*state*)
for each *s* **in** SUCCESSORS(*state*) **do**
$\alpha \leftarrow$ MAX(α, MIN-VALUE(*s, game,* α*,* β))
if $\alpha \geq \beta$ **then return** β
end
return α

---

function MIN-VALUE(*state, game,* α*,* β) **returns** the minimax value of *state*

if CUTOFF-TEST(*state*) **then return** EVAL(*state*)
for each *s* **in** SUCCESSORS(*state*) **do**
$\beta \leftarrow$ MIN(β, MAX-VALUE(*s, game,* α*,* β))
if $\beta \leq \alpha$ **then return** α
end
return β