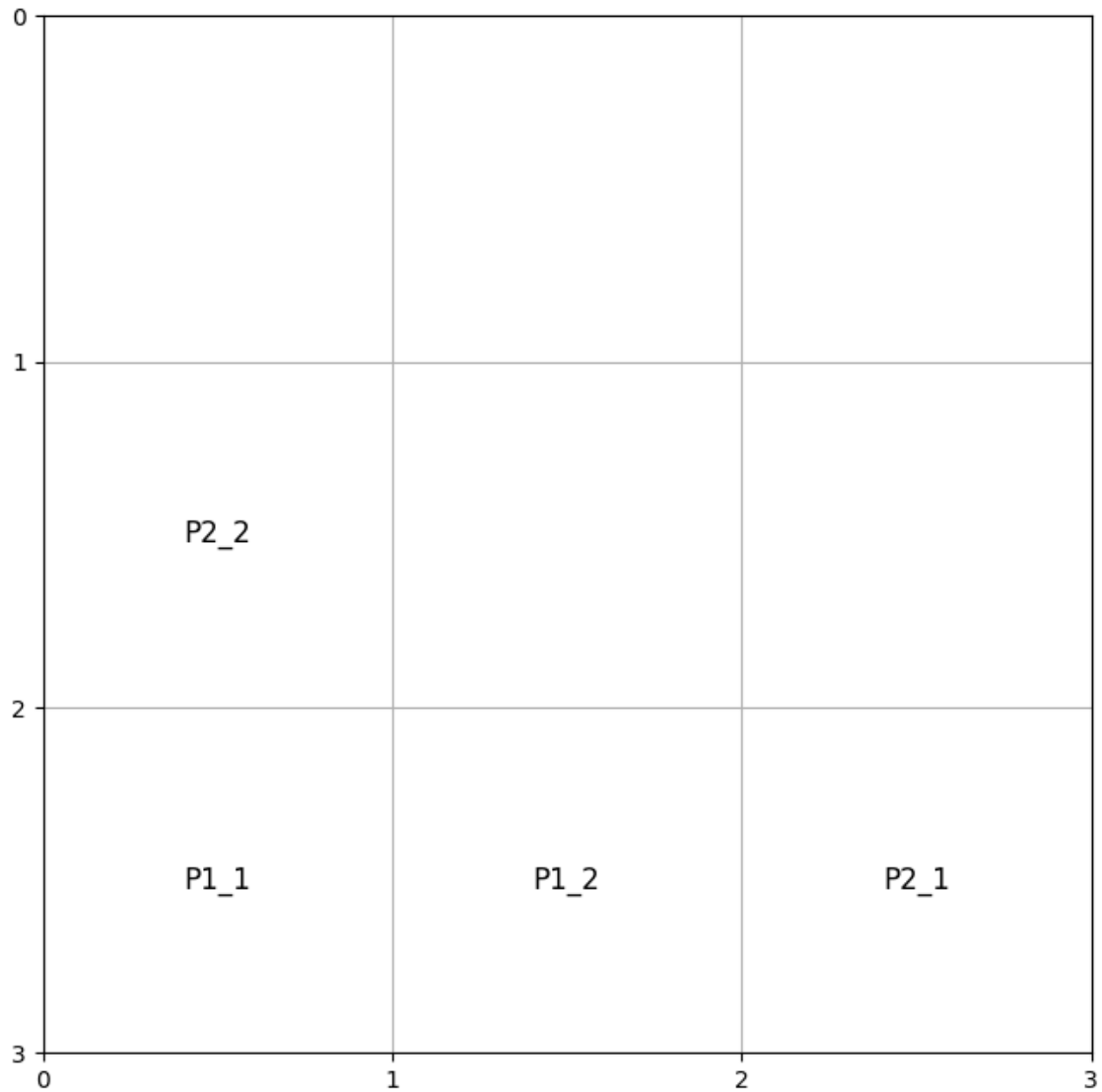


Game 1 (Config 1): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

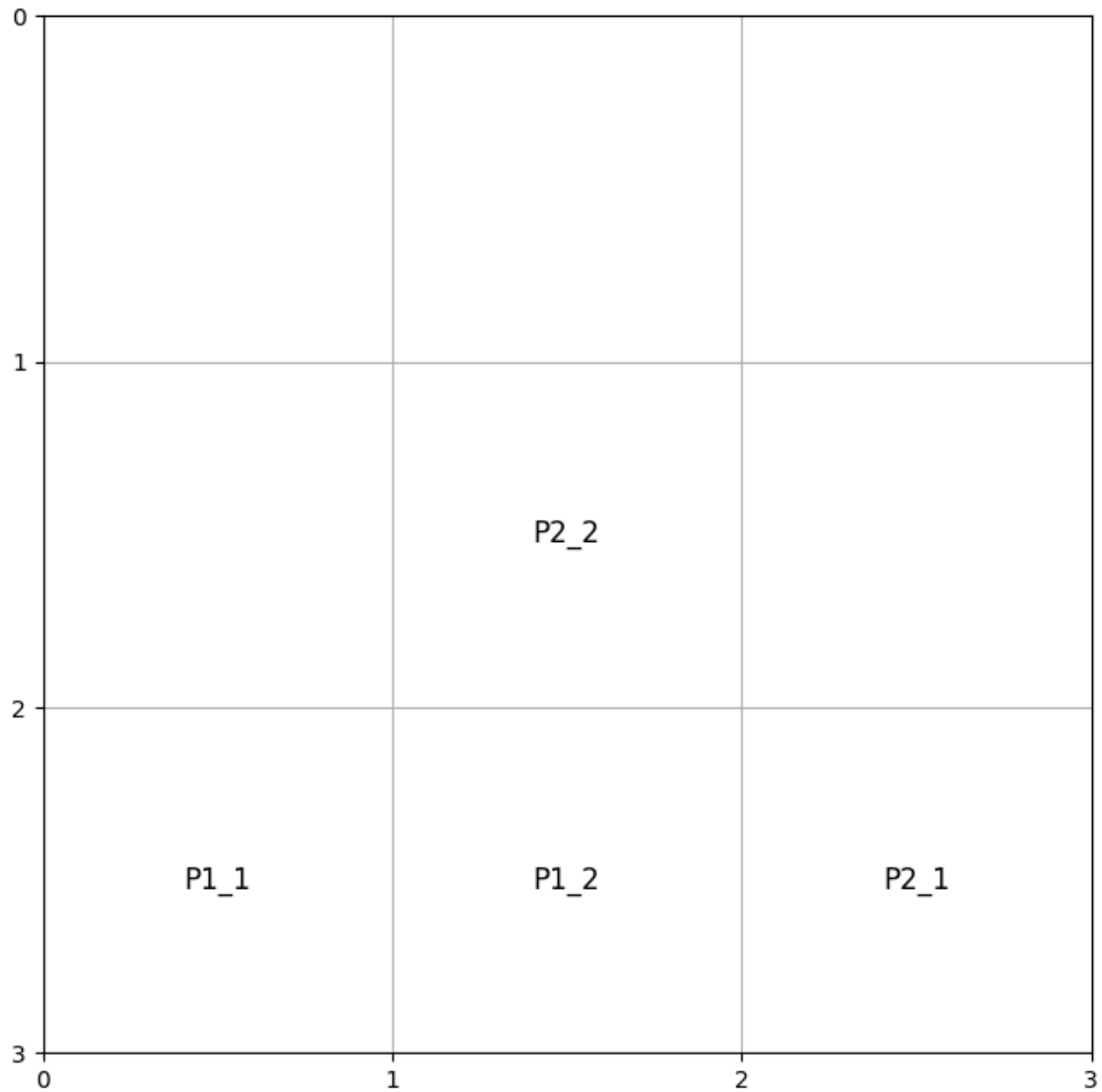
P2_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

P2_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

Game 2 (Config 2): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

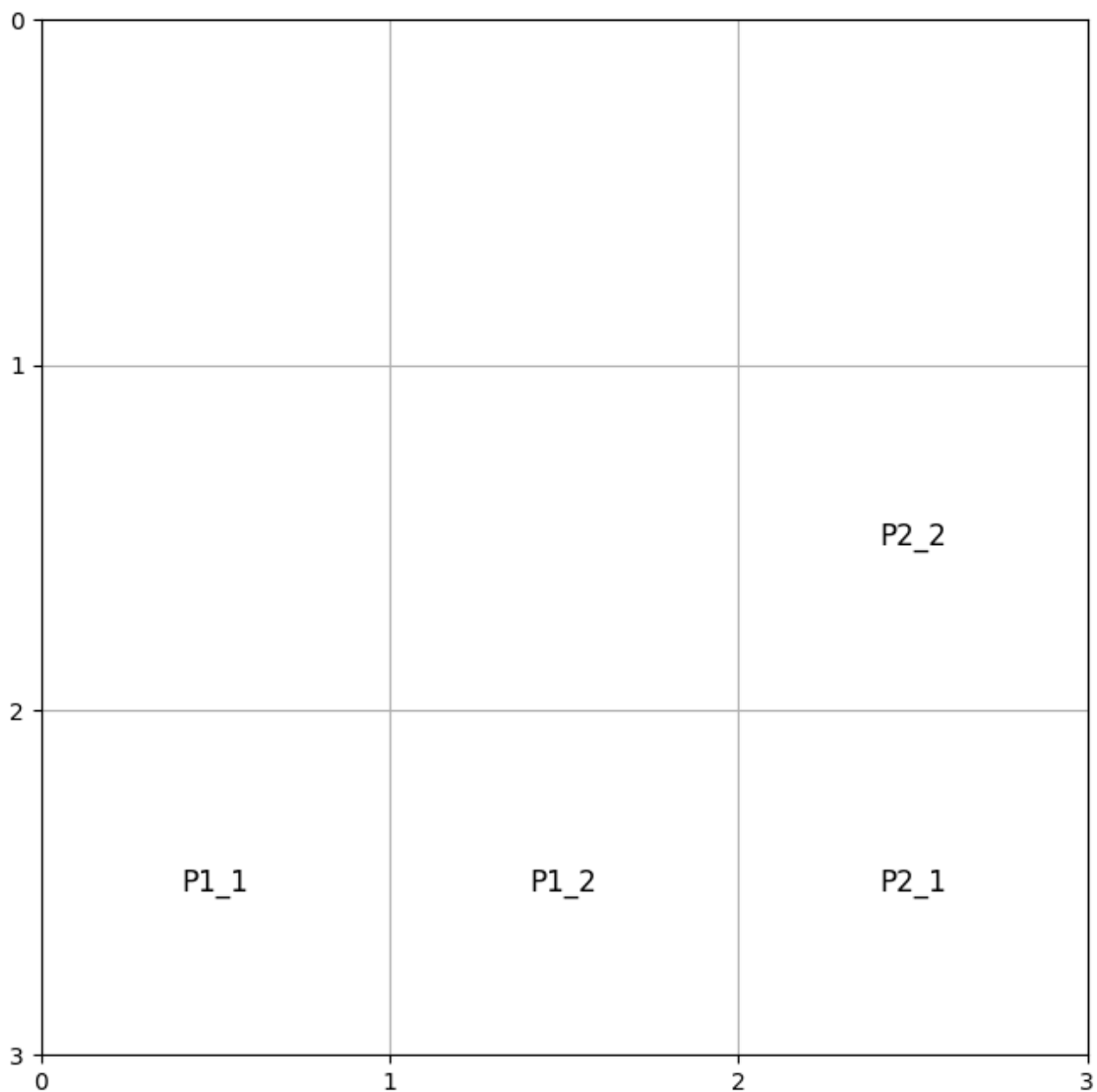
P2_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

P2_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

Game 3 (Config 3): Life (3x3 Board)

Grid Size: 3x3■Sub-Square Size: 110x110■Player 1: Gold■Player 2: Diamond■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

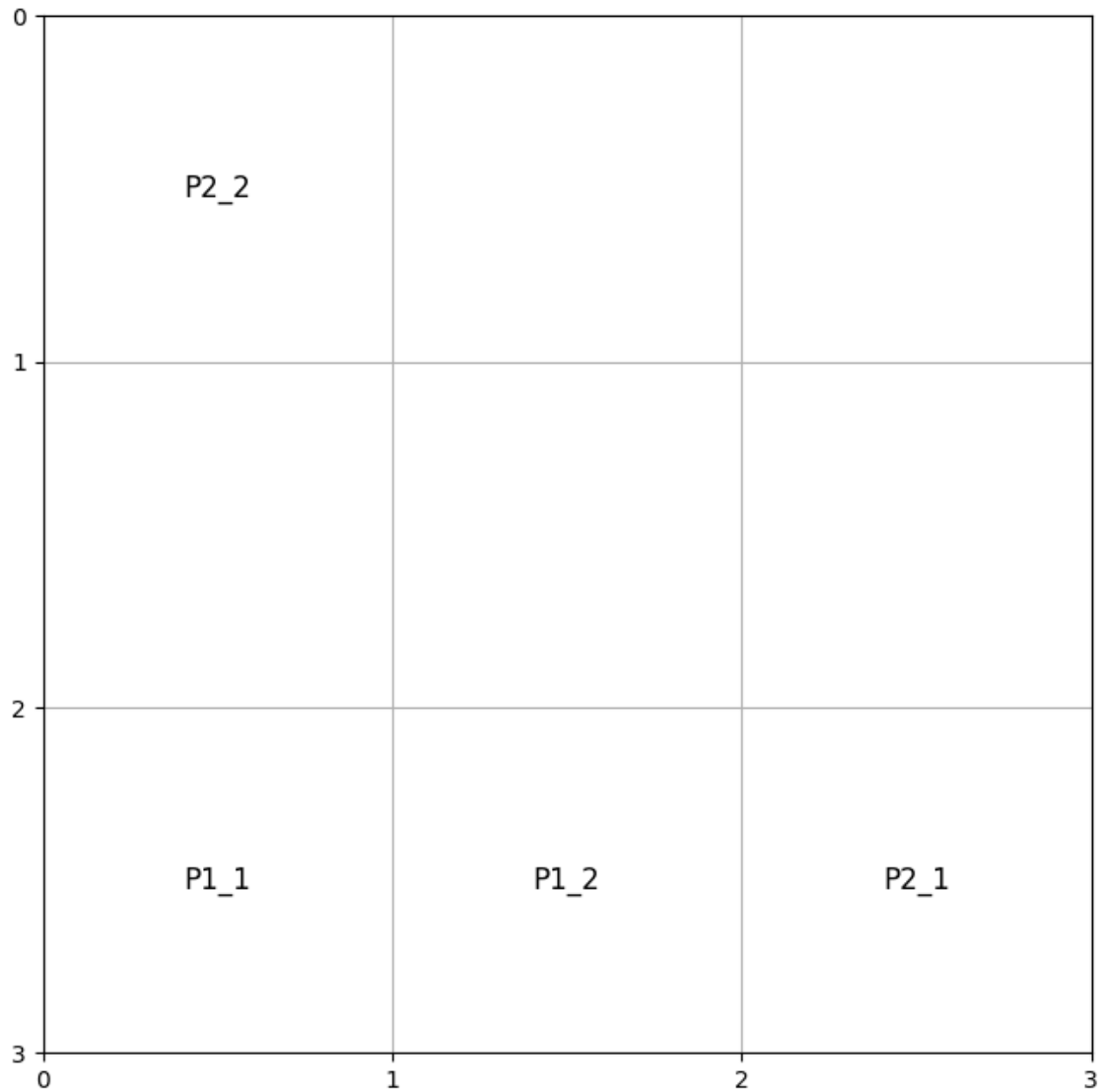
P2_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

P2_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

Game 4 (Config 4): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

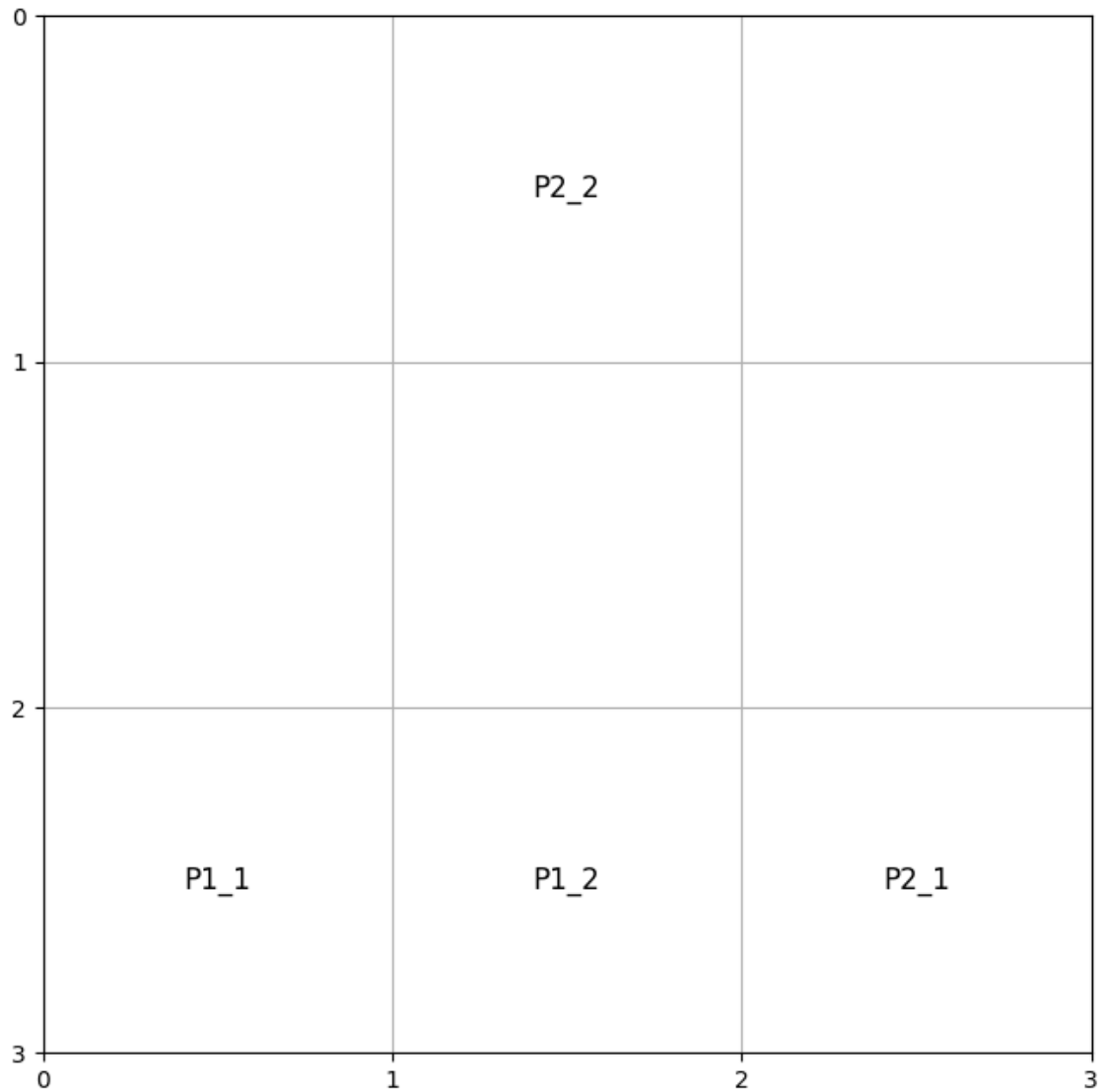
P2_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

Game 5 (Config 5): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

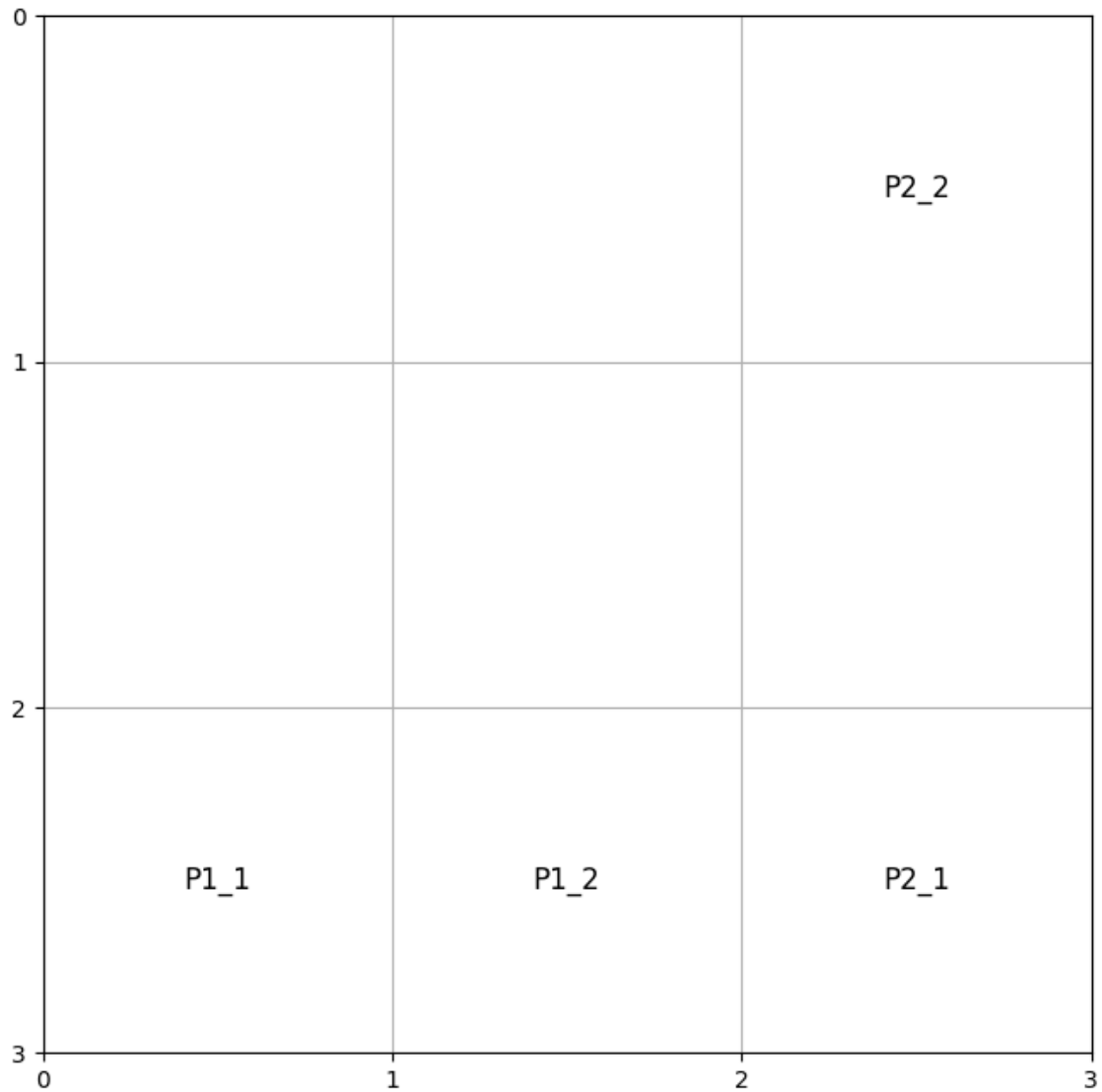
P2_1: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P1_2: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 6 (Config 6): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

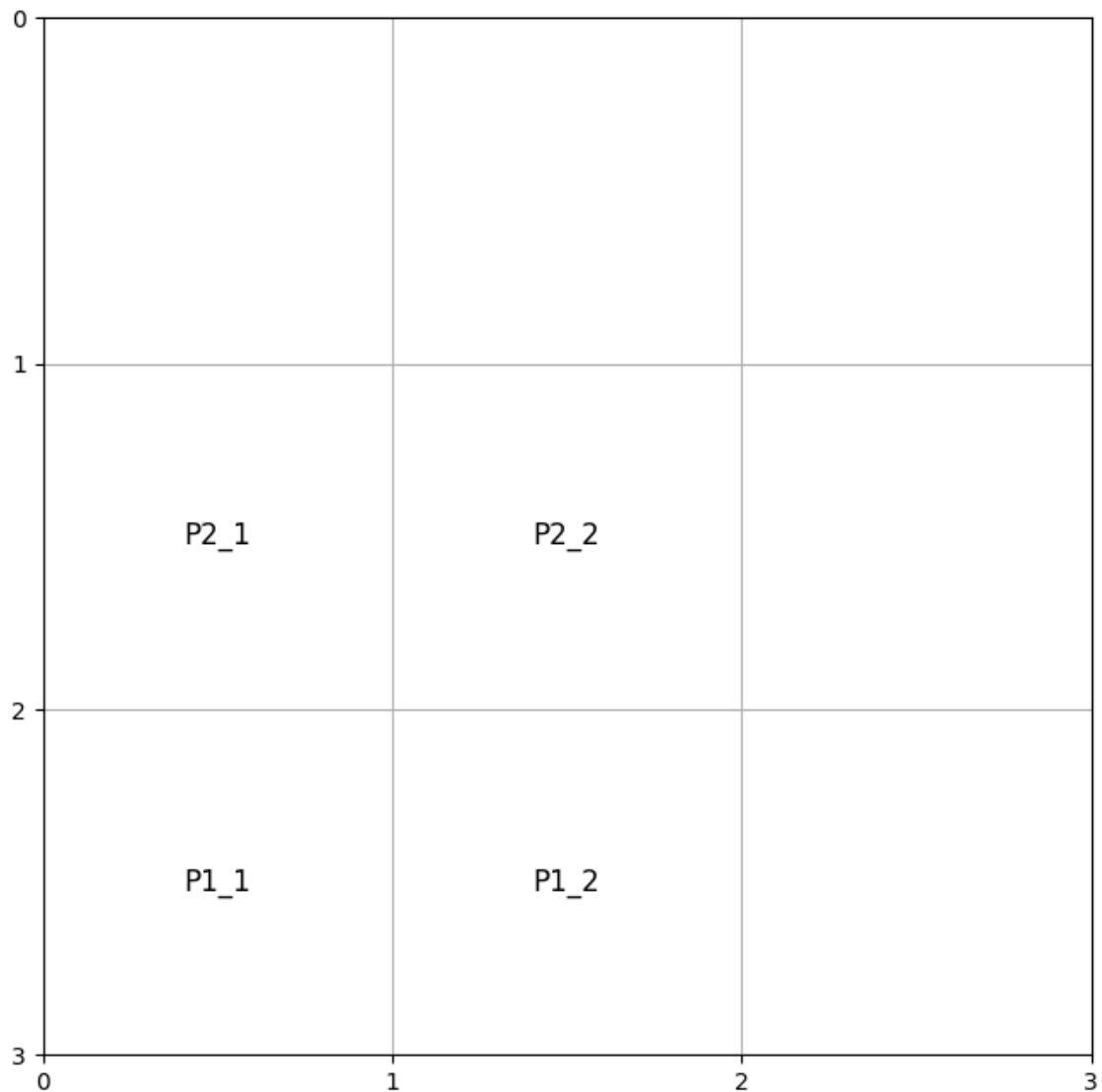
P2_1: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P1_2: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 7 (Config 7): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

