All channels my_unit-hp teammates-blast_diameter teammates-invulnerability teammates-hp teammates-ammo 14 14 14 14 13 13 13 13 -13 -12 12 12 12 12 11 11 11 11 11 10 10 10 10 10 9 8 \rightarrow \geq 6 2 -0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 enemies-blast_diameter dead_units-1 enemies-invulnerability enemies-hp enemies-ammo 14 14 14 13 13 13 13 13 -12 12 12 12 -12 11 11 11 11 11 10 10 10 10 10 9 8 \rightarrow 6 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 ammo-expiration bomb-expiration wood-1 metal-1 ore-hp 14 13 -13 -13 -12 12 12 -12 11 -11 11 11 10 10 10 10 10 -9 9 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 bomb-blast_diameter blast_powerup-expiration fire-expiration fire-1 position_advantage 14 14 14 13 13 -13 13 -13 12 12 12 12 12 11 11 11 11 11 10 10 10 10 10 9 8 > 7 6 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 Y_position X_position current_tick fire_pattern 14 -14 14 13 -13 13 -13 12 12 -12 12 -11 11 -11 -11 10 10 10 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14