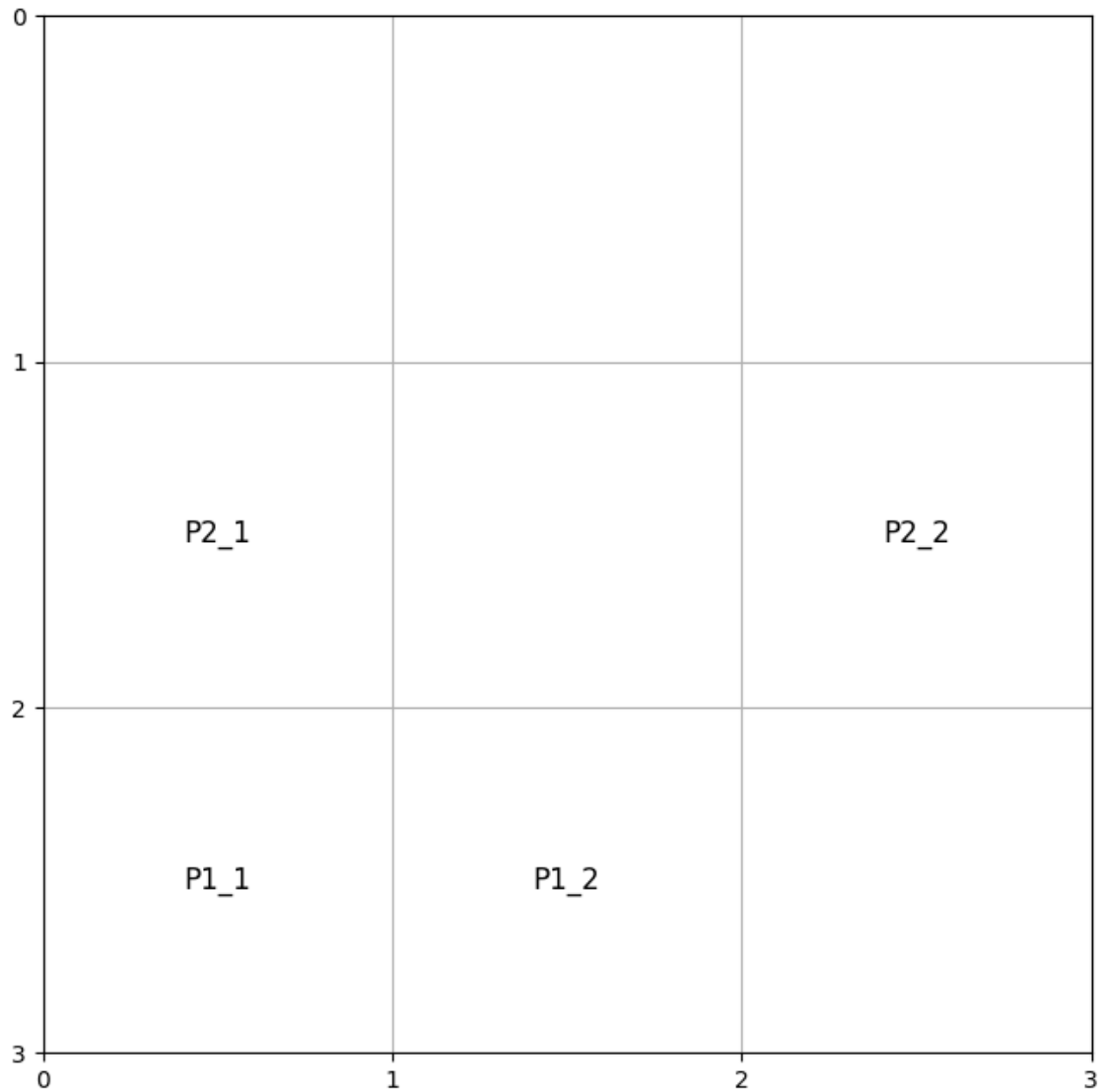
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

P2_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

Game 8 (Config 8): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

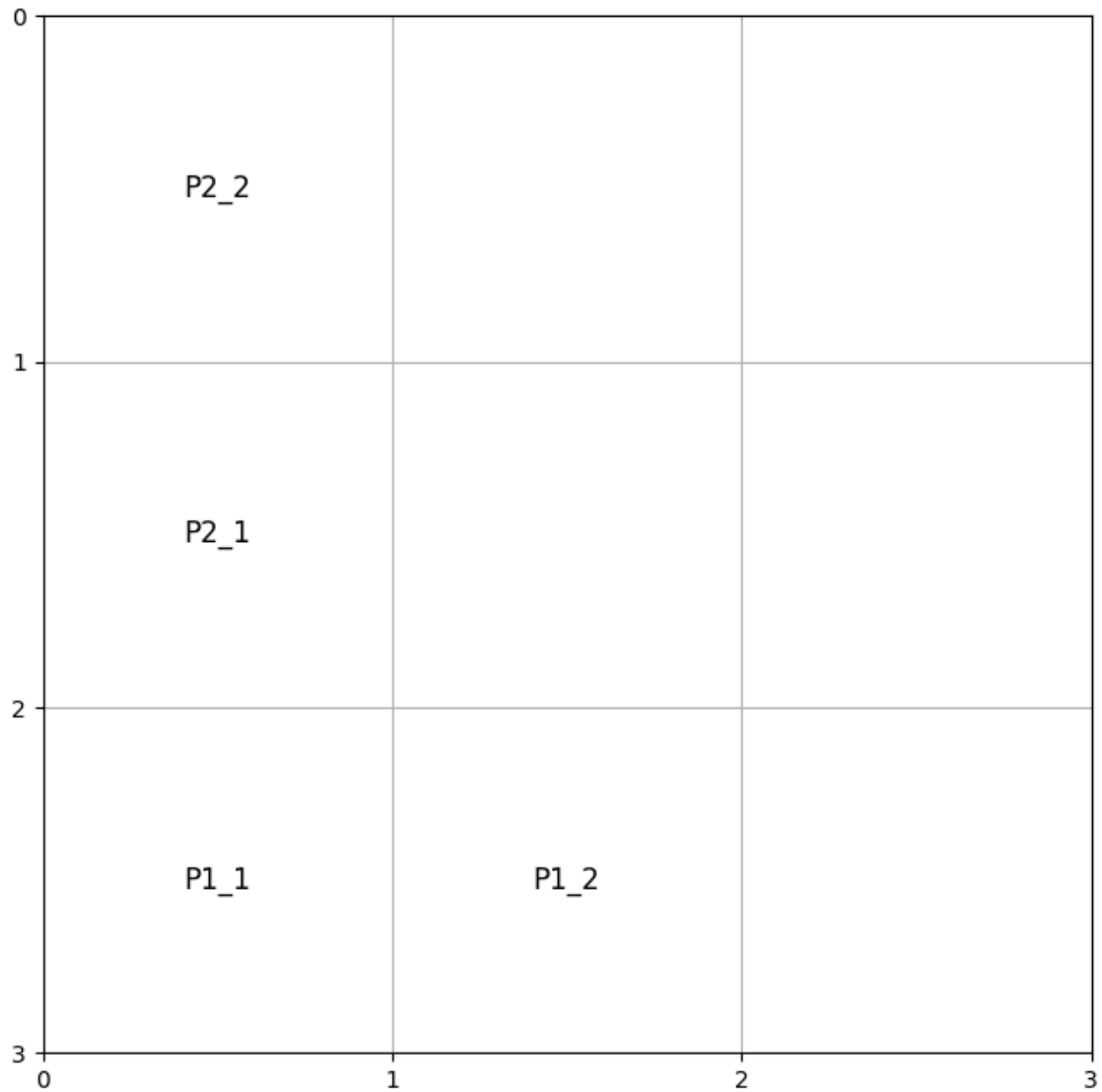
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

P2_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

Game 9 (Config 9): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

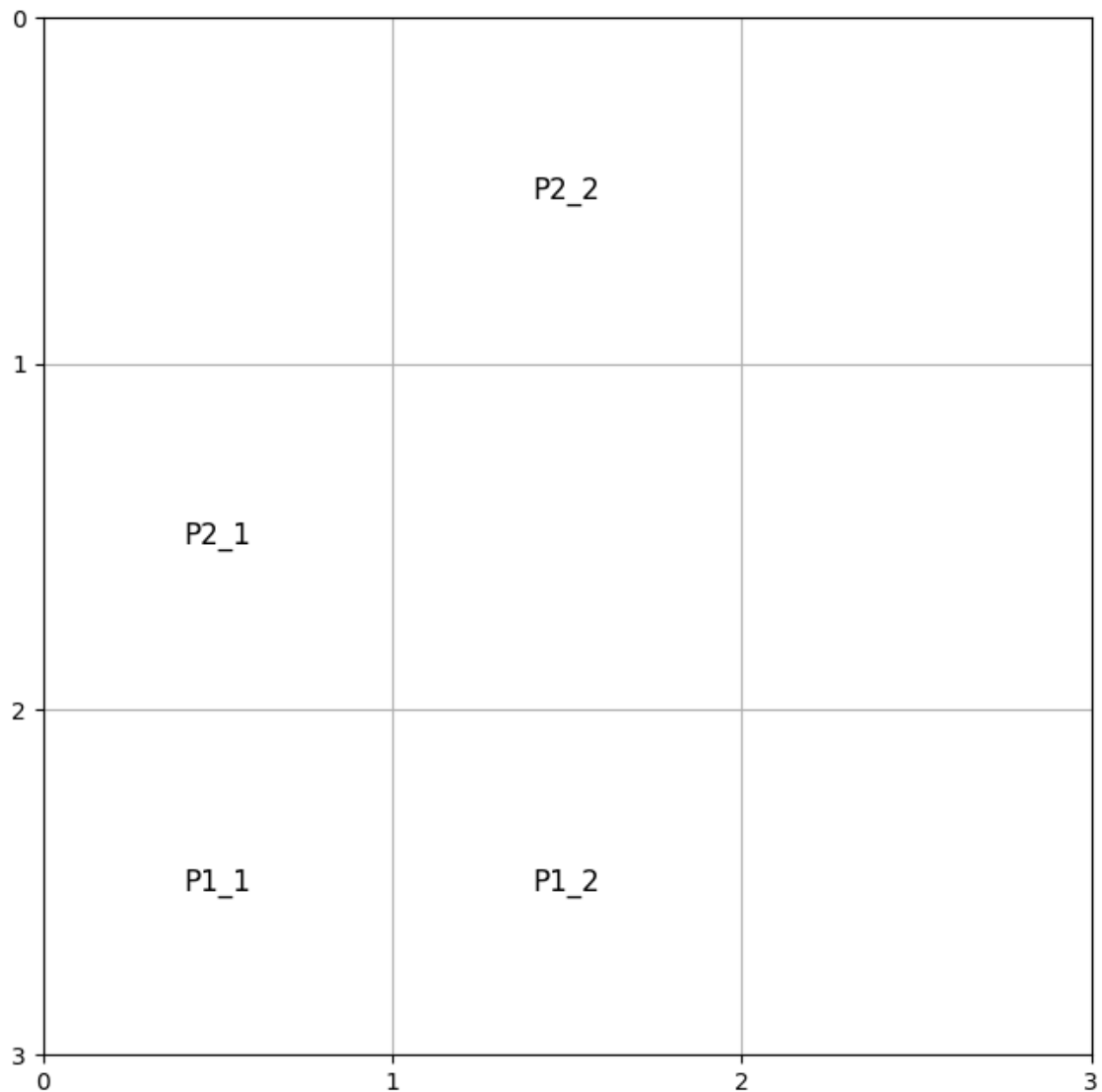
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

Game 10 (Config 10): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

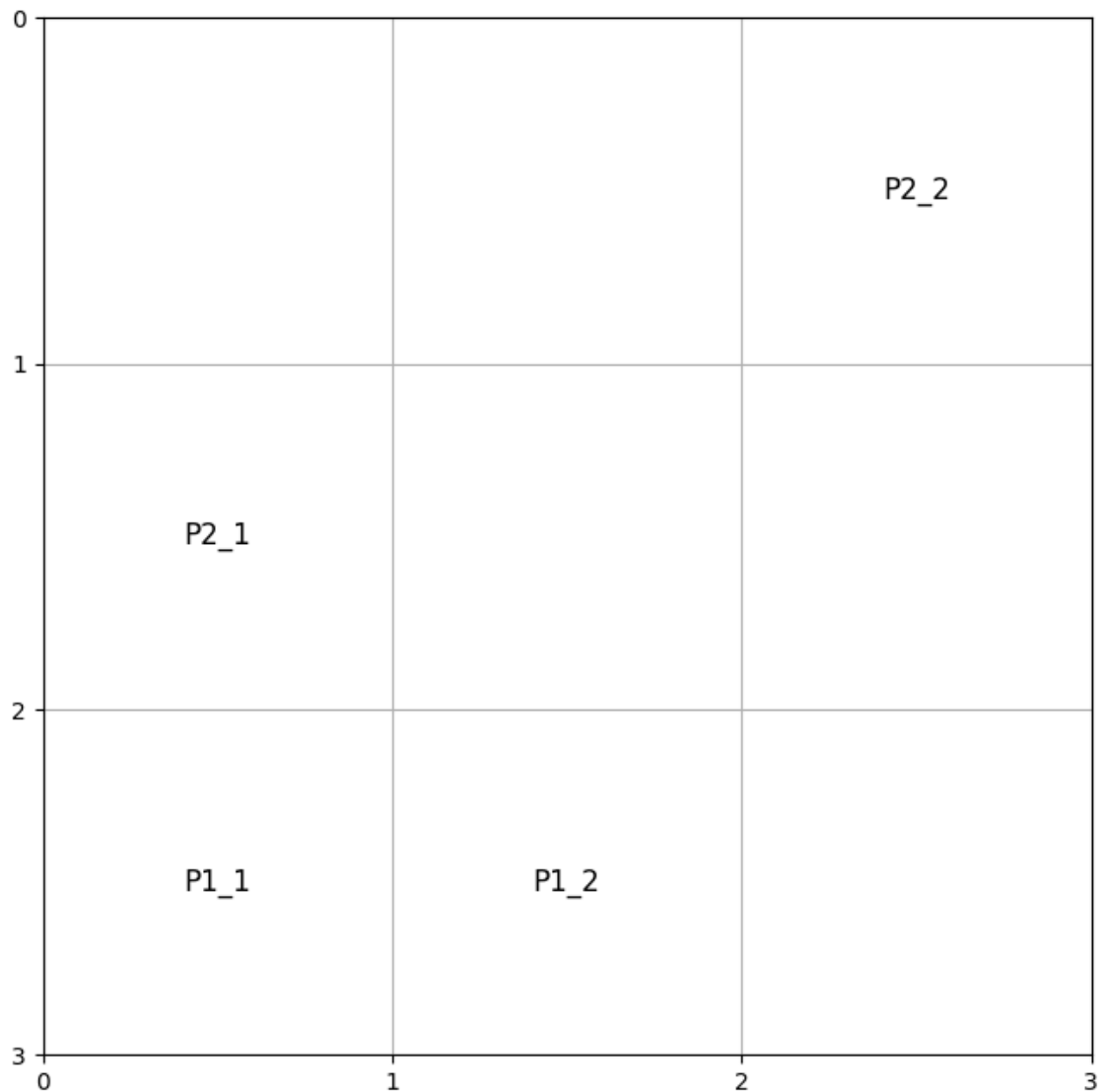
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 11 (Config 11): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

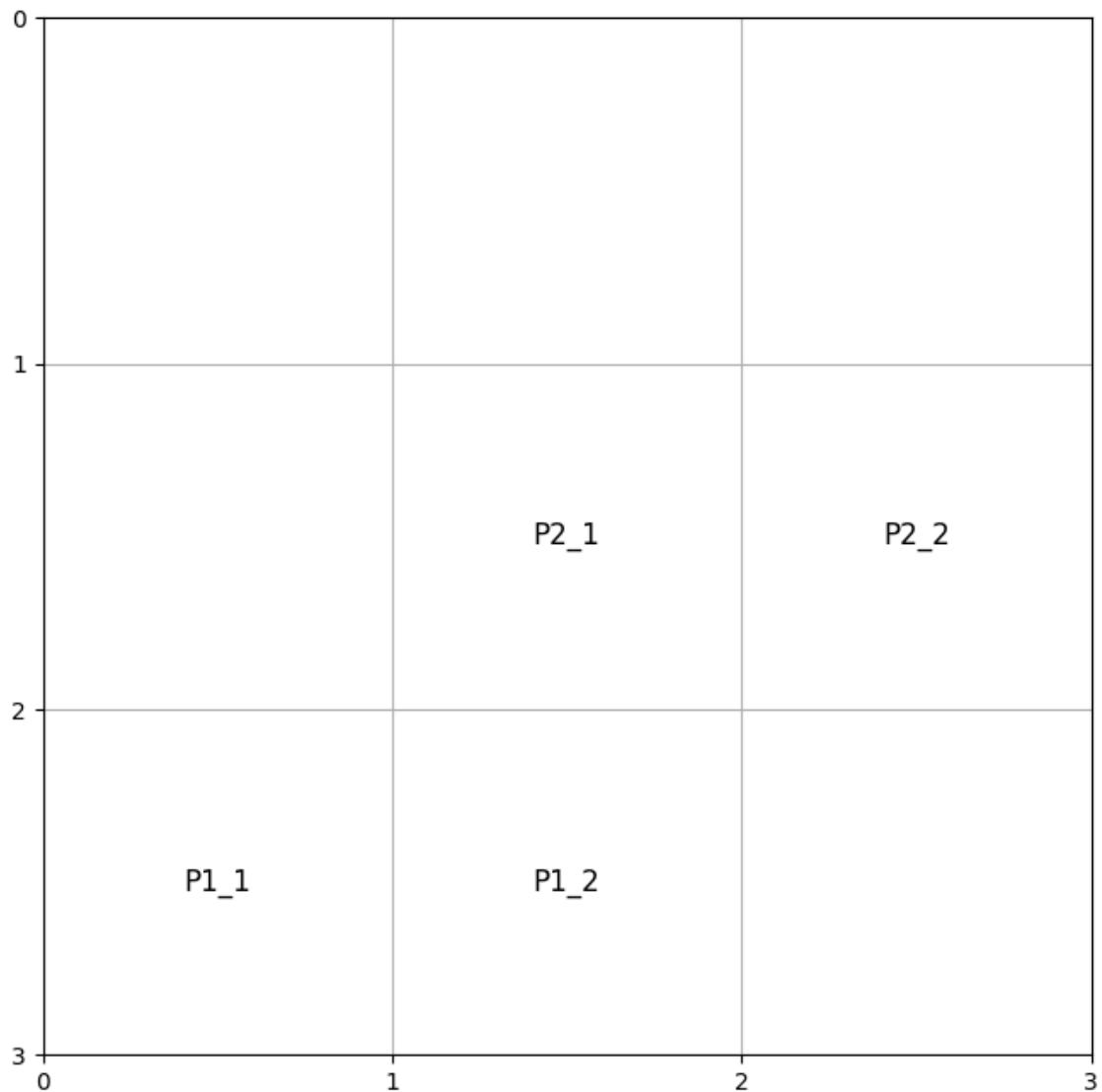
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 12 (Config 12): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

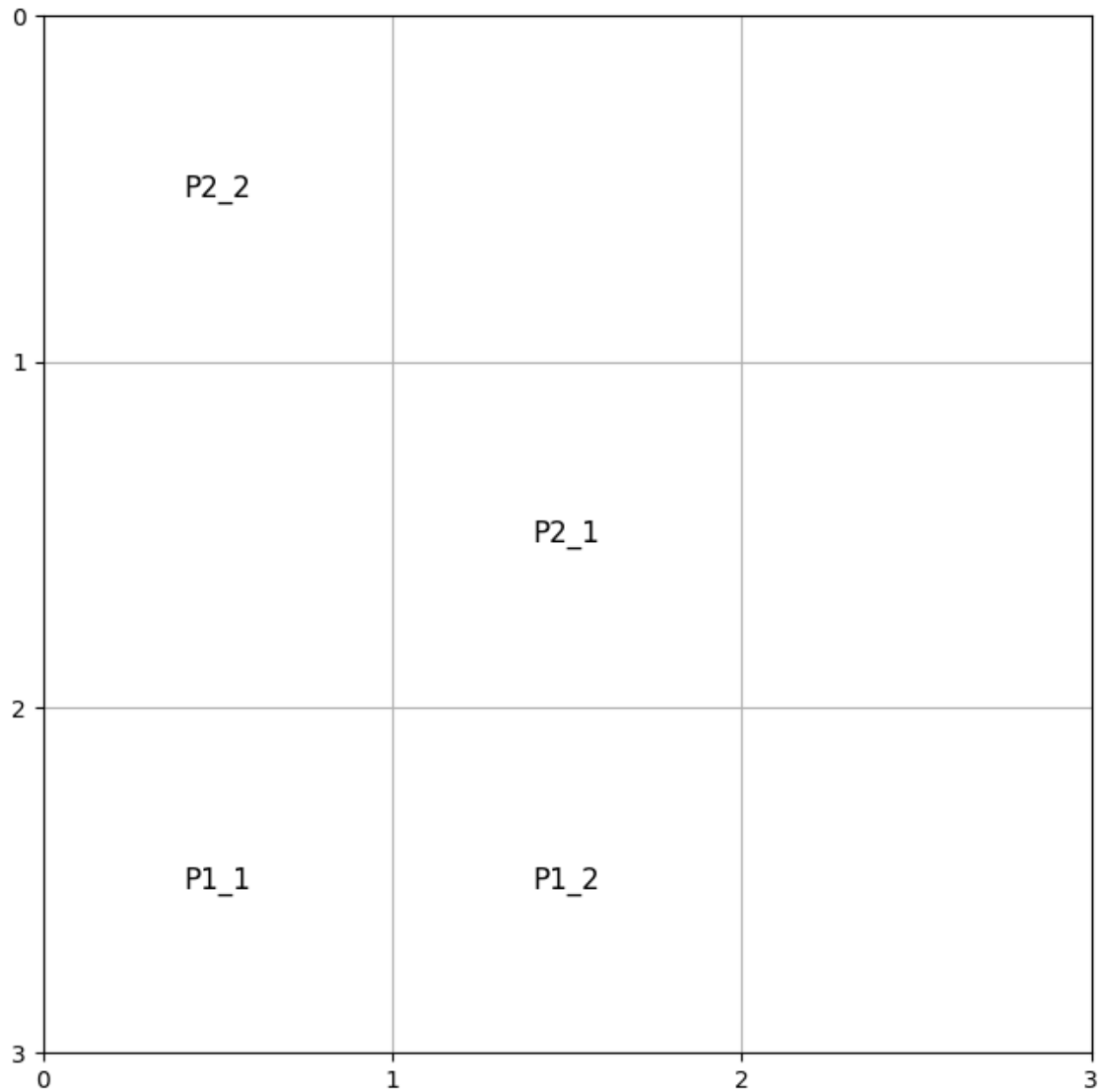
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

P2_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

Game 13 (Config 13): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

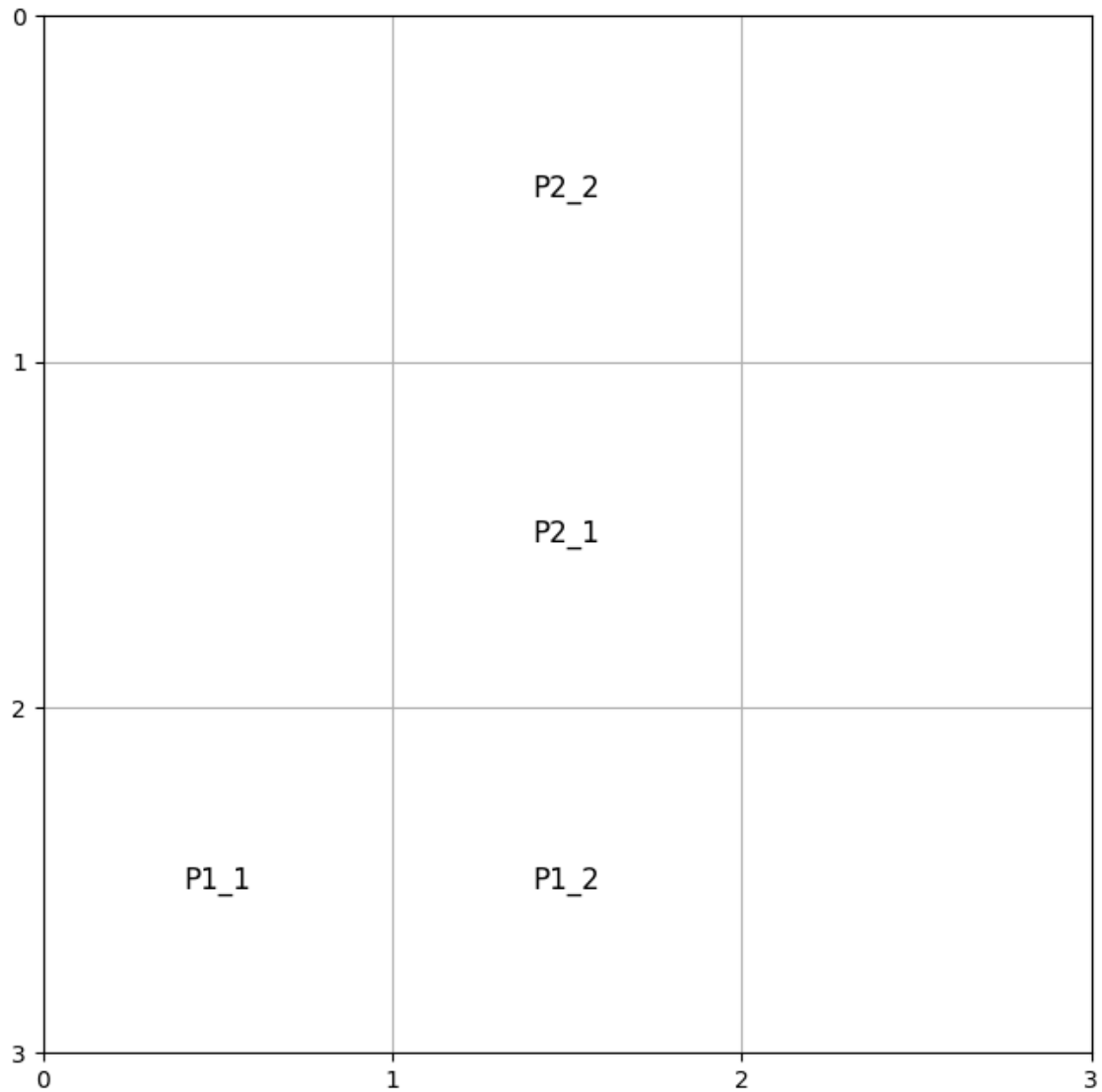
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

Game 14 (Config 14): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

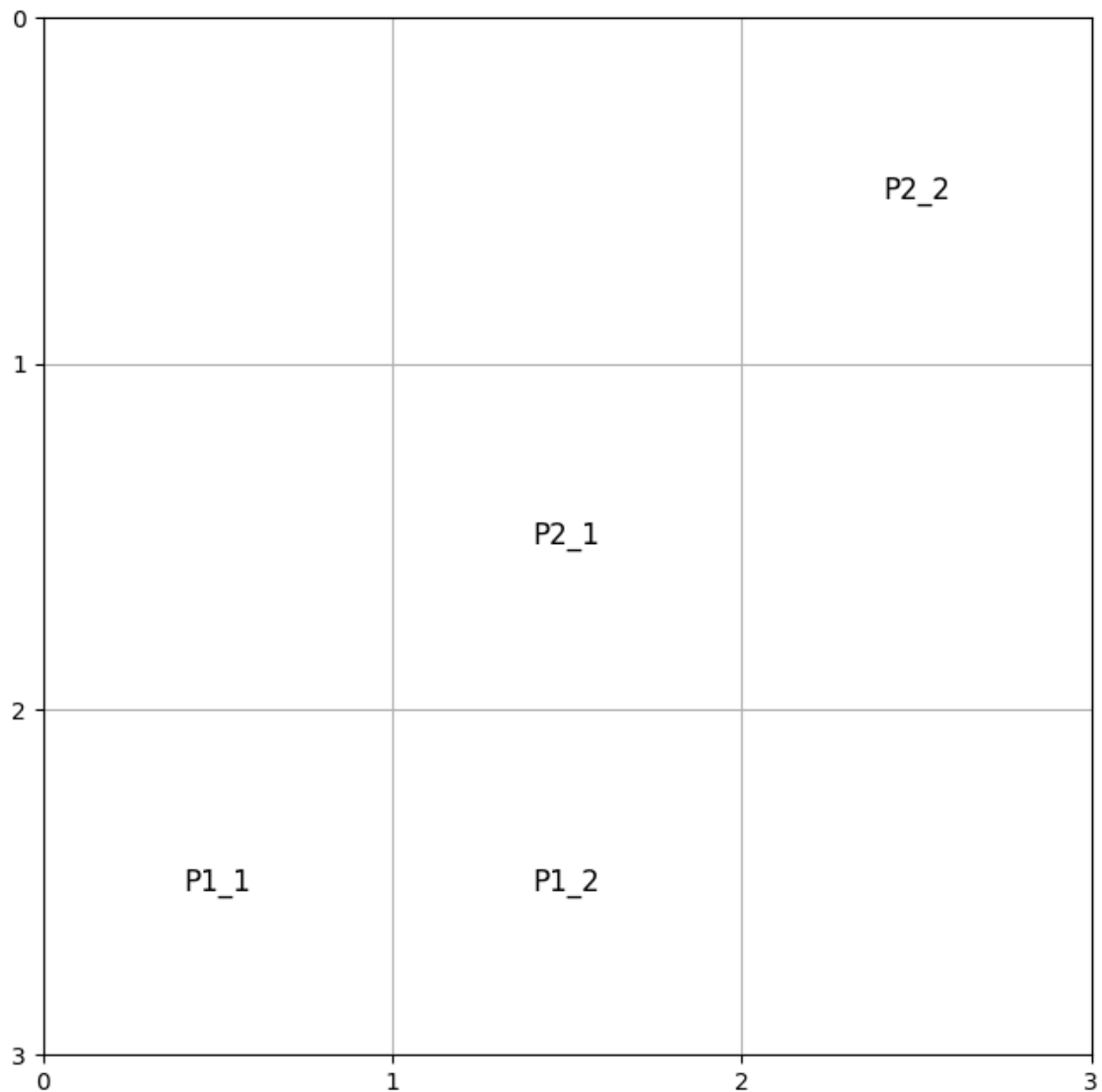
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P1_2: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 15 (Config 15): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

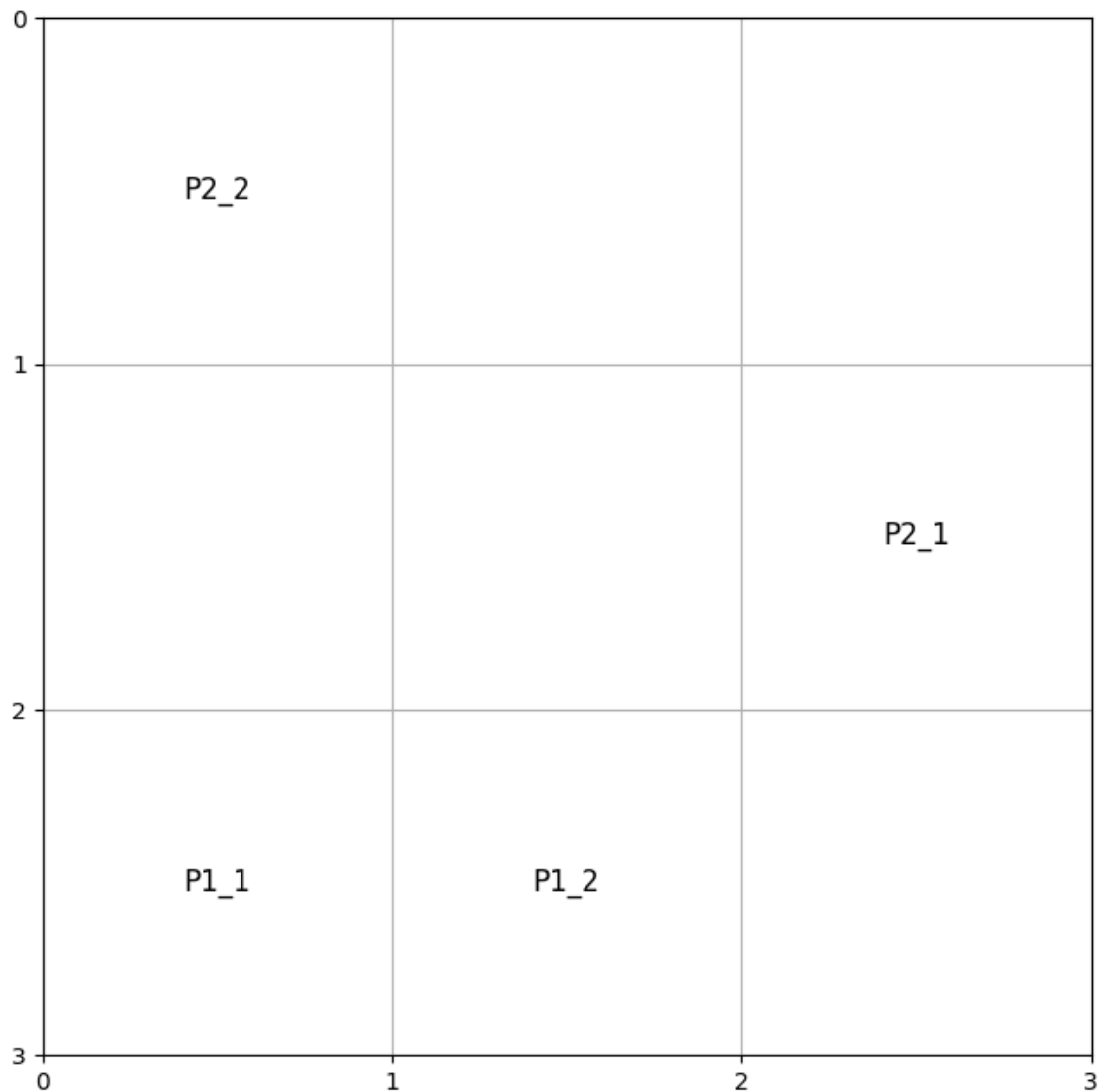
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 16 (Config 16): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

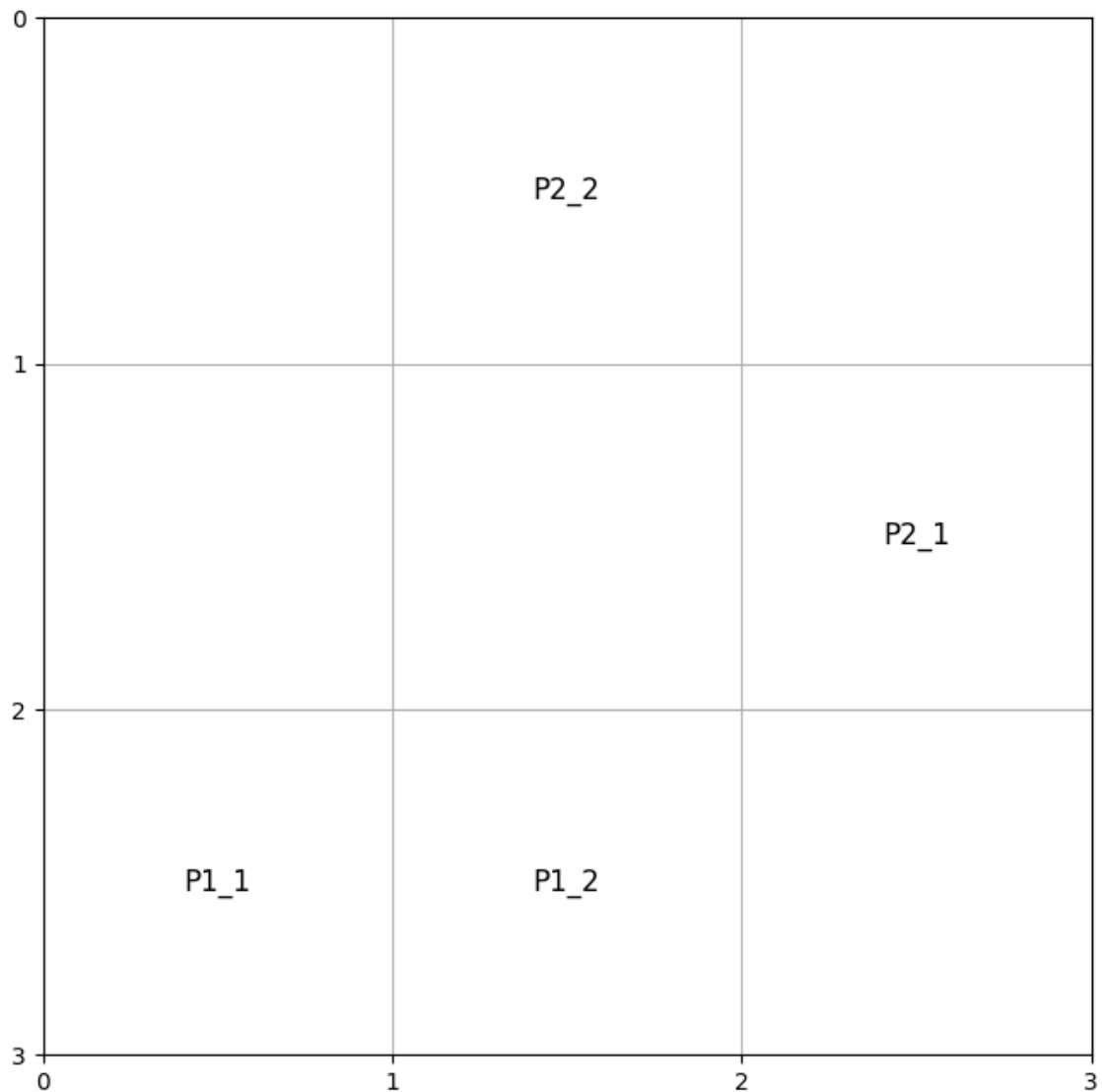
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

Game 17 (Config 17): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

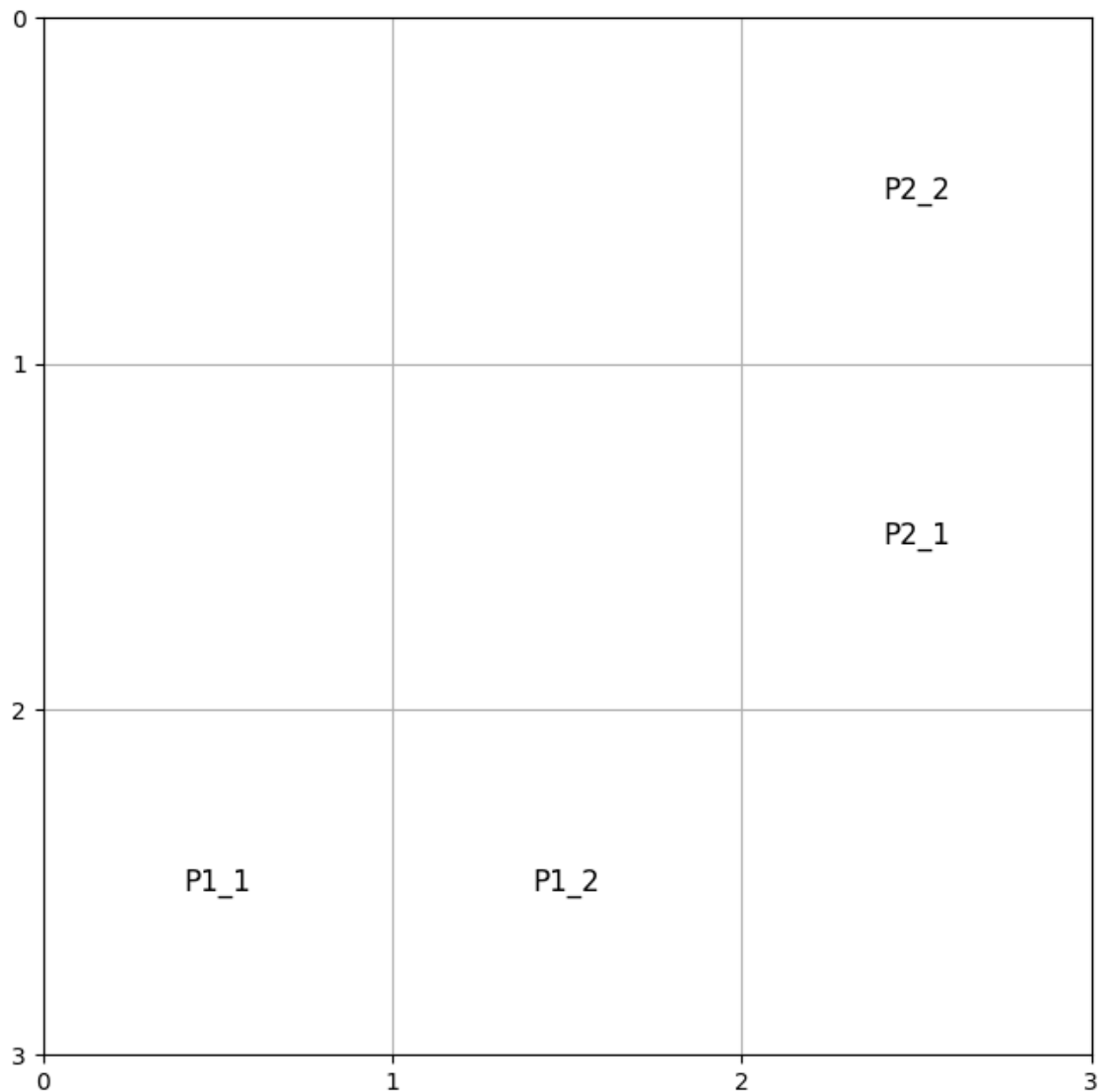
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 18 (Config 18): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

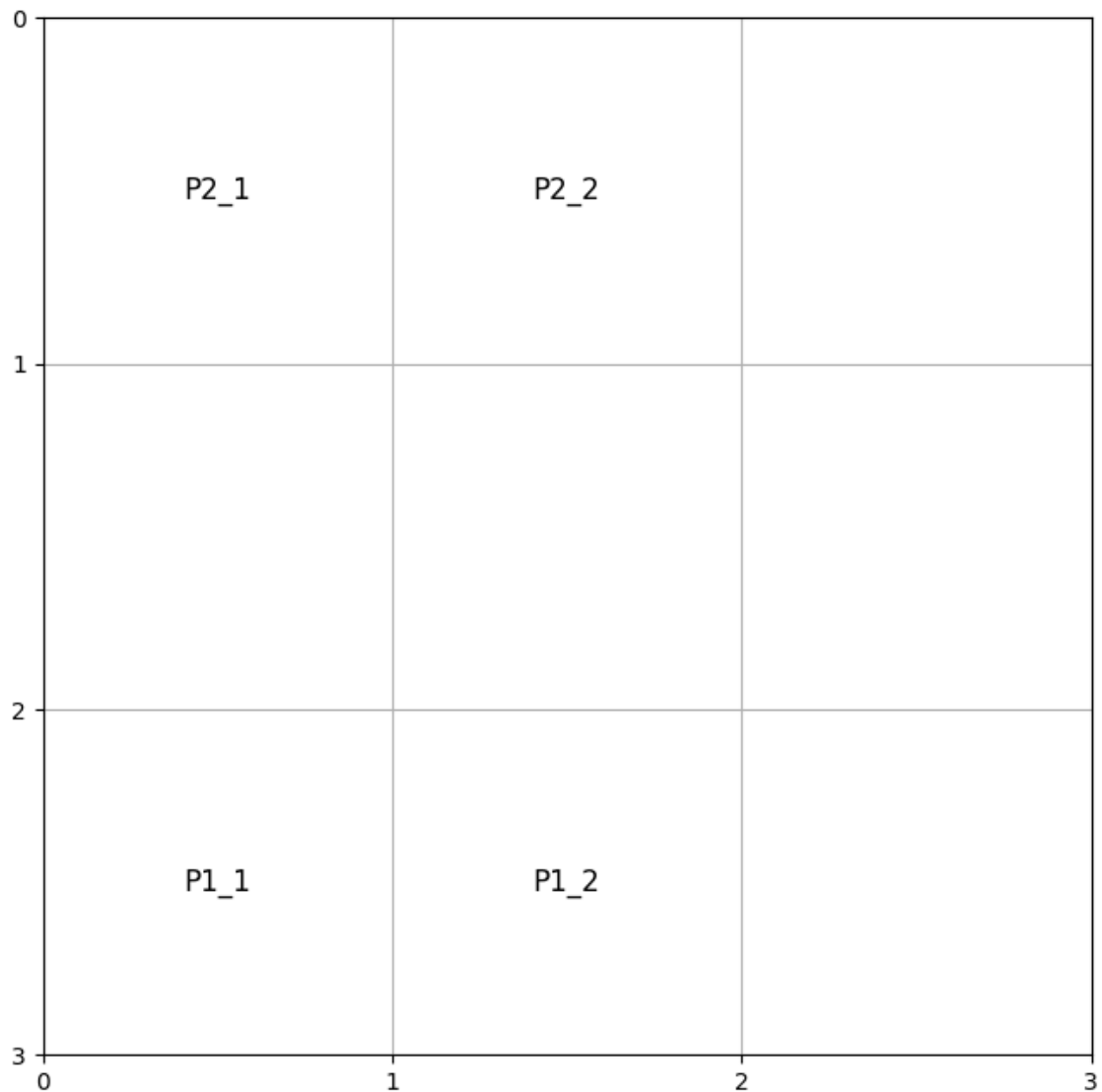
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 19 (Config 19): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

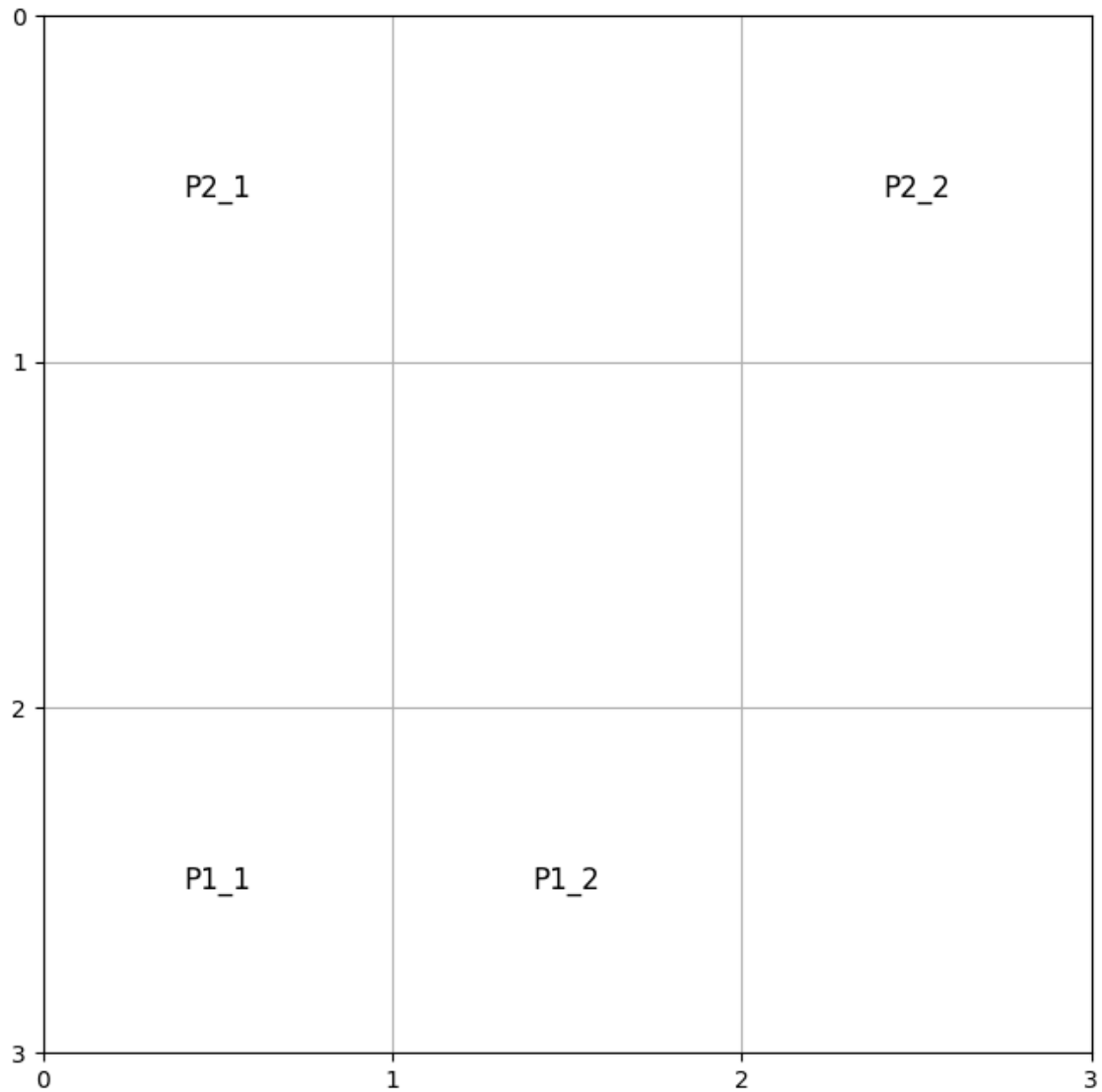
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 20 (Config 20): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

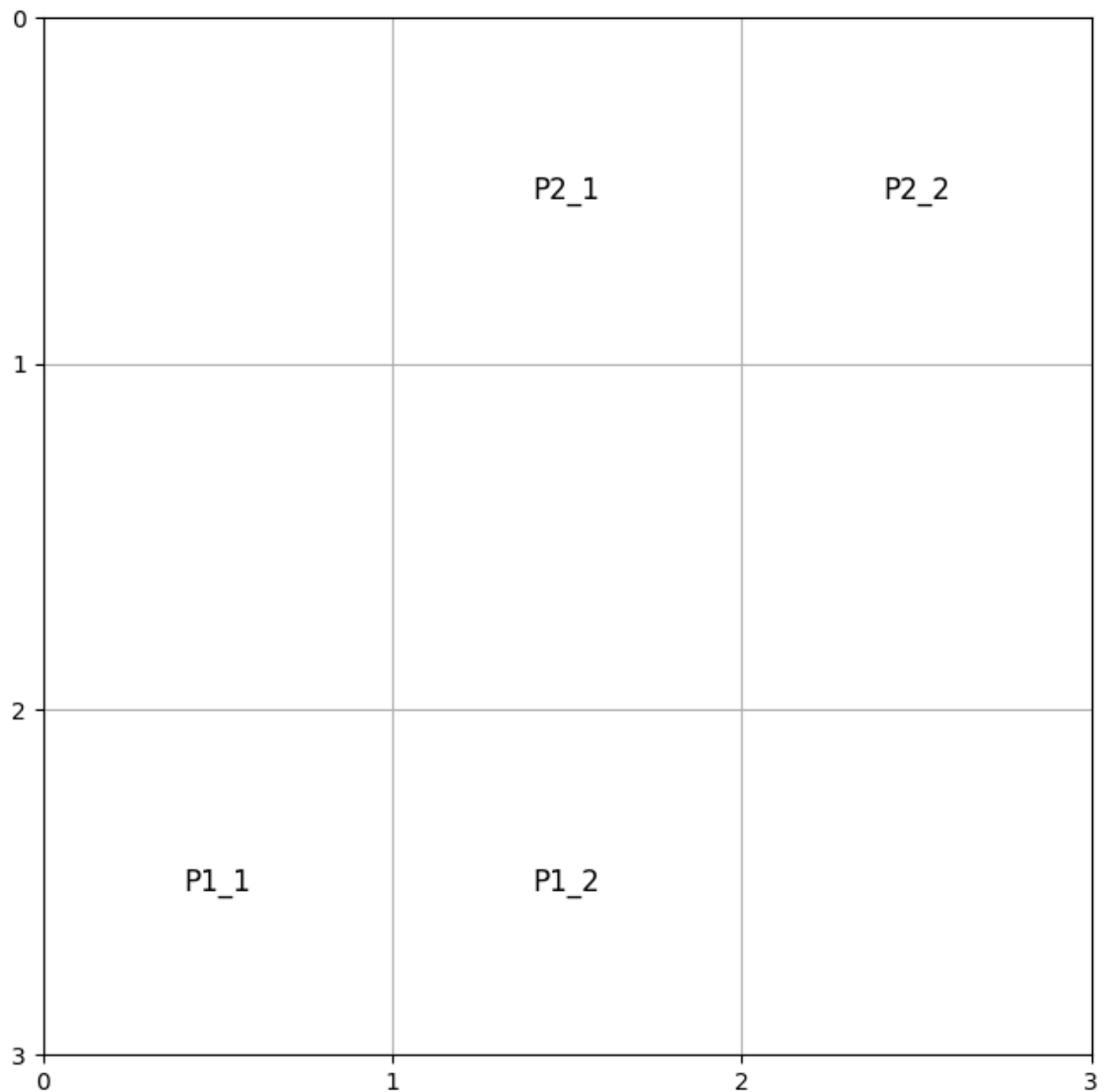
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 21 (Config 21): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

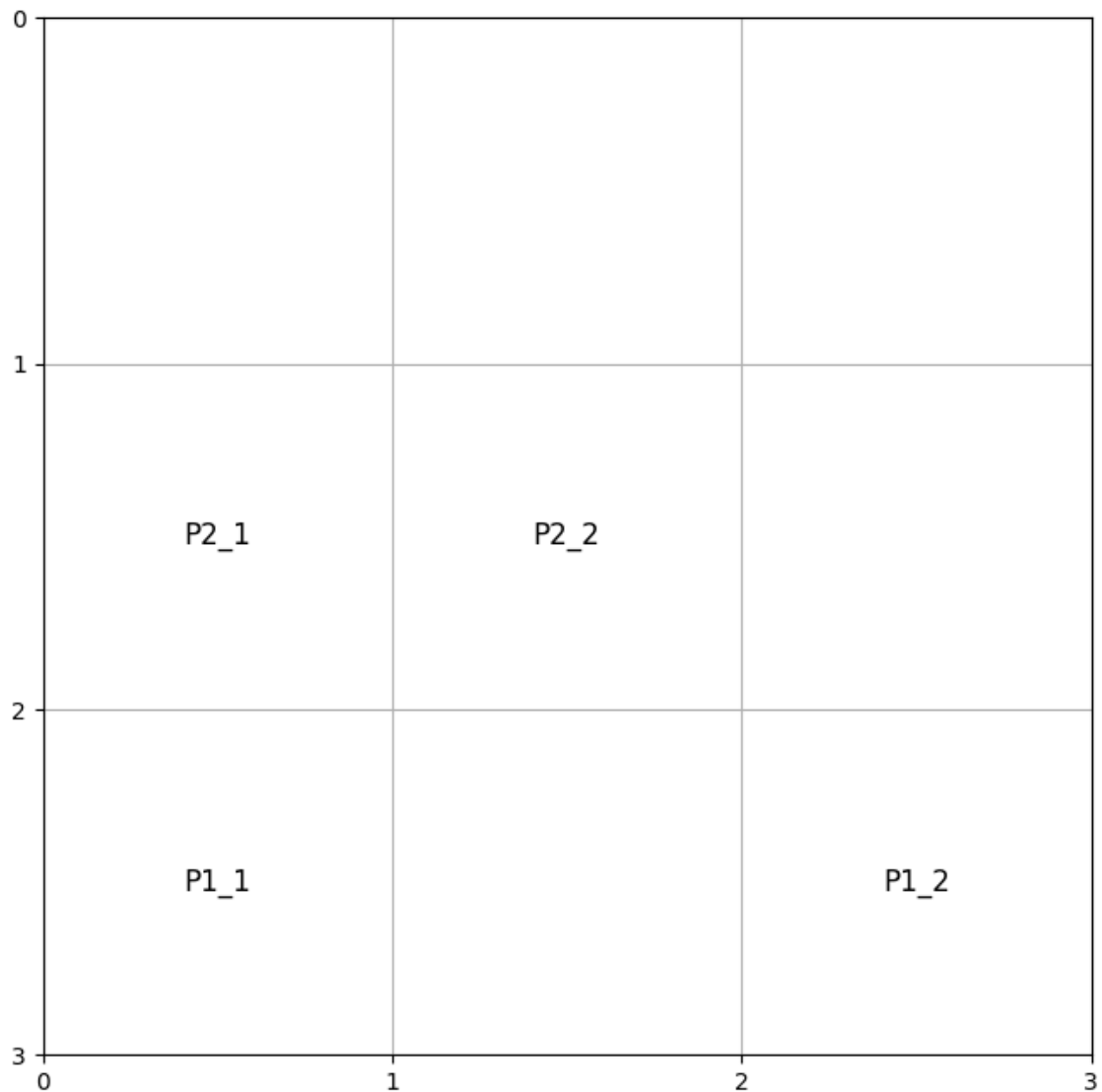
P2_1: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

P1_2: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 22 (Config 22): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

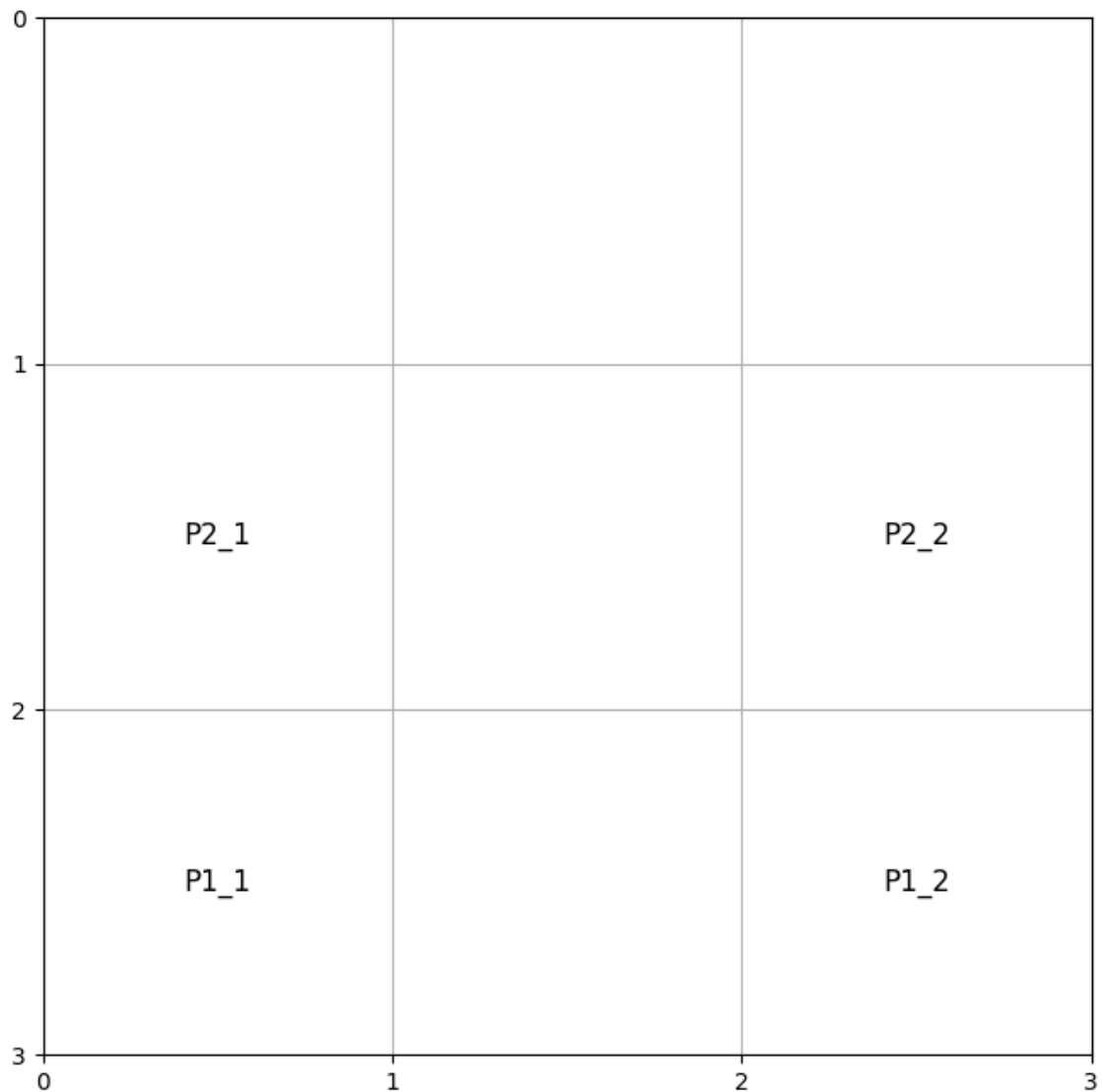
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

Game 23 (Config 23): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

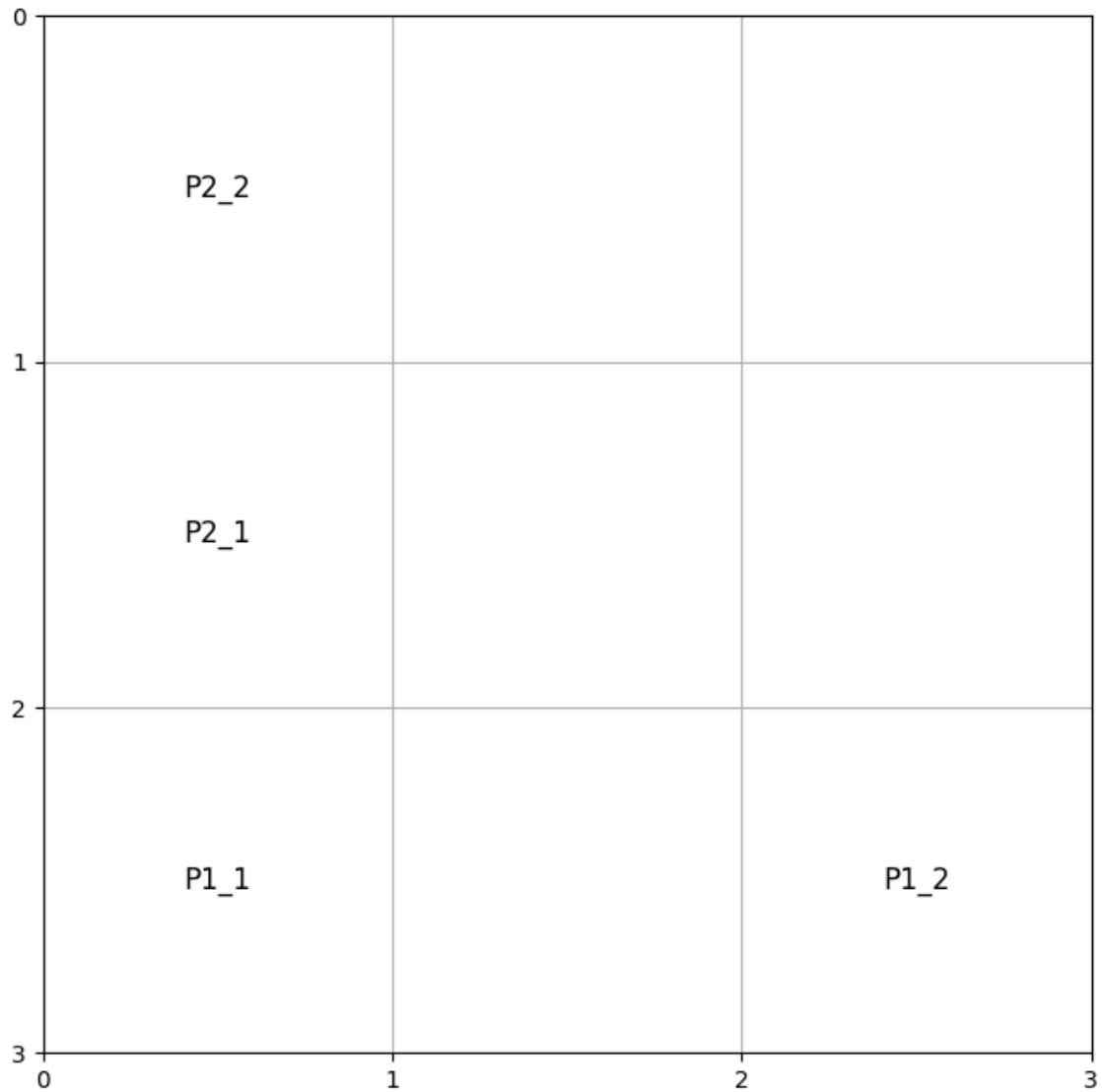
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

Game 24 (Config 24): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

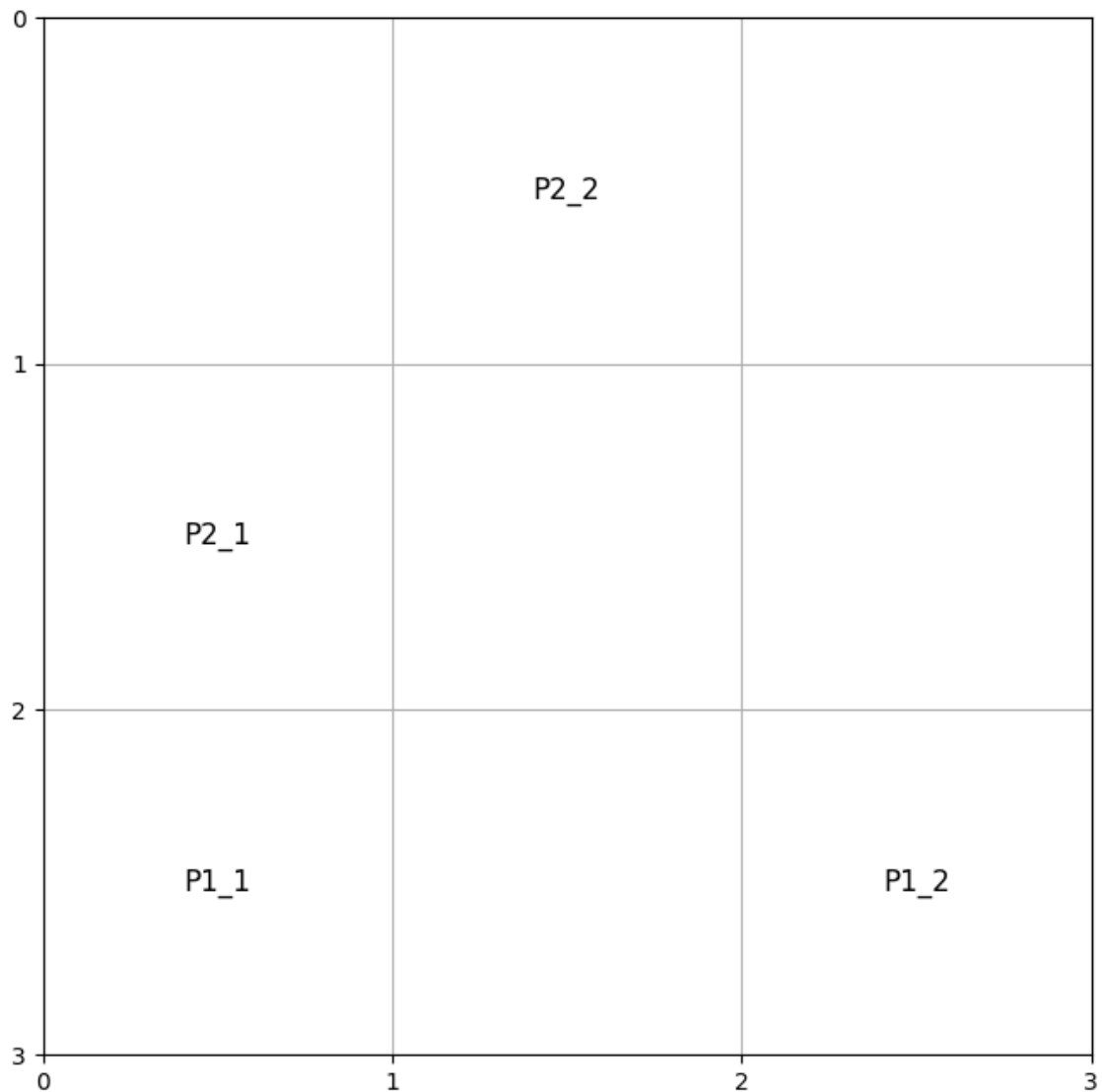
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

Game 25 (Config 25): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

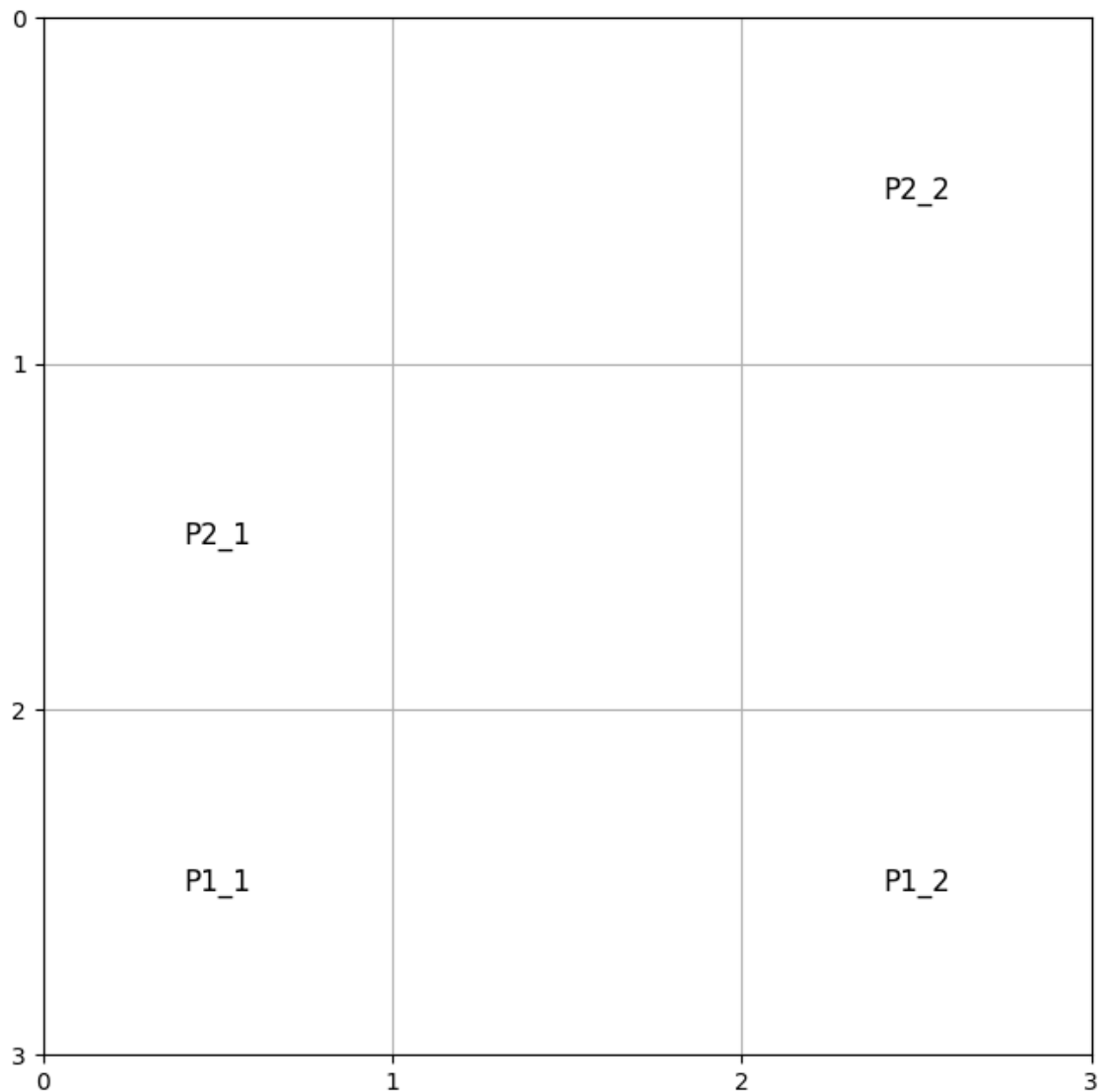
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 26 (Config 26): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

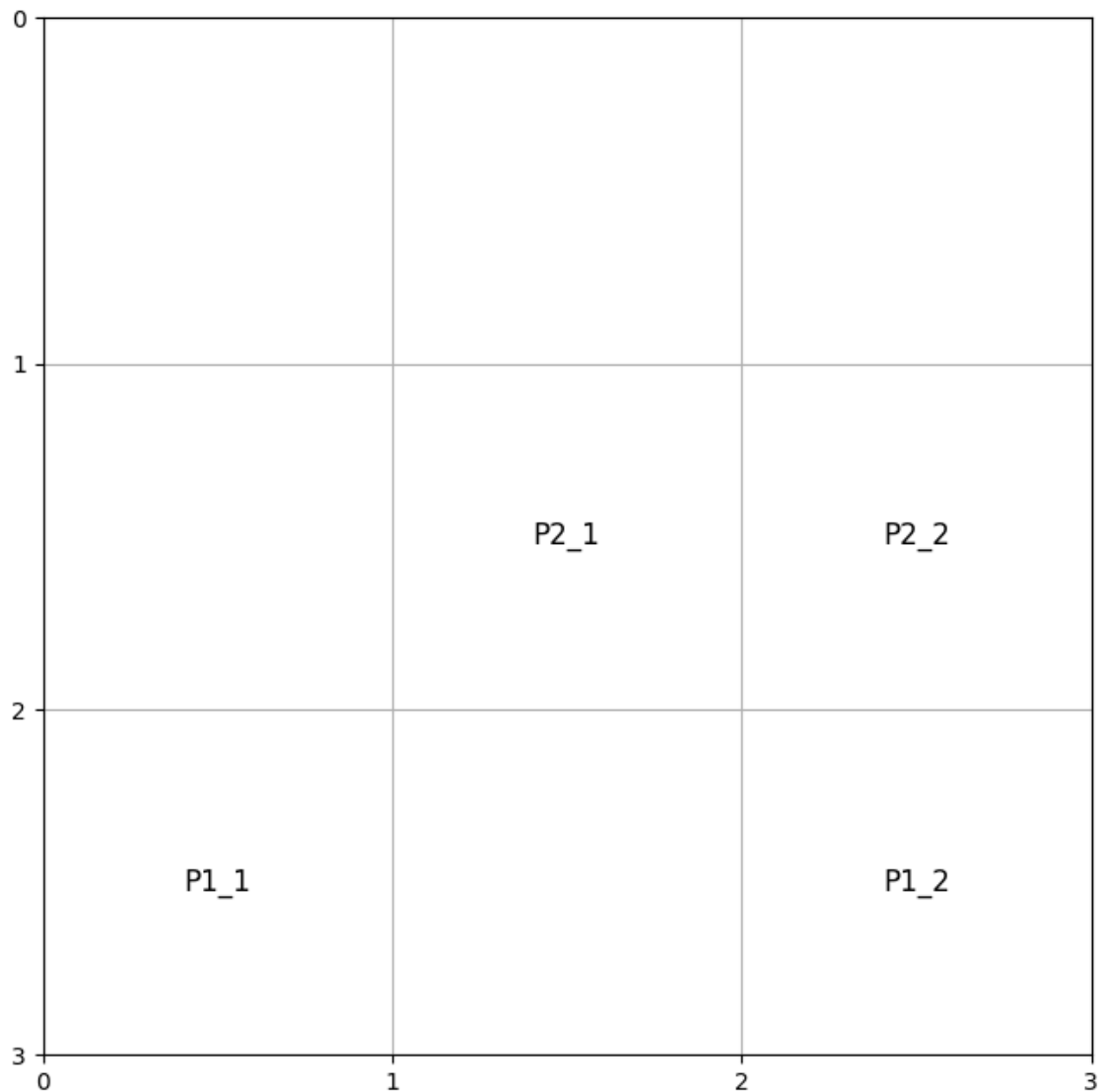
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 27 (Config 27): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

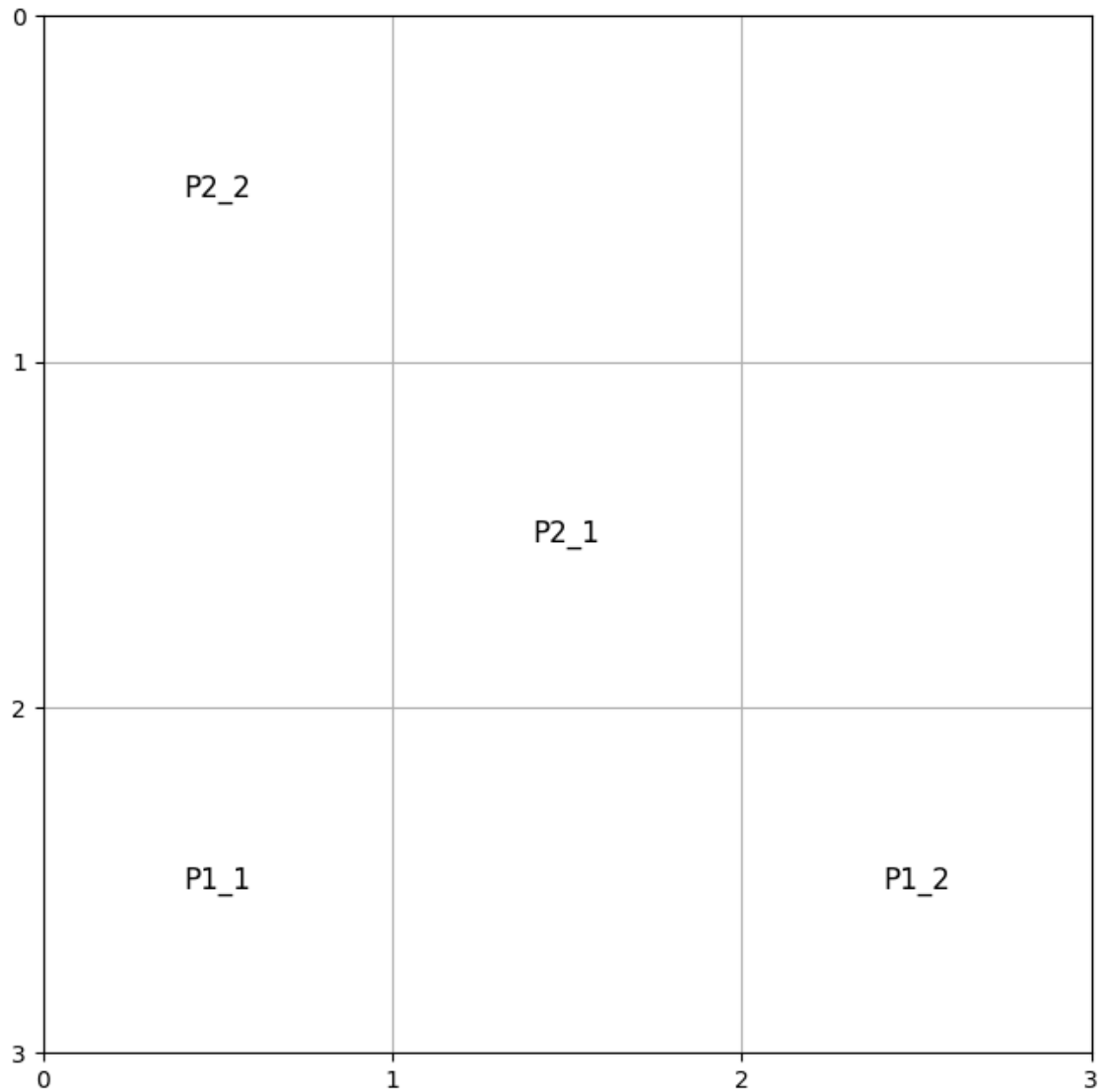
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

Game 28 (Config 28): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

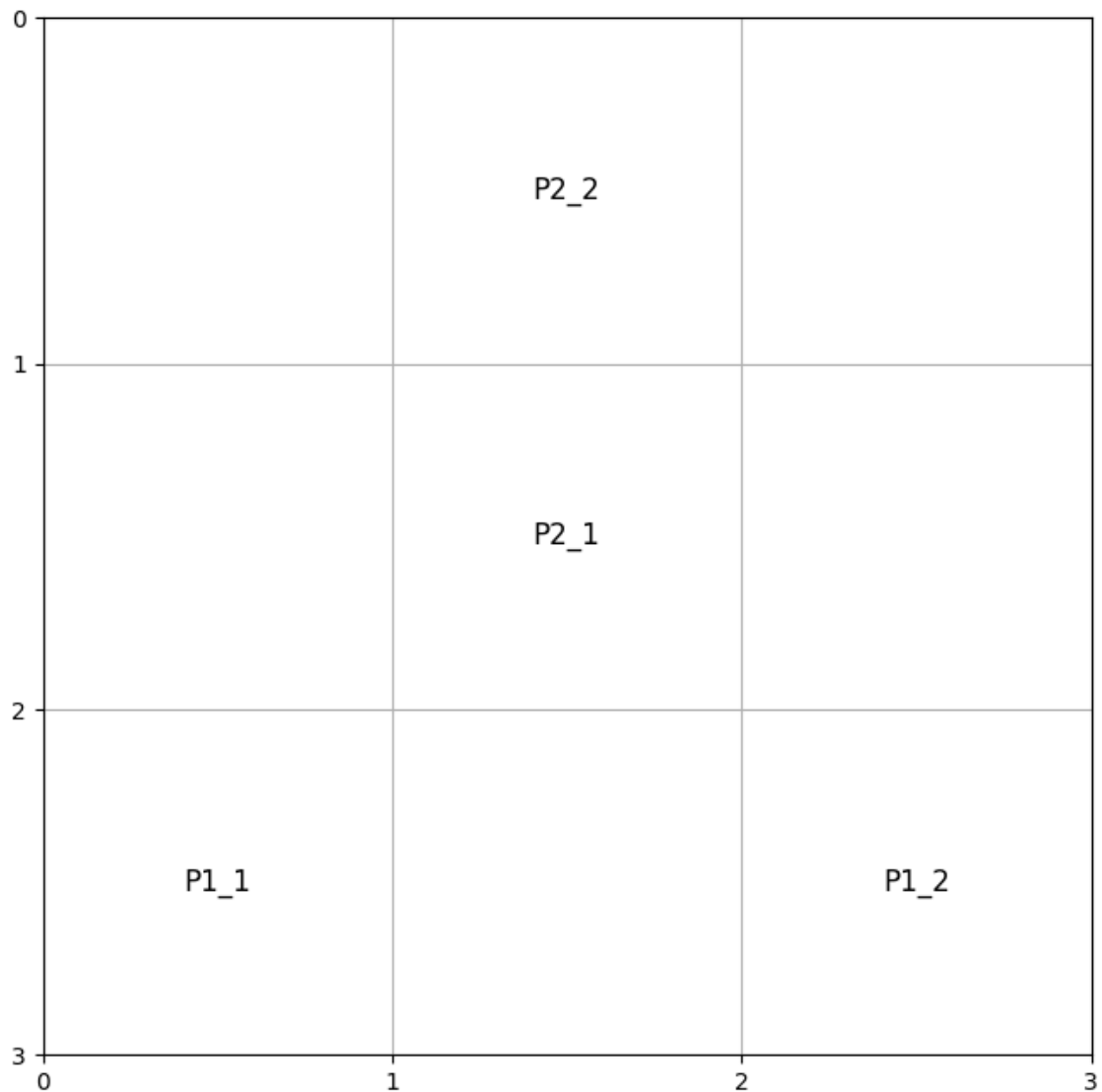
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

Game 29 (Config 29): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

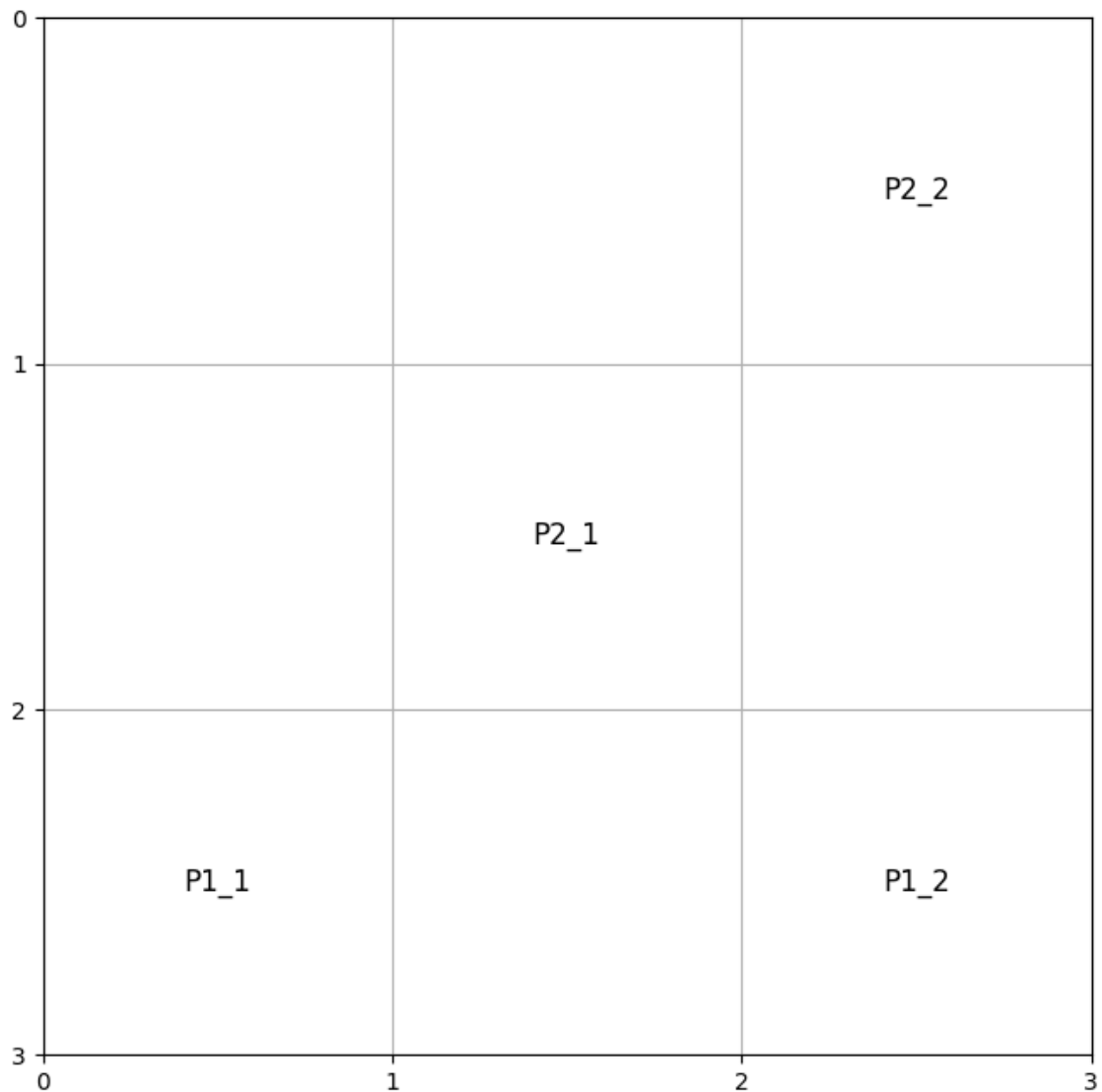
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 30 (Config 30): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

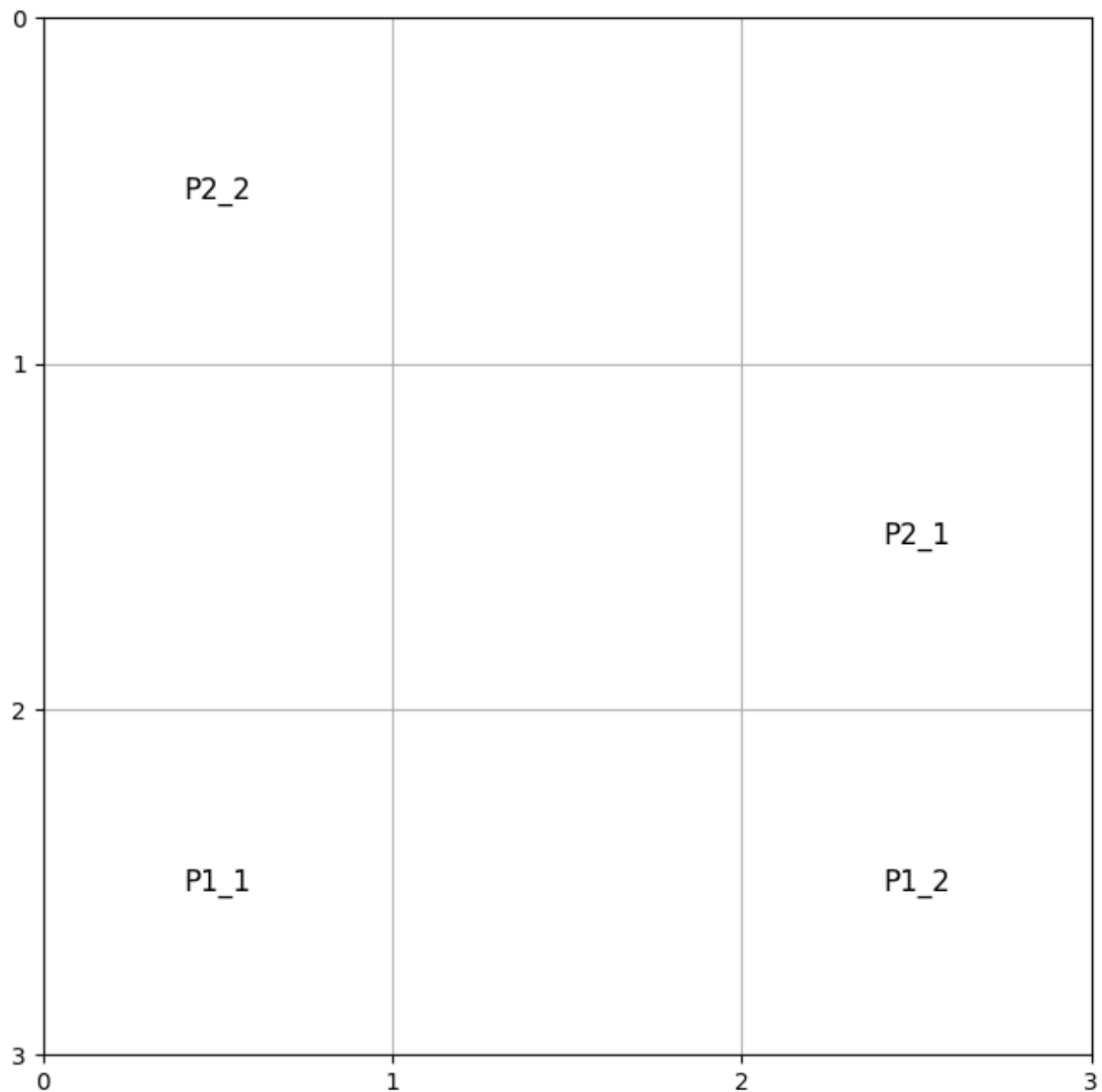
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 31 (Config 31): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

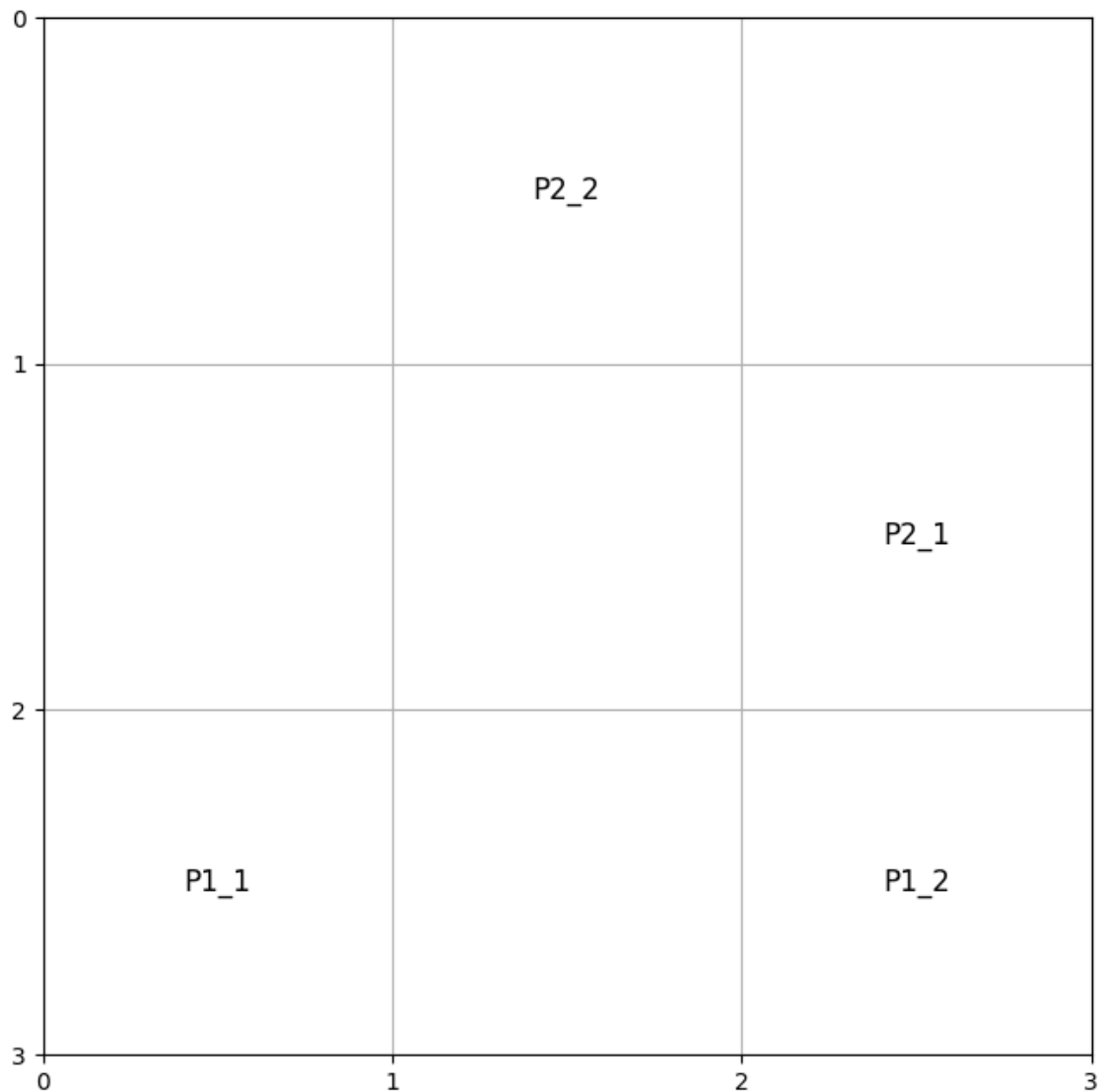
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

Game 32 (Config 32): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

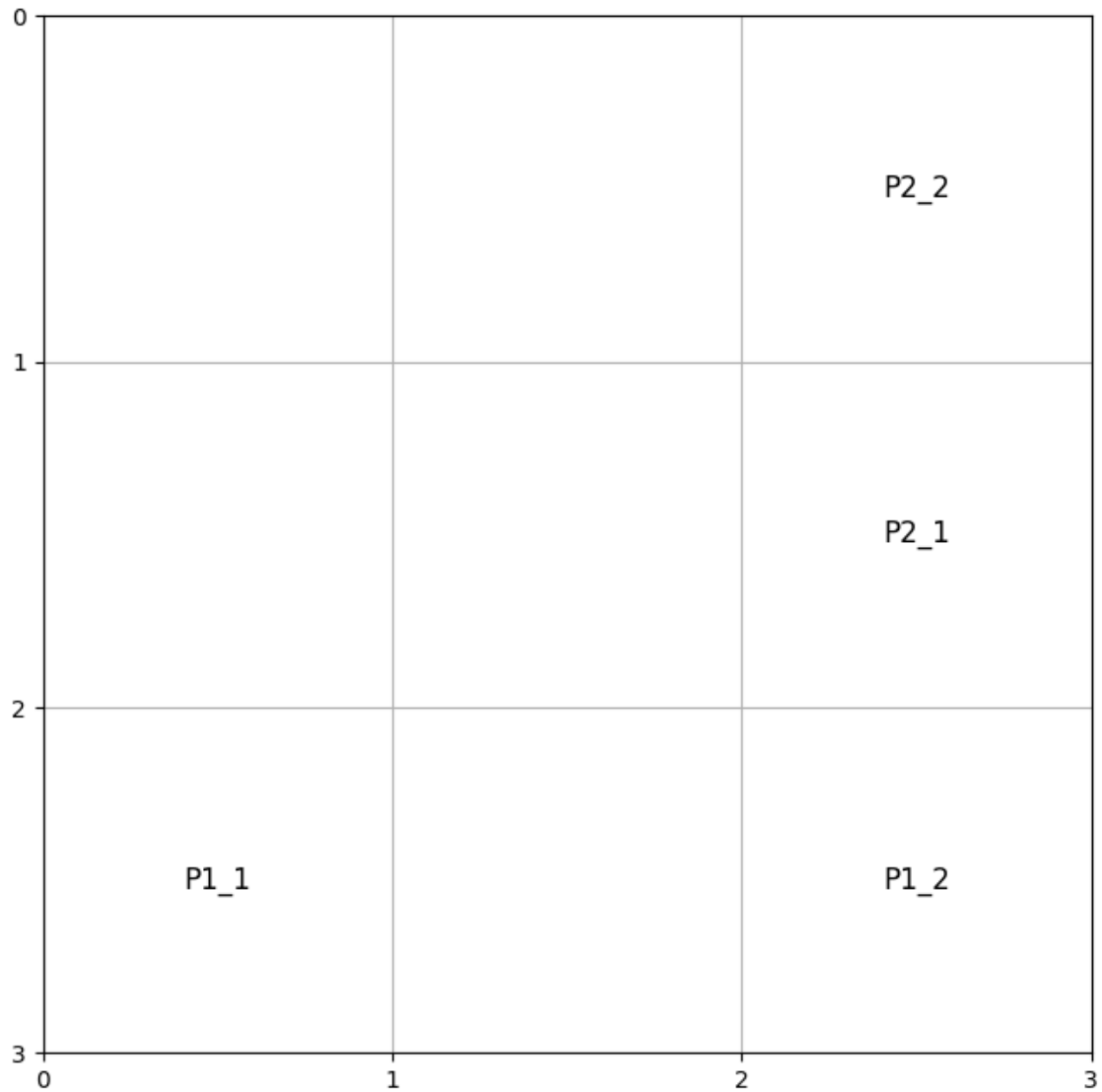
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 33 (Config 33): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

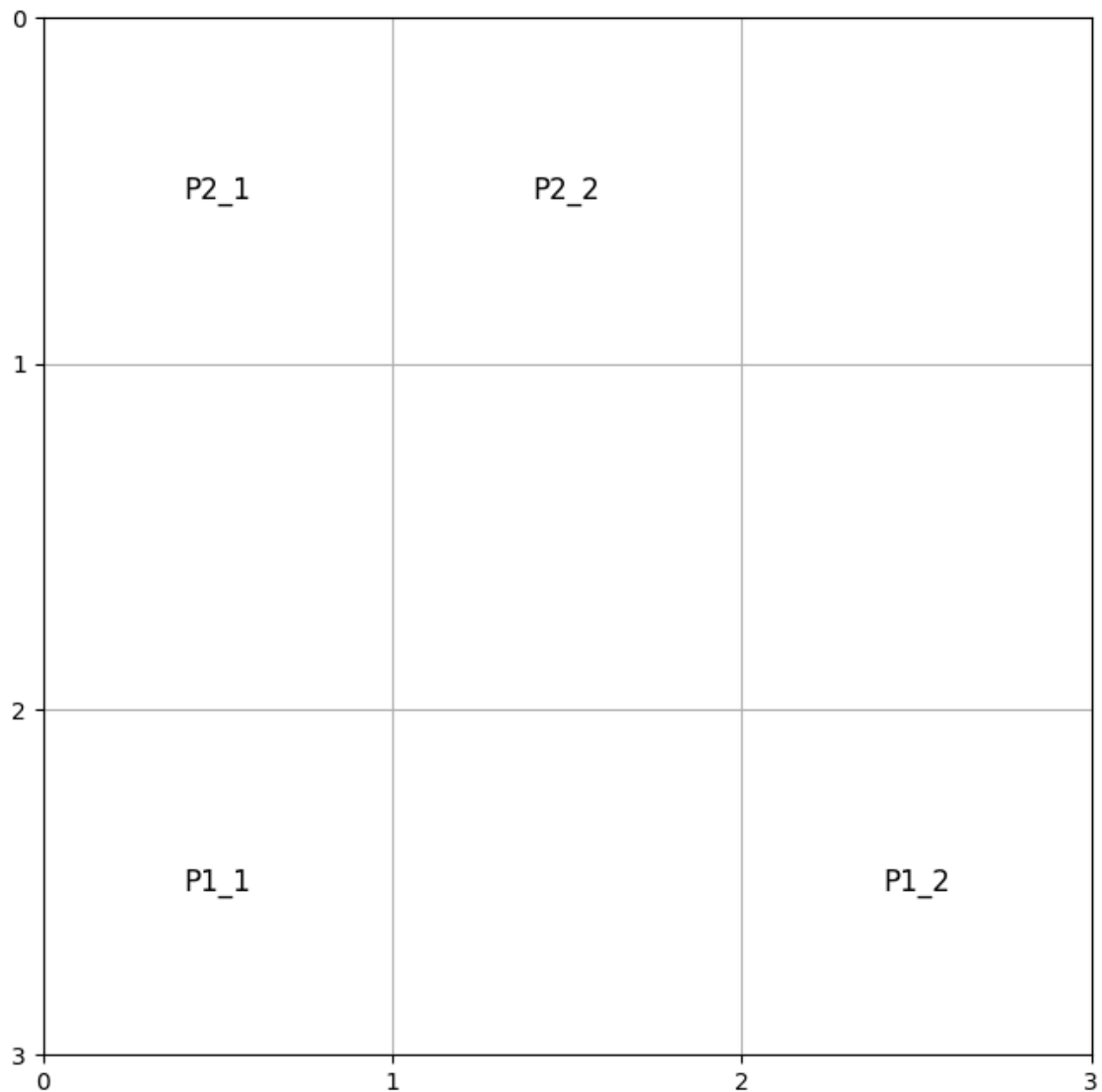
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 34 (Config 34): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

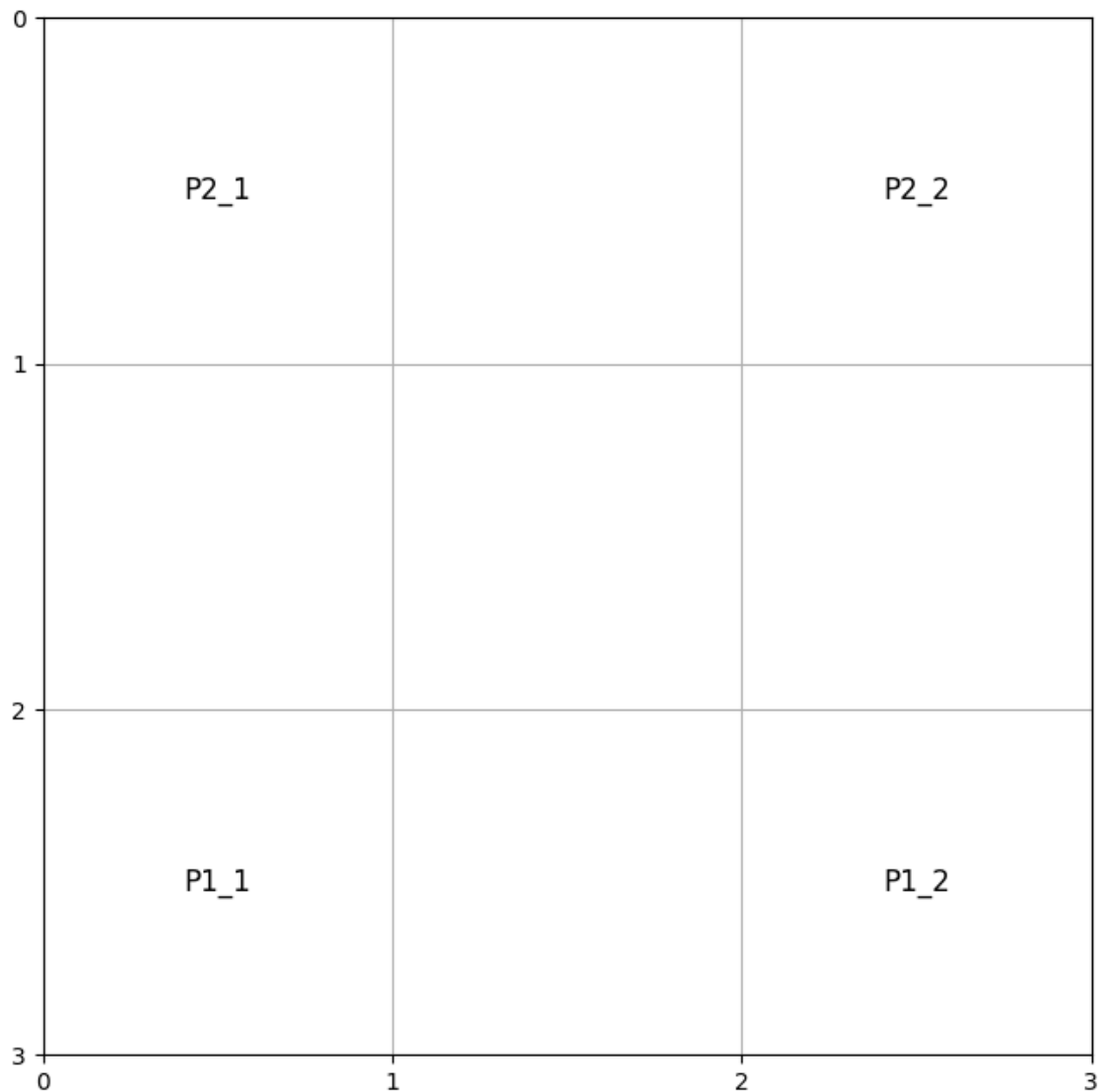
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 35 (Config 35): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

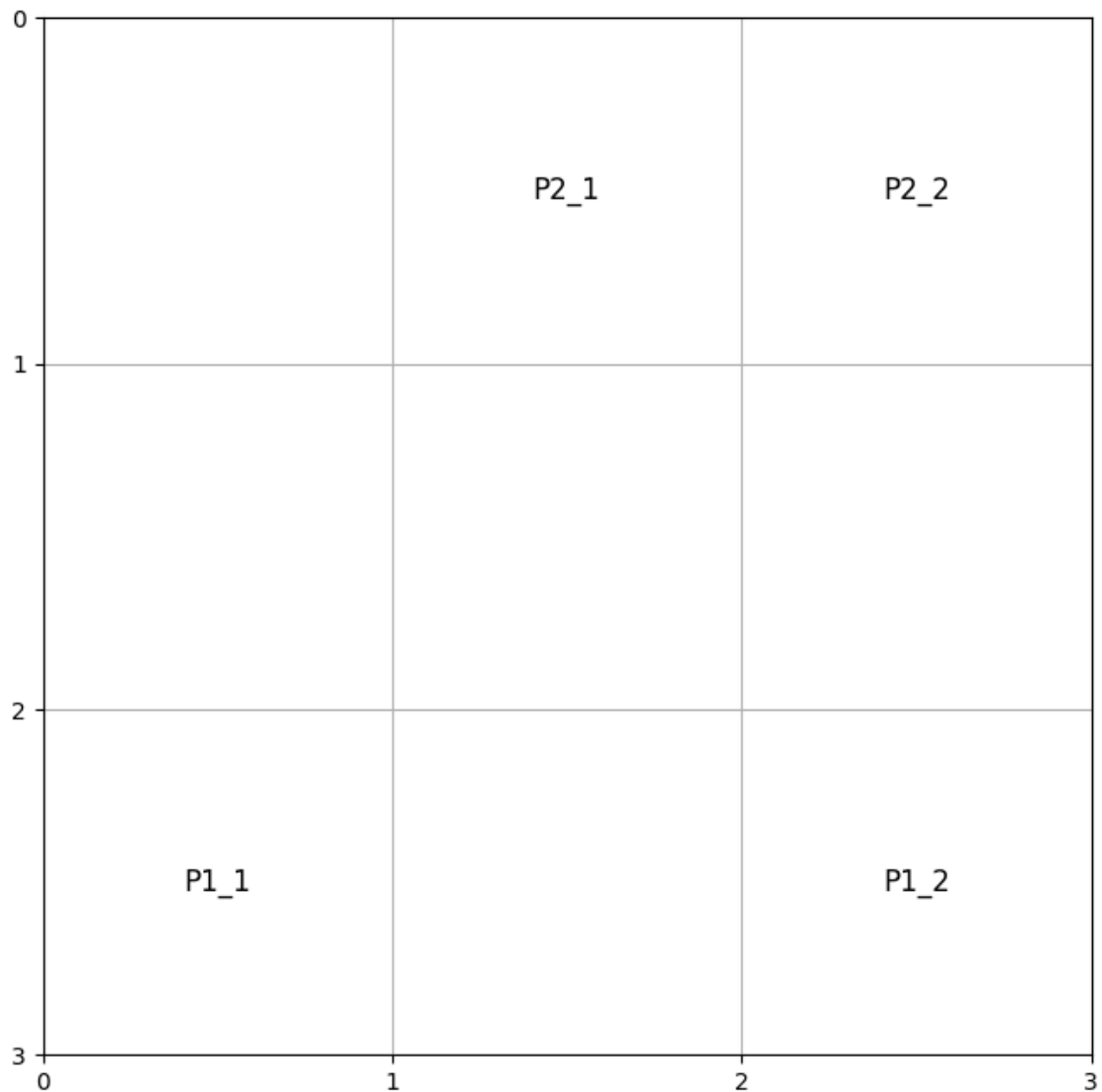
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 36 (Config 36): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

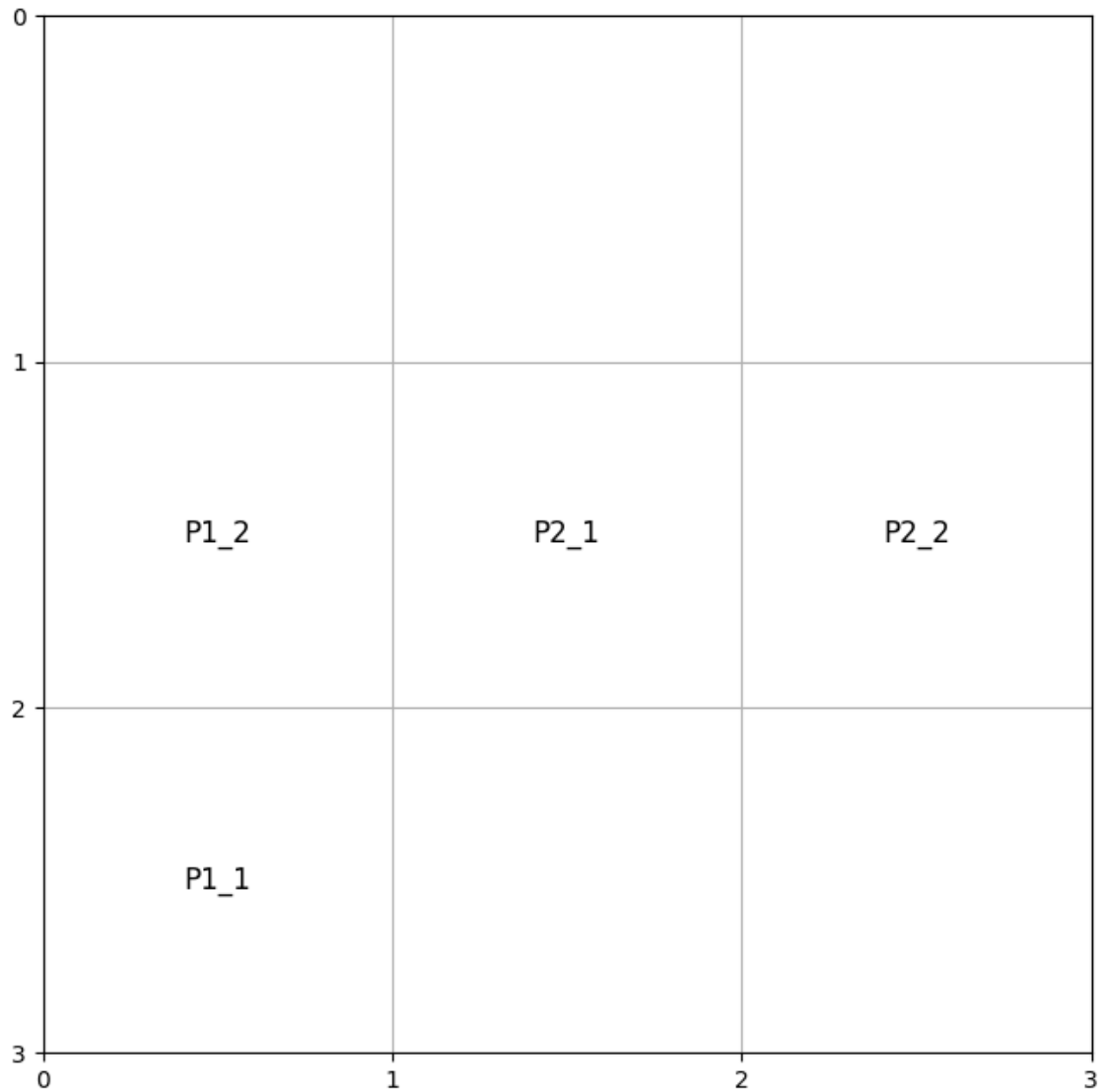
P2_1: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 37 (Config 37): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

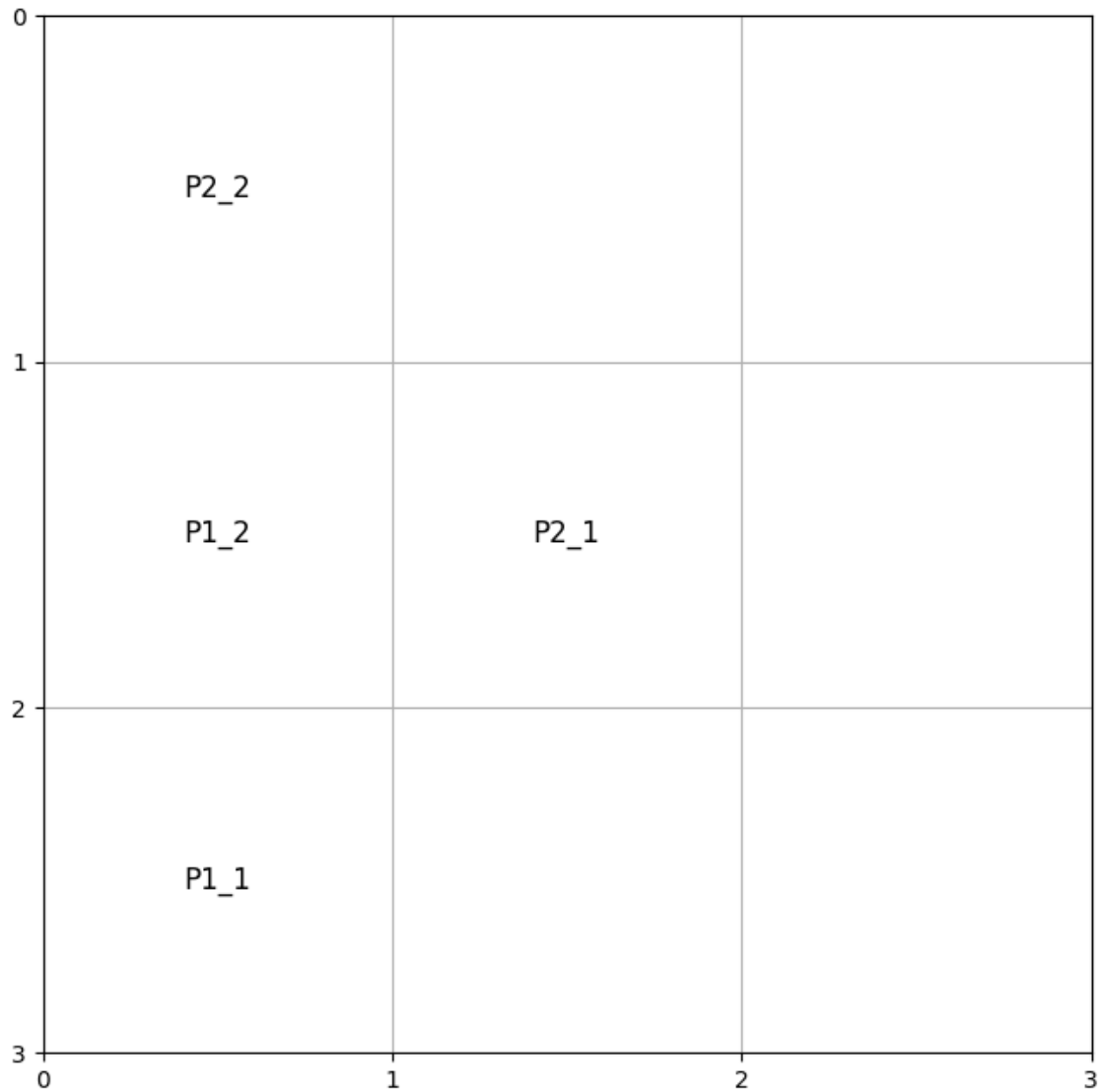
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

Game 38 (Config 38): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

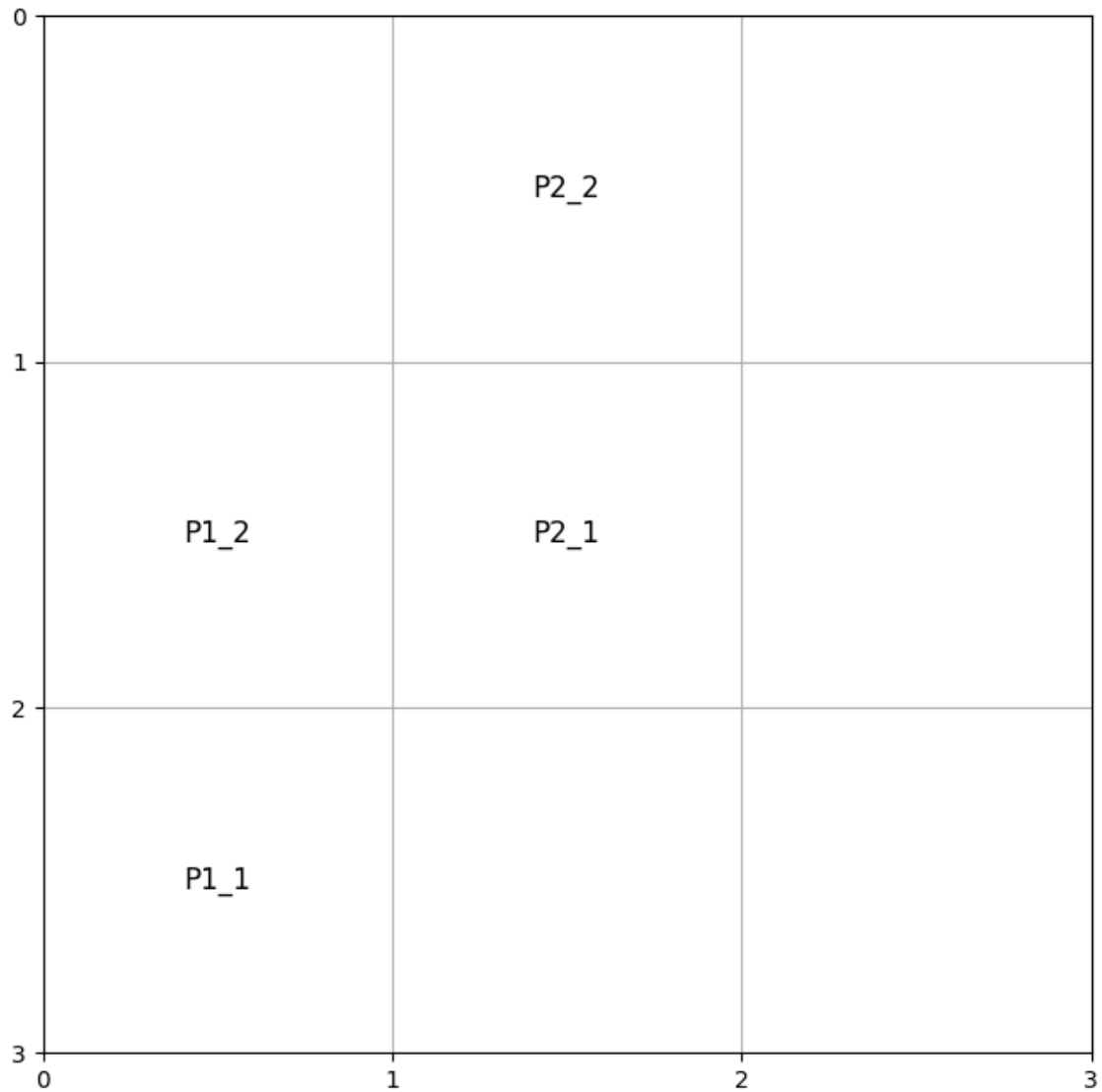
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

Game 39 (Config 39): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

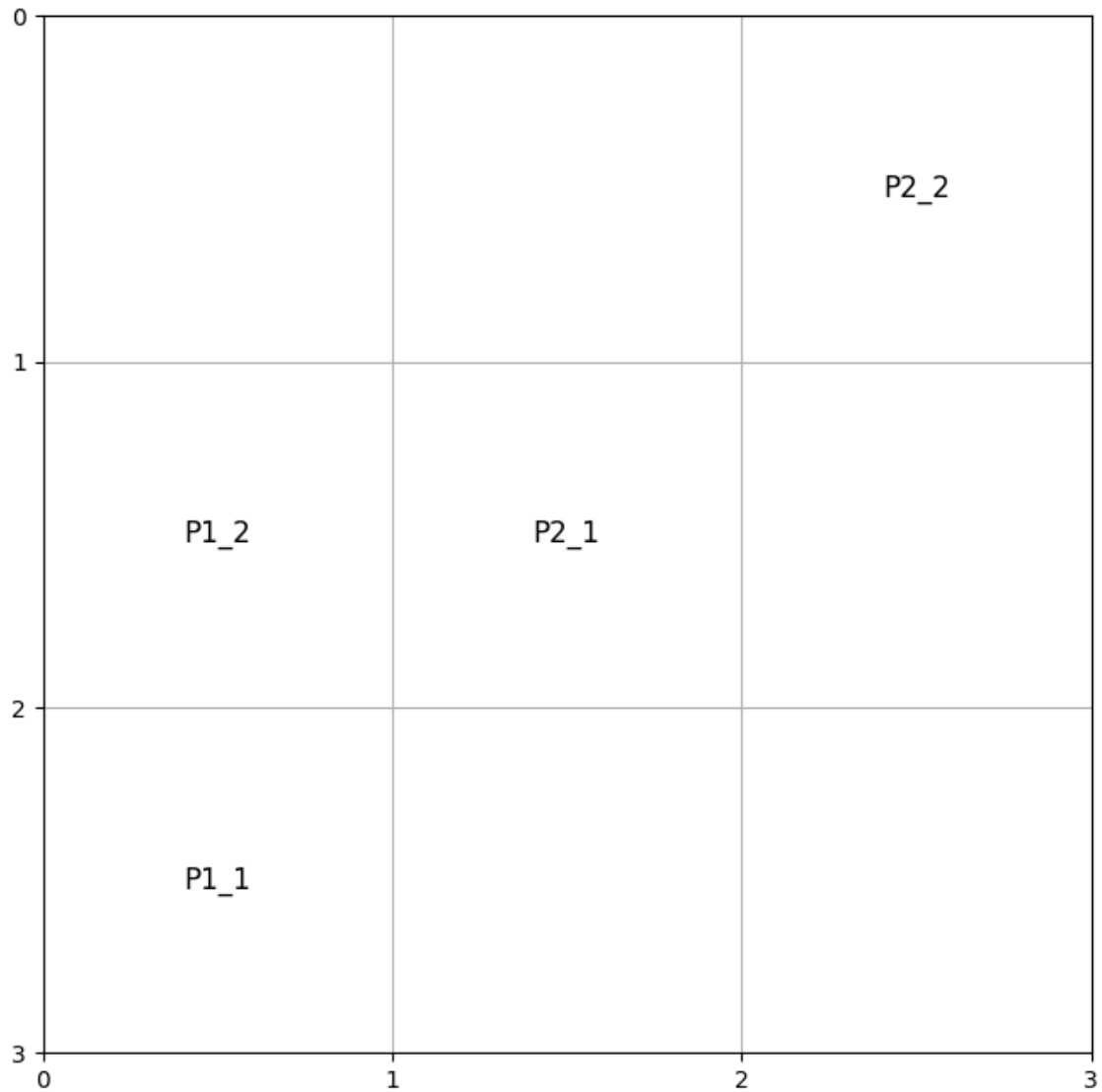
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 40 (Config 40): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

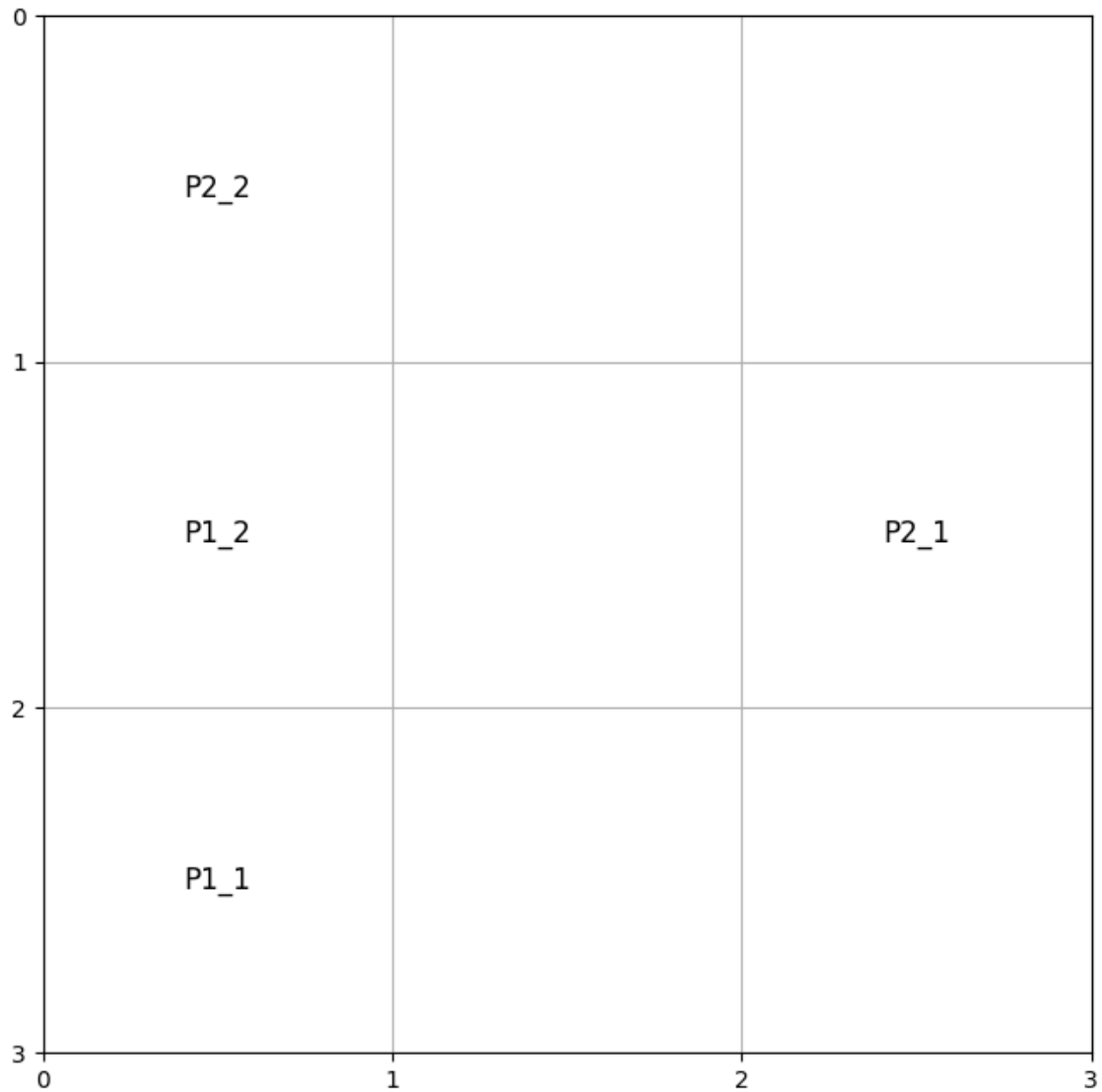
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 41 (Config 41): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

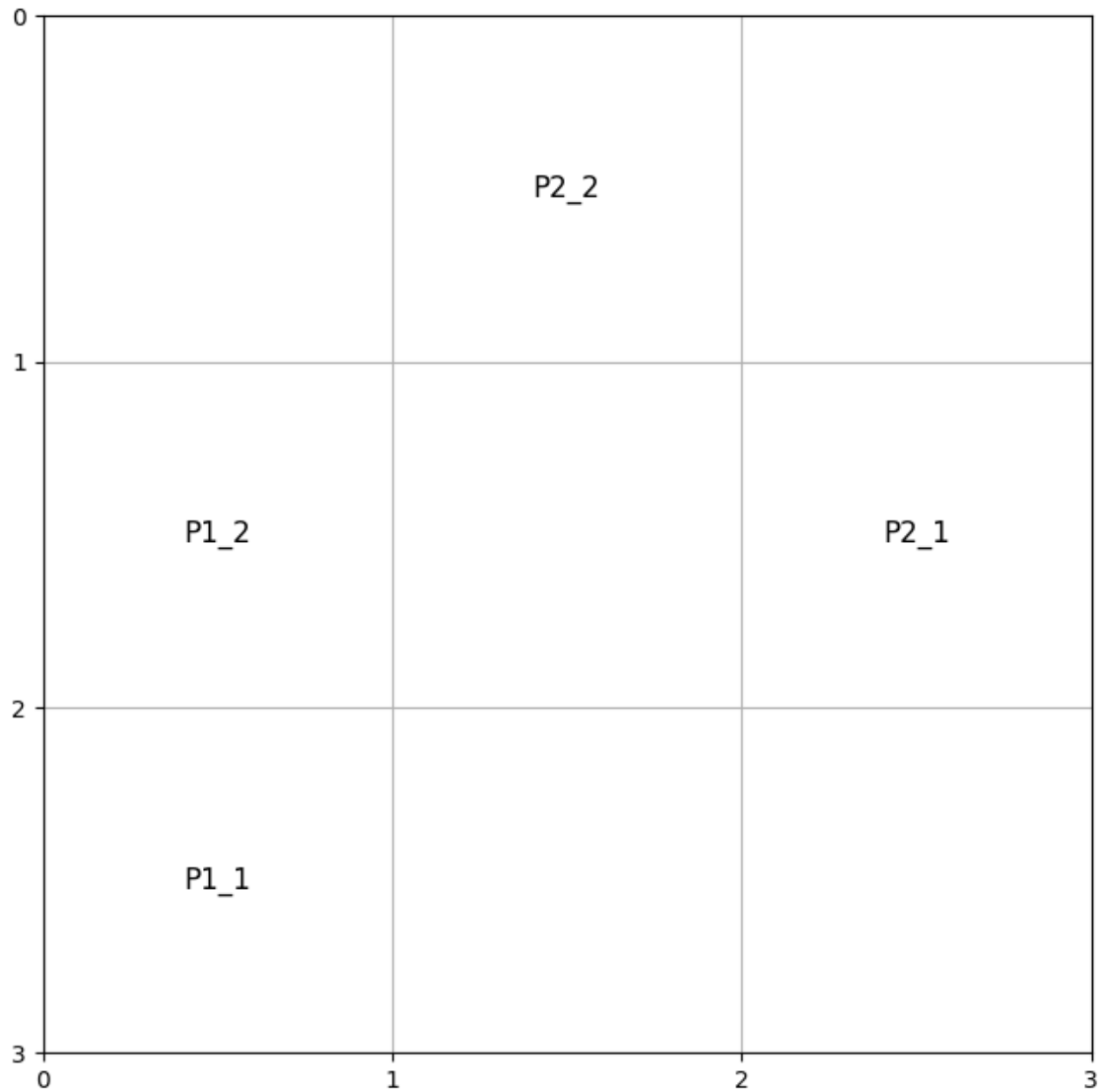
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

Game 42 (Config 42): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

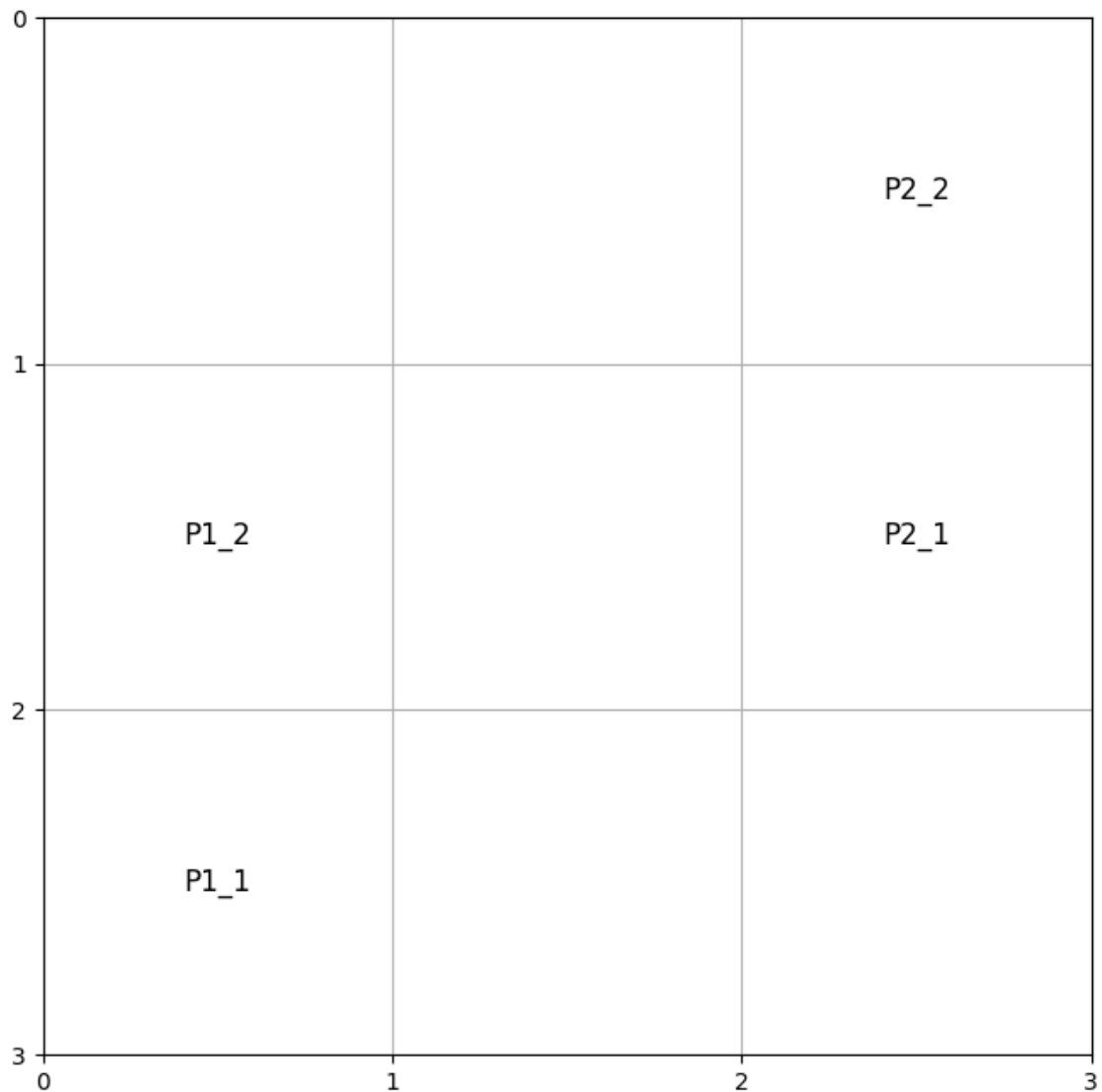
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 43 (Config 43): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

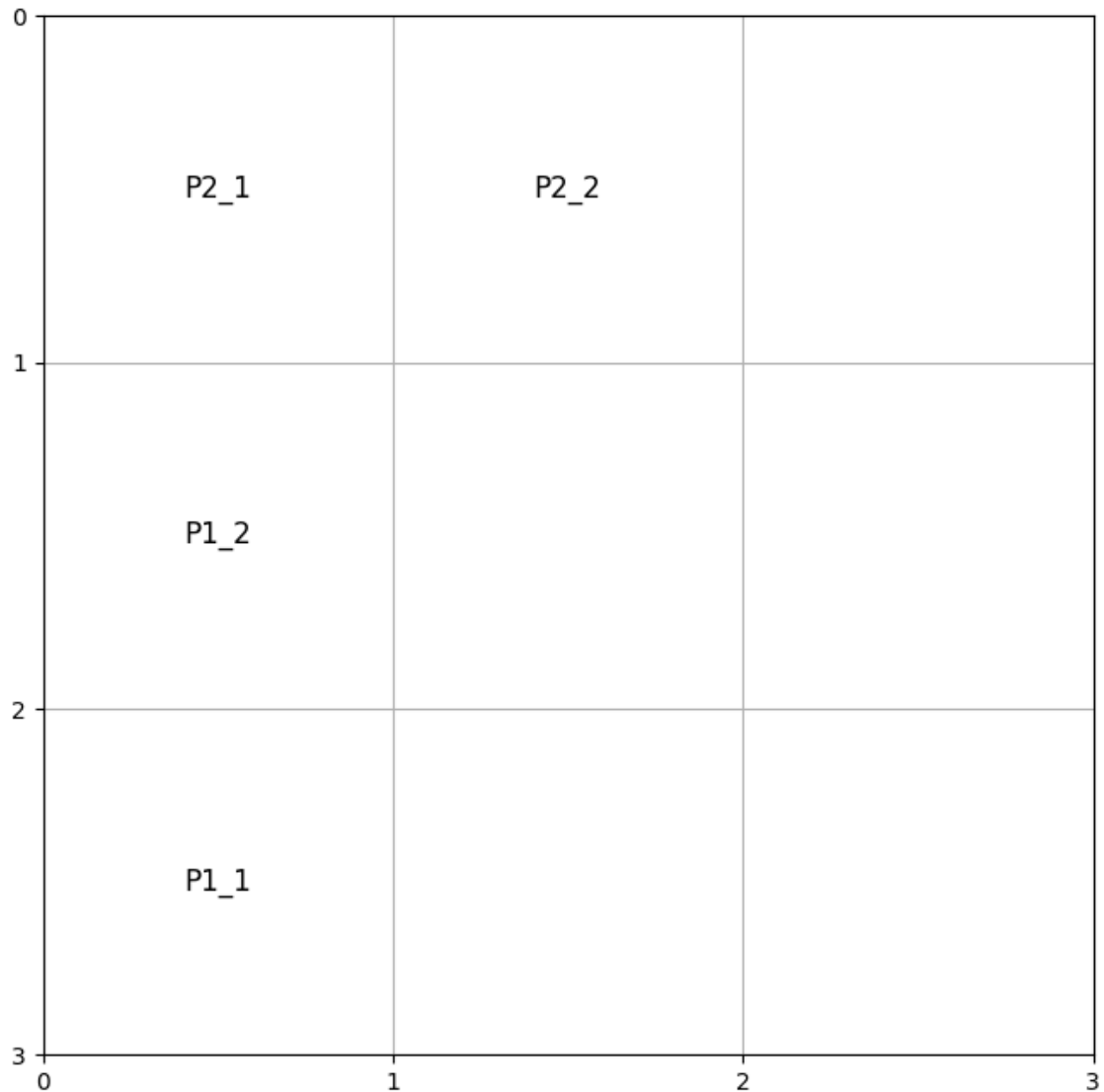
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 44 (Config 44): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

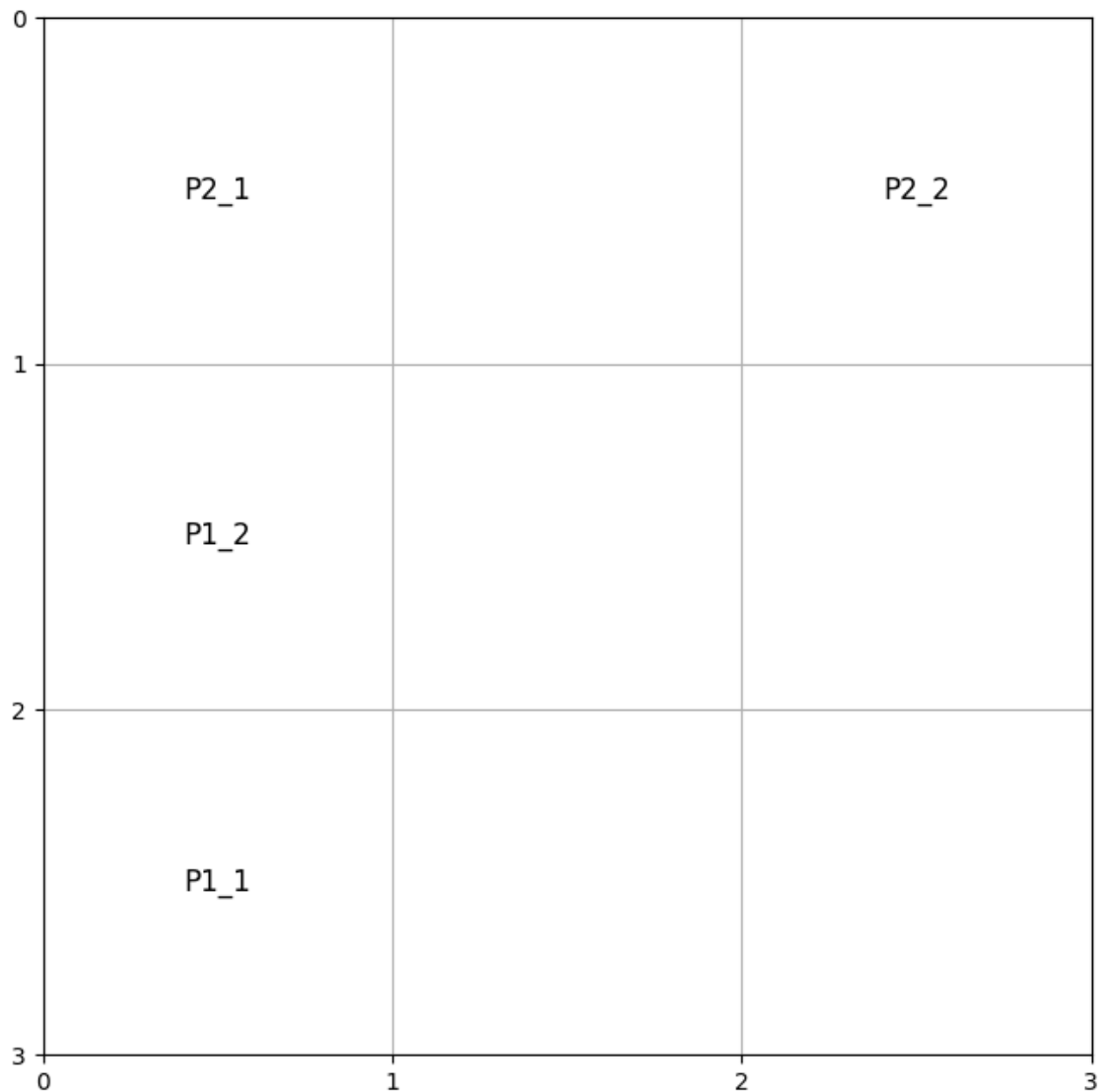
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 45 (Config 45): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

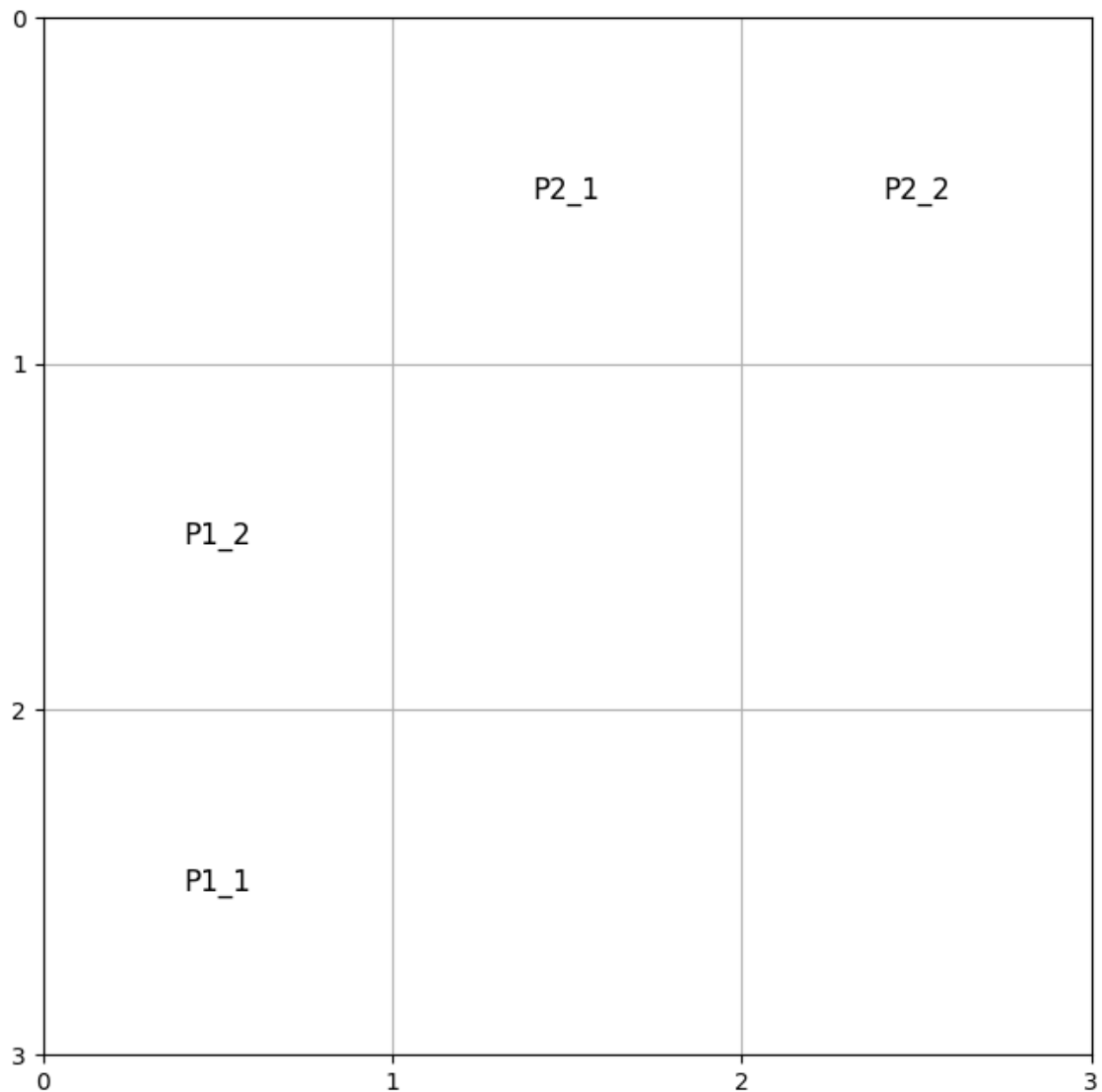
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 46 (Config 46): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

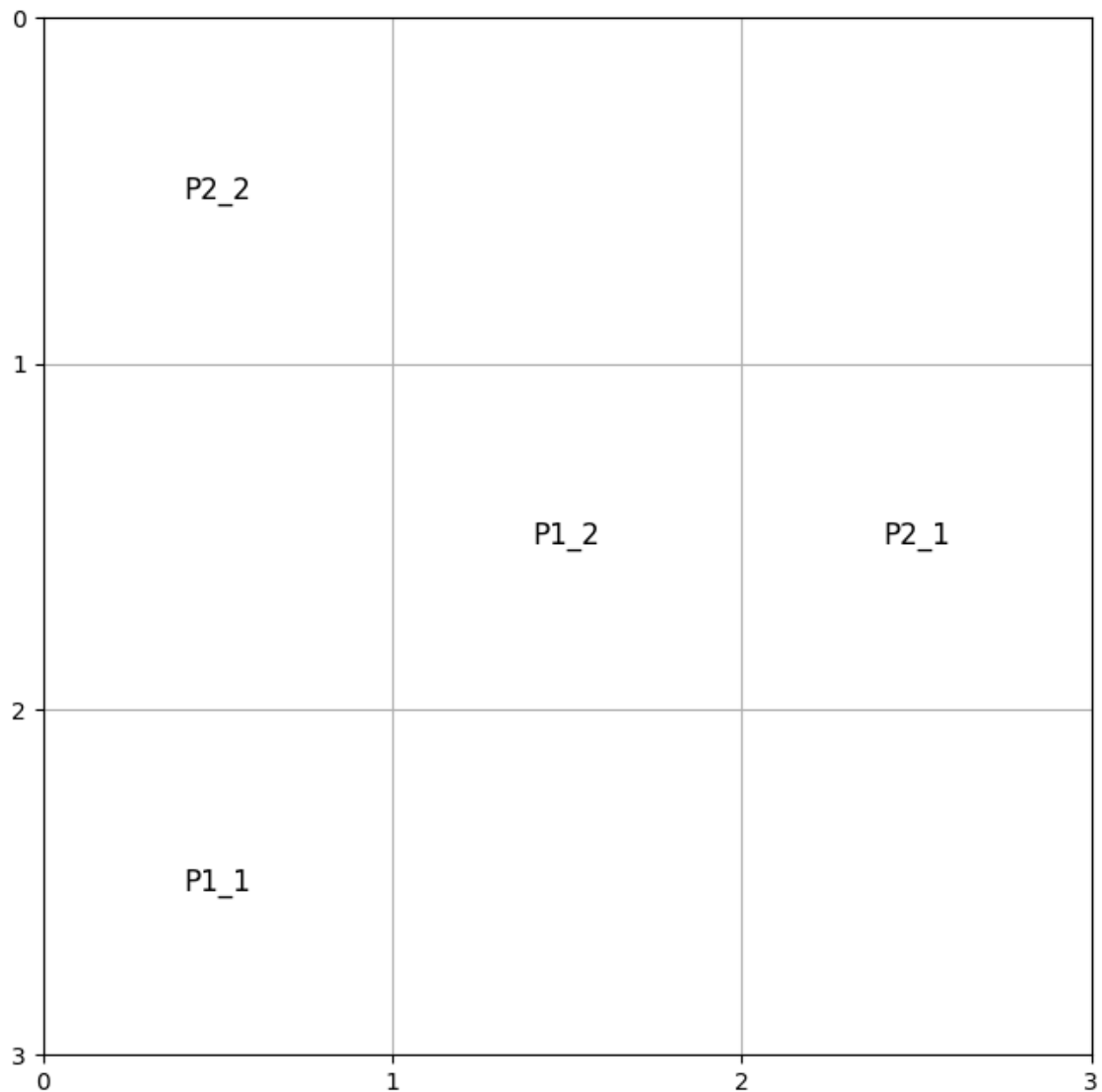
P2_1: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 47 (Config 47): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

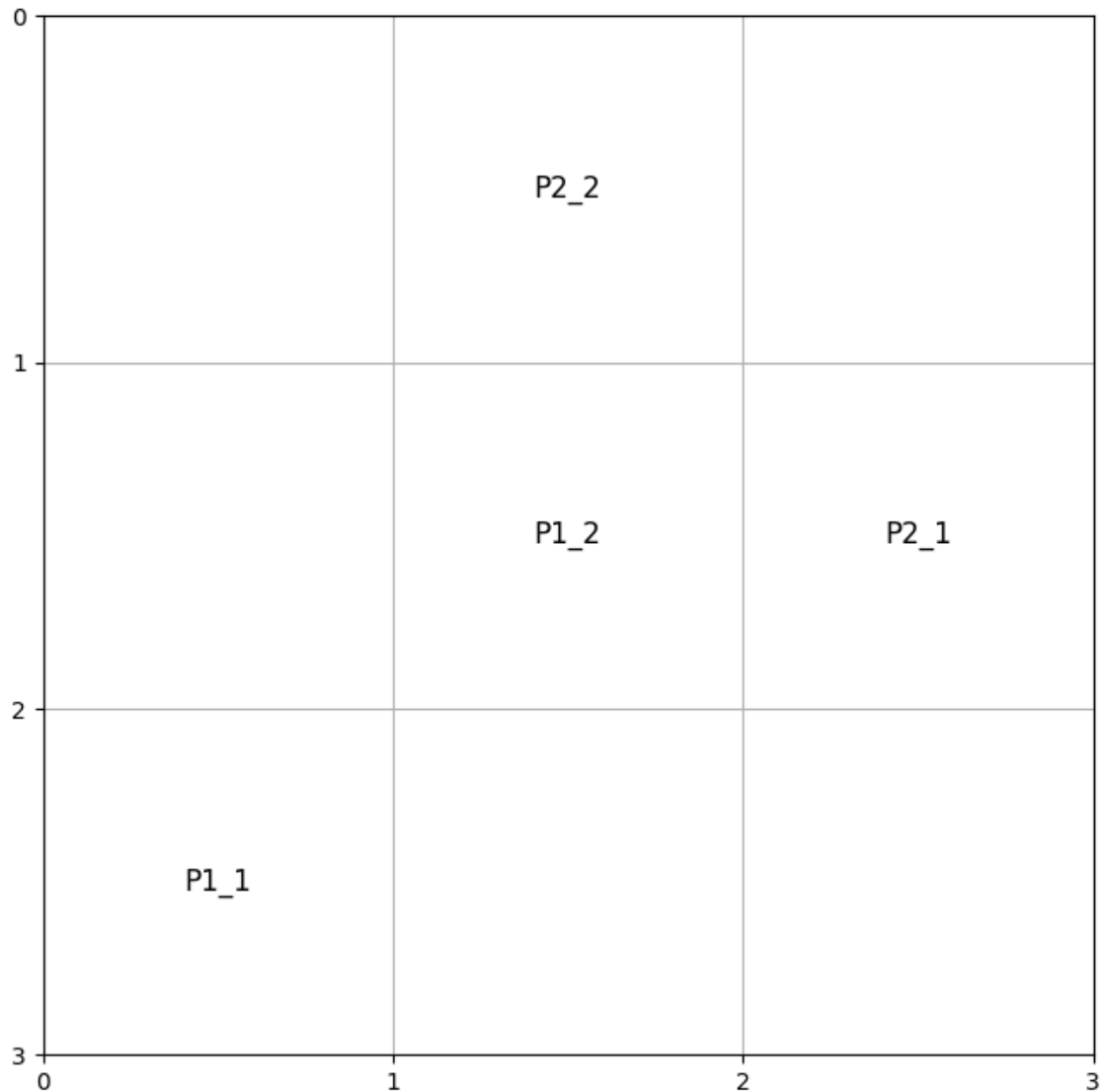
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

Game 48 (Config 48): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

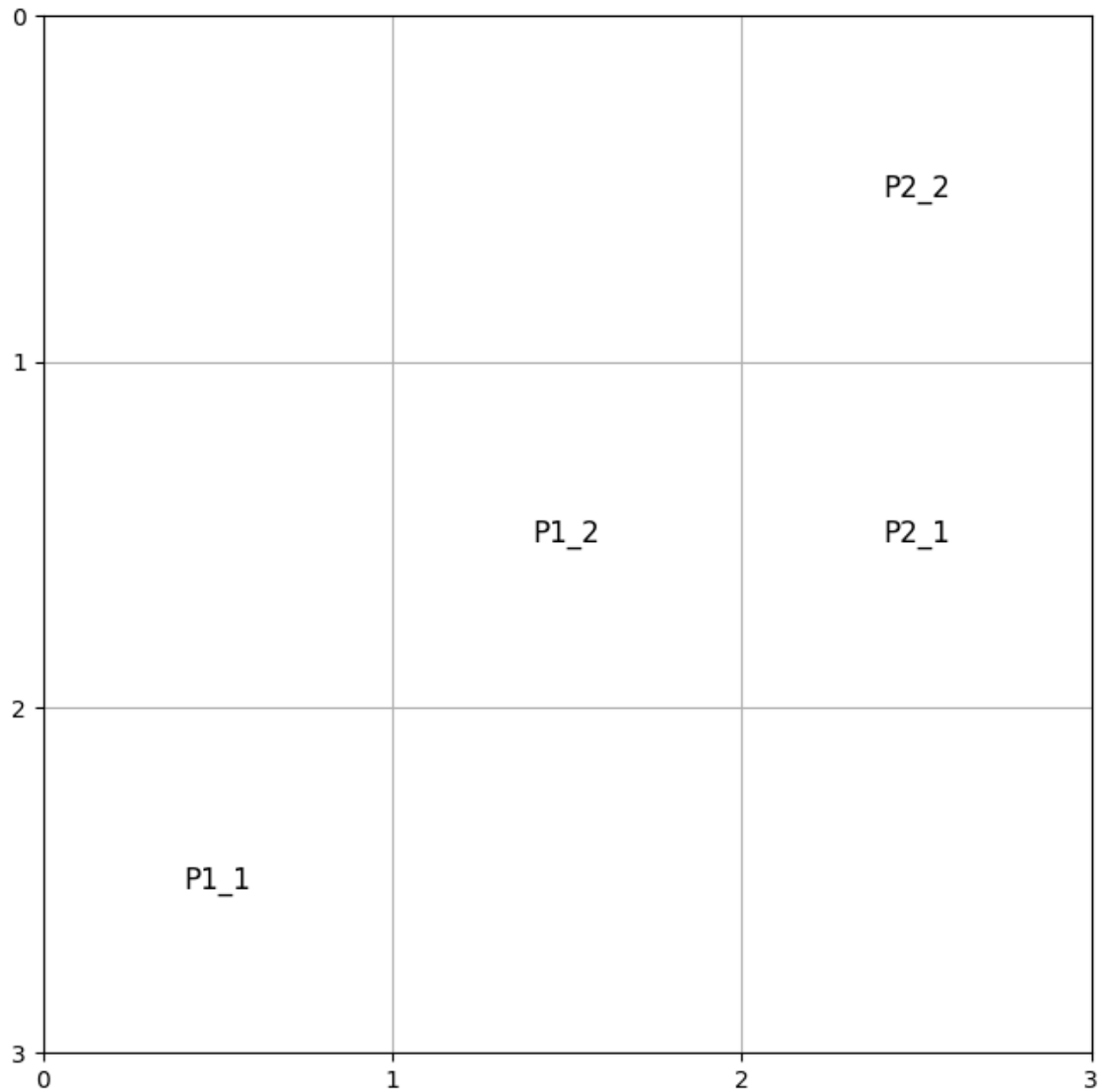
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 49 (Config 49): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

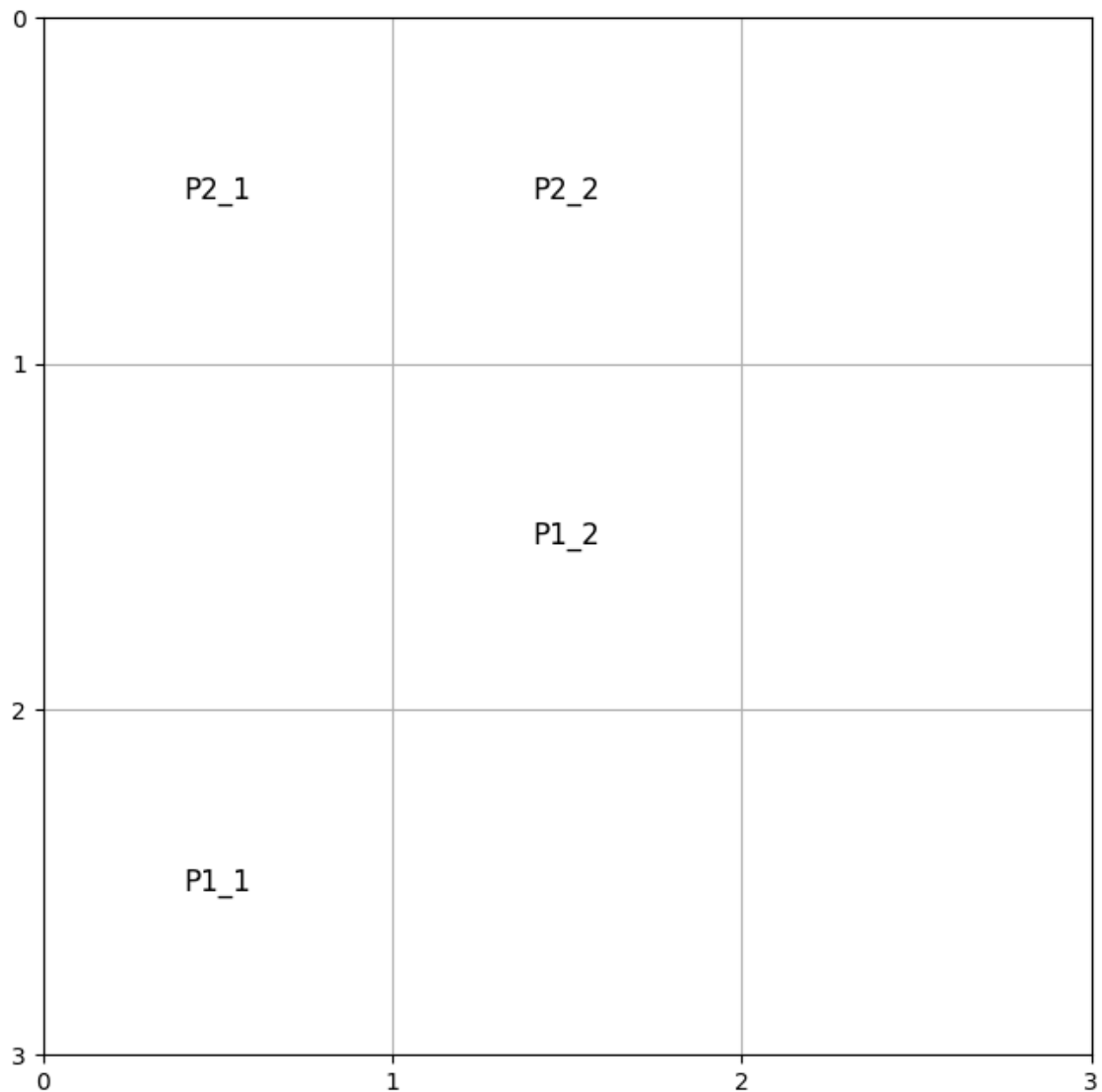
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 50 (Config 50): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

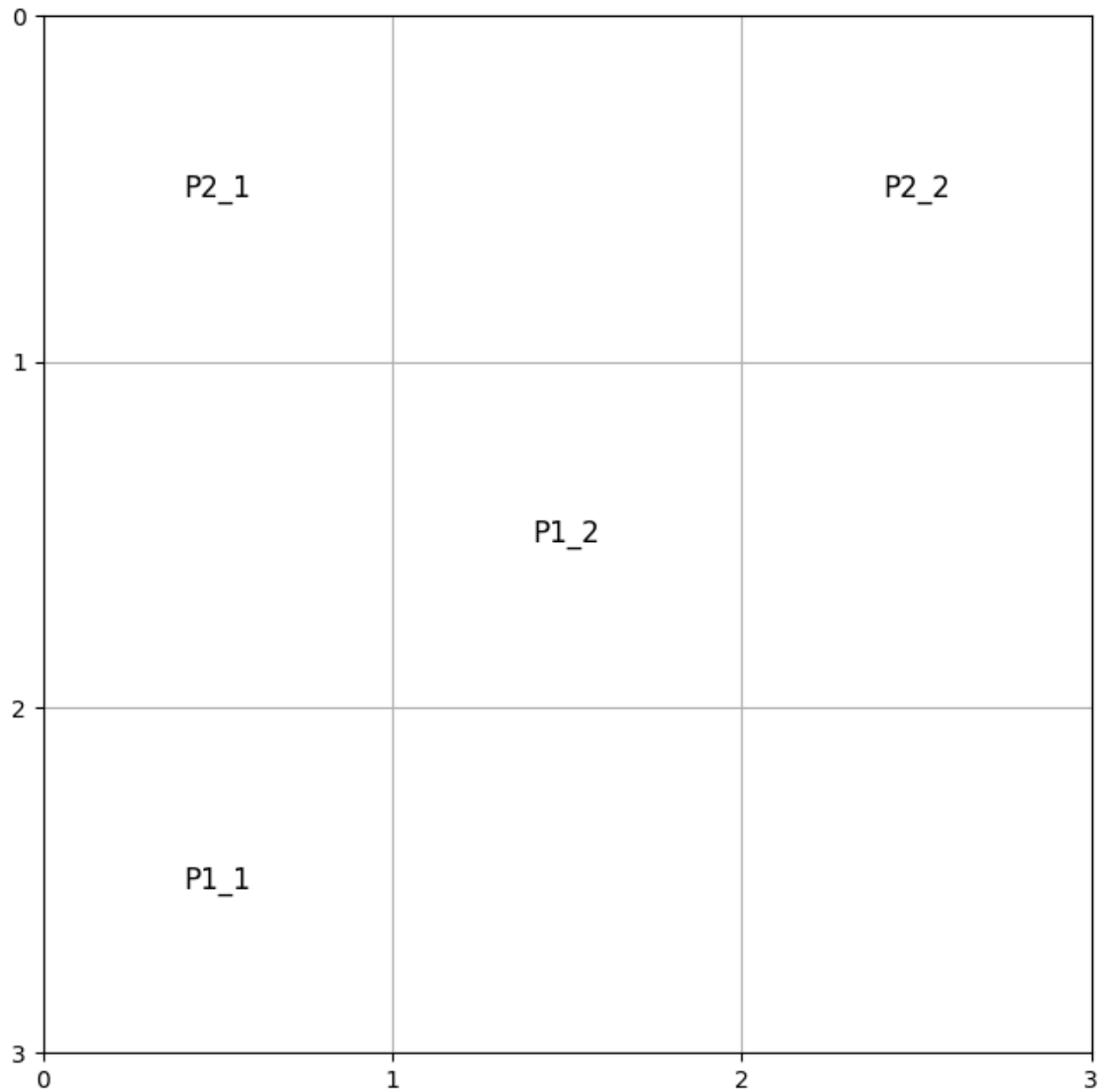
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 51 (Config 51): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

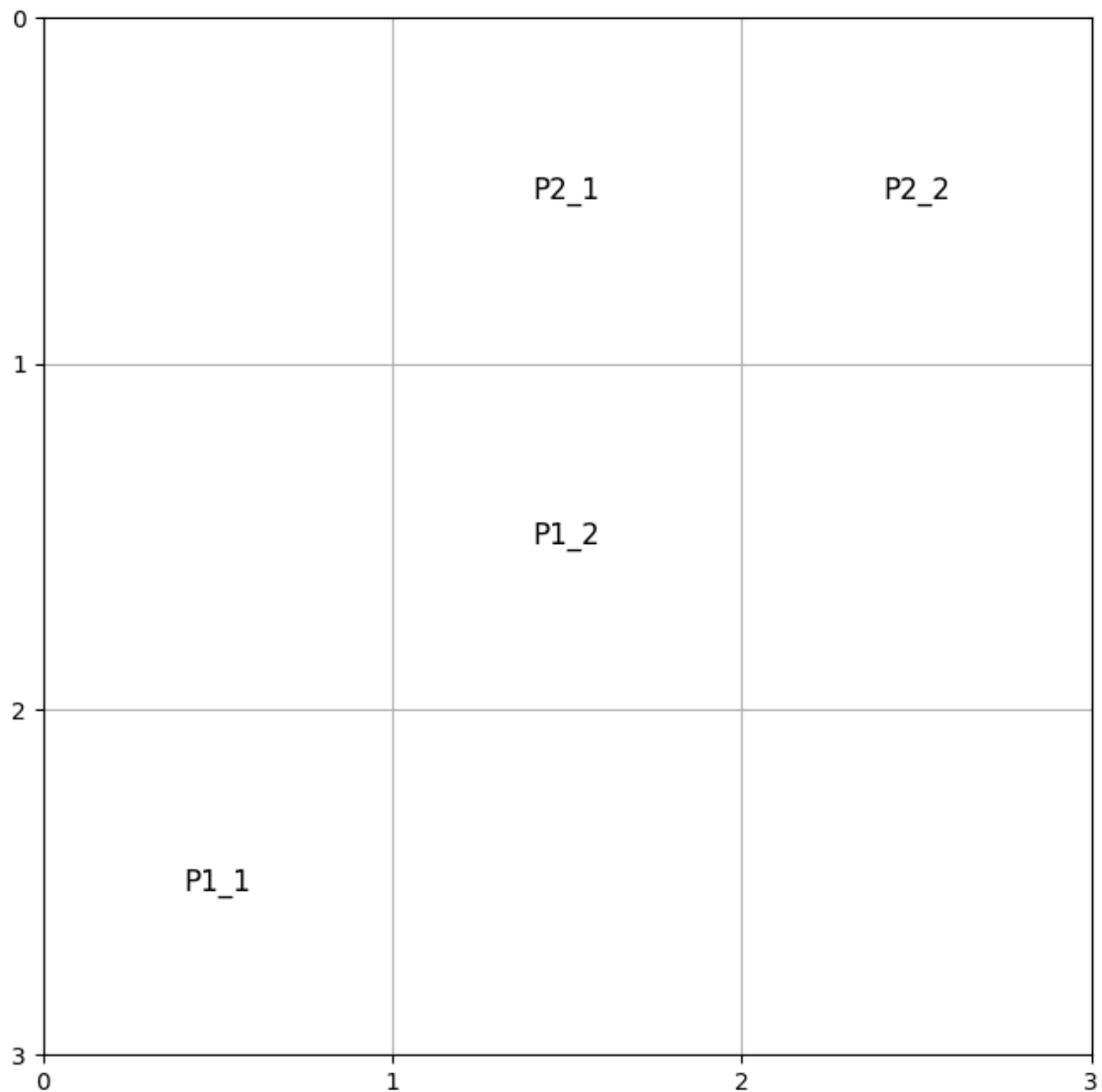
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 52 (Config 52): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

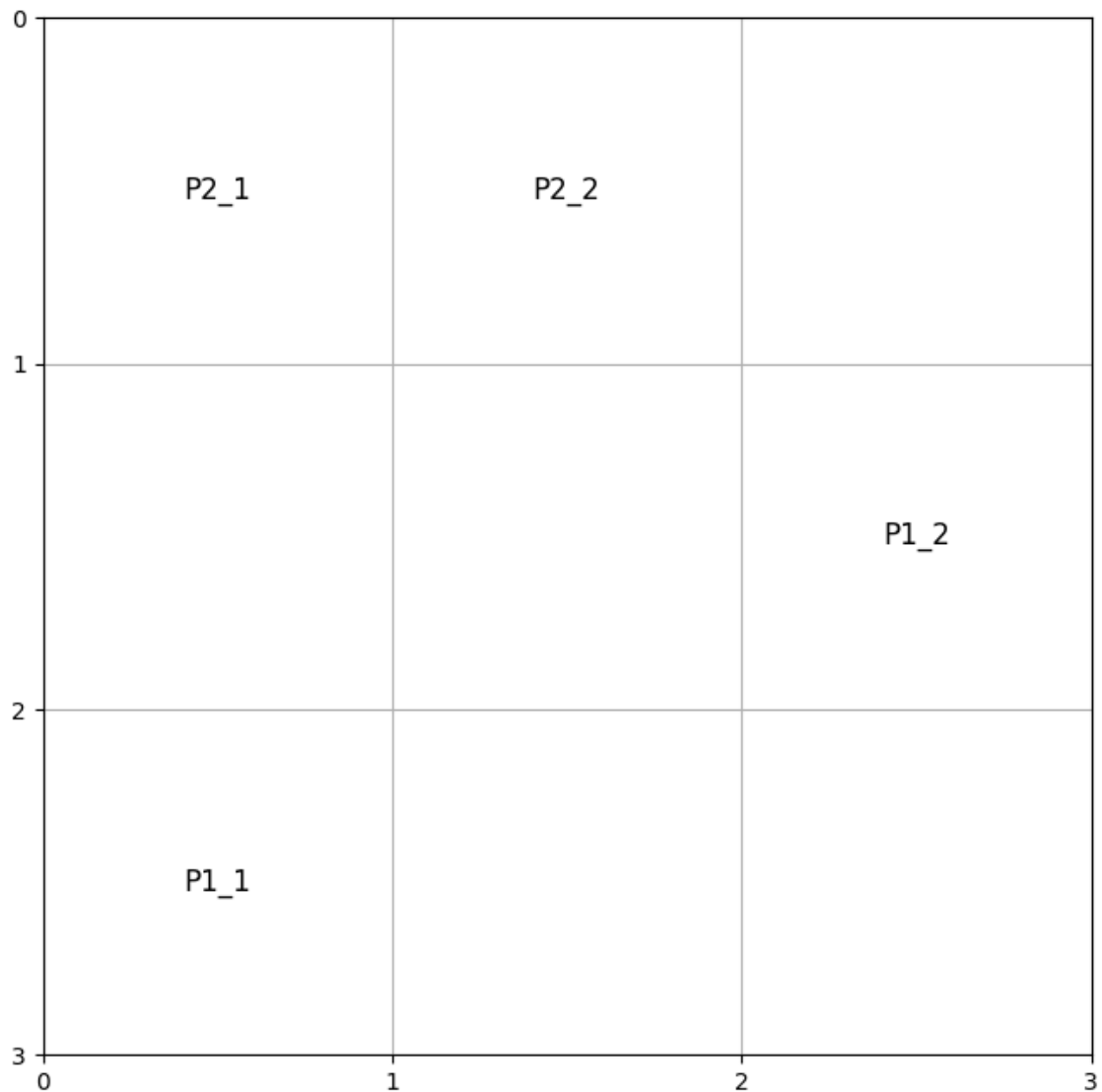
P2_1: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 53 (Config 53): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

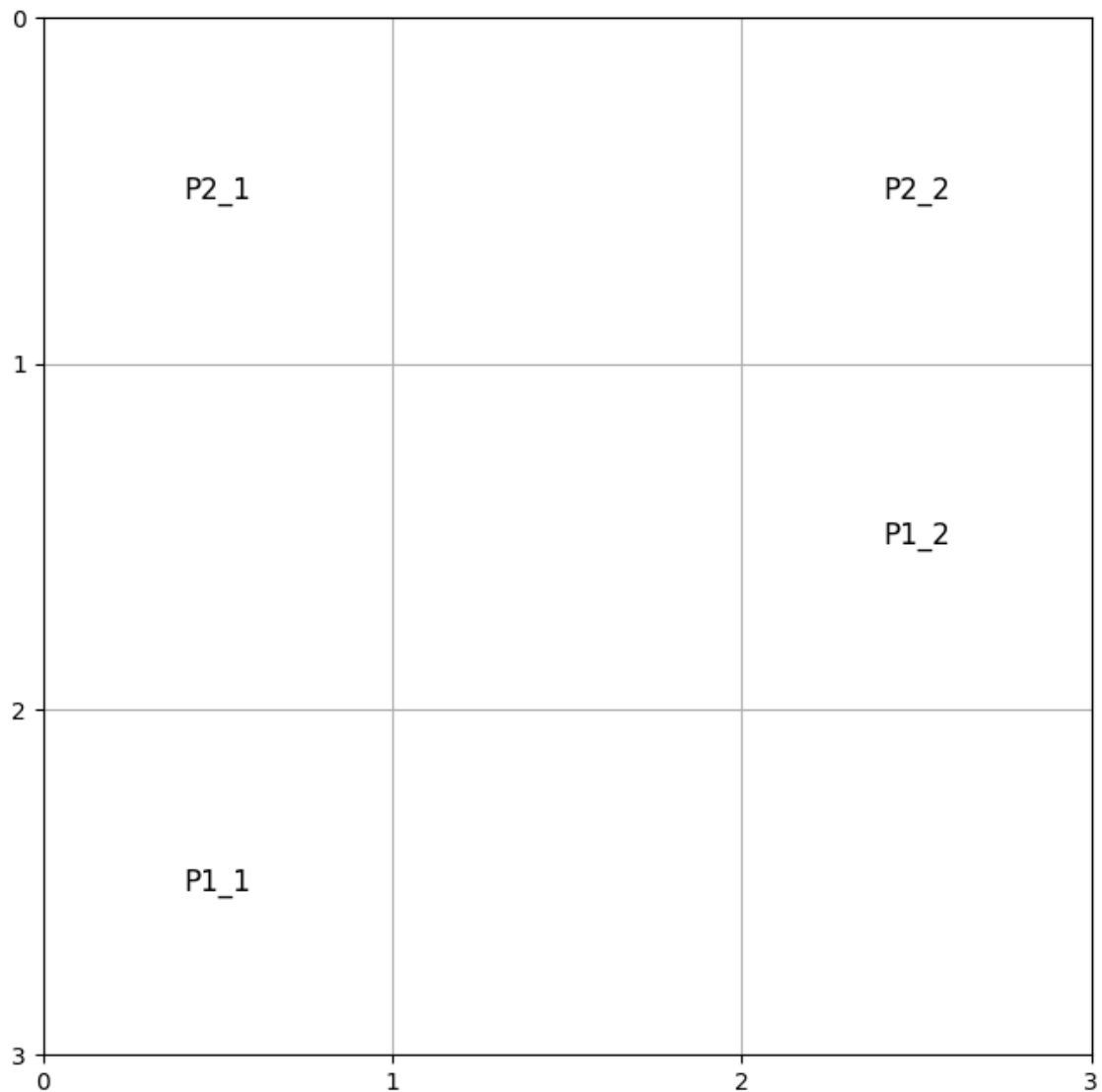
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 54 (Config 54): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (2, 0), (0, 1), (0, 2), (1, 1), (2, 2)], Can Jump: True

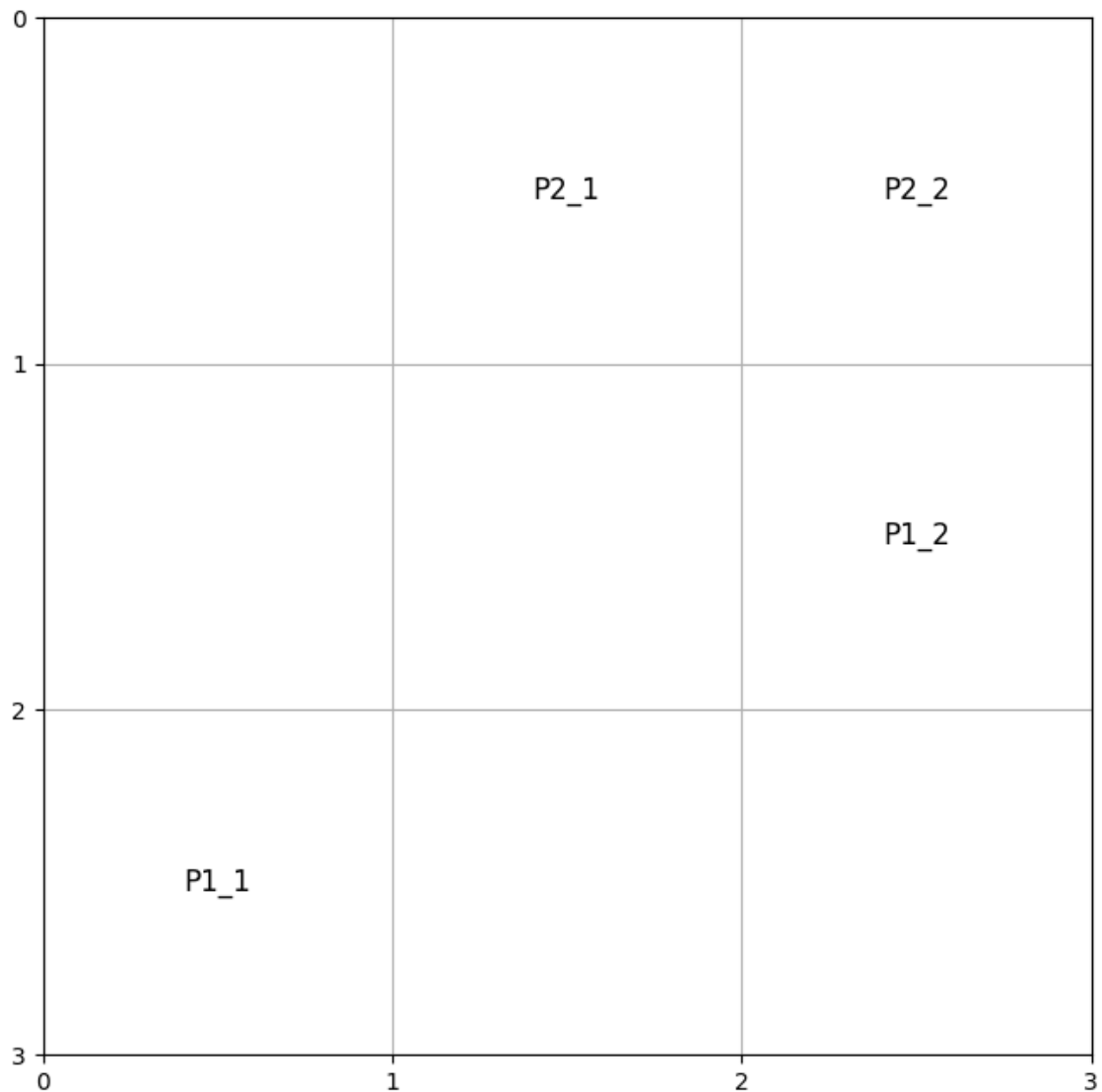
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 55 (Config 55): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

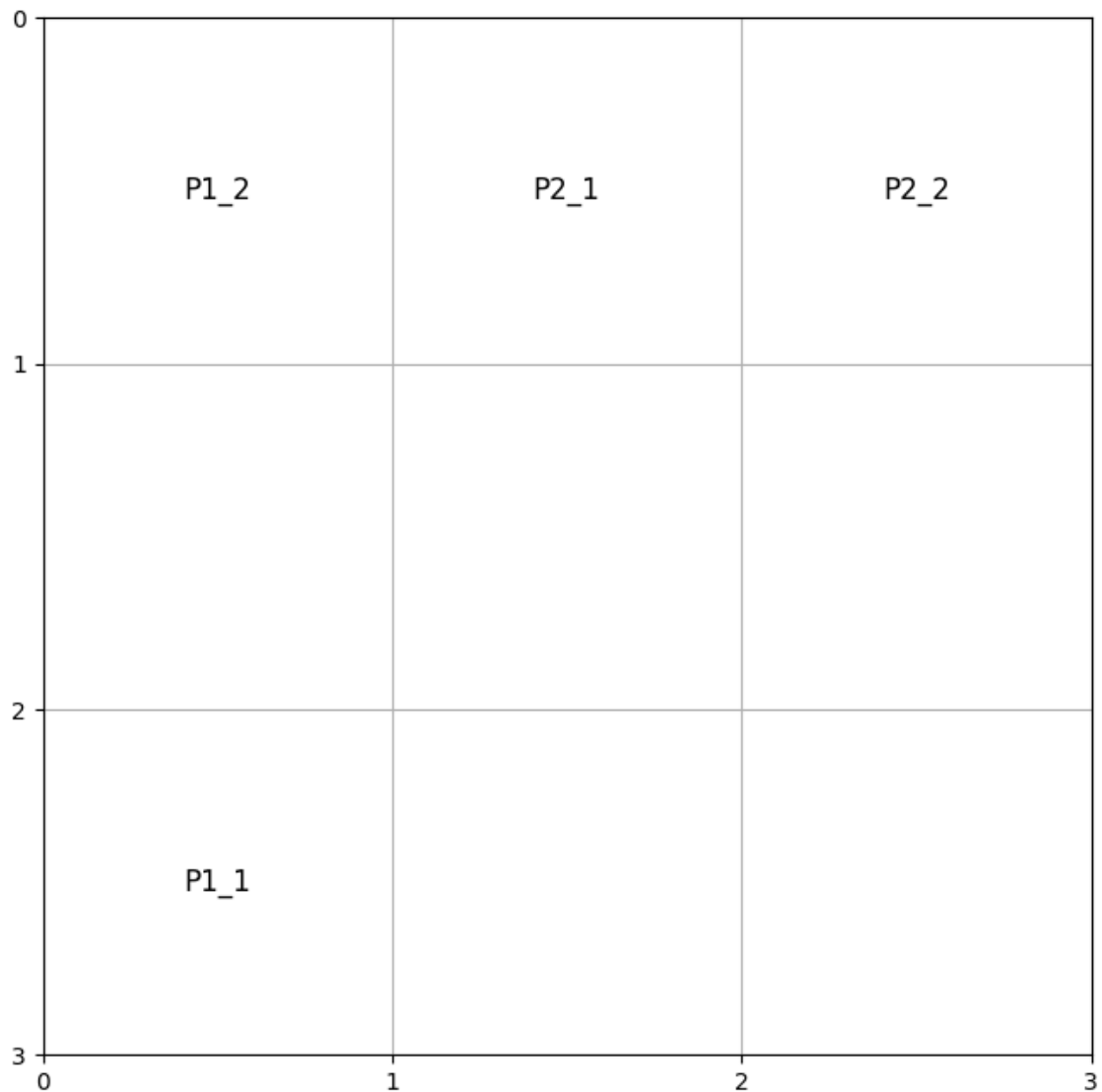
P2_1: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 56 (Config 56): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 0), (0, 1), (1, 1)], Can Jump: False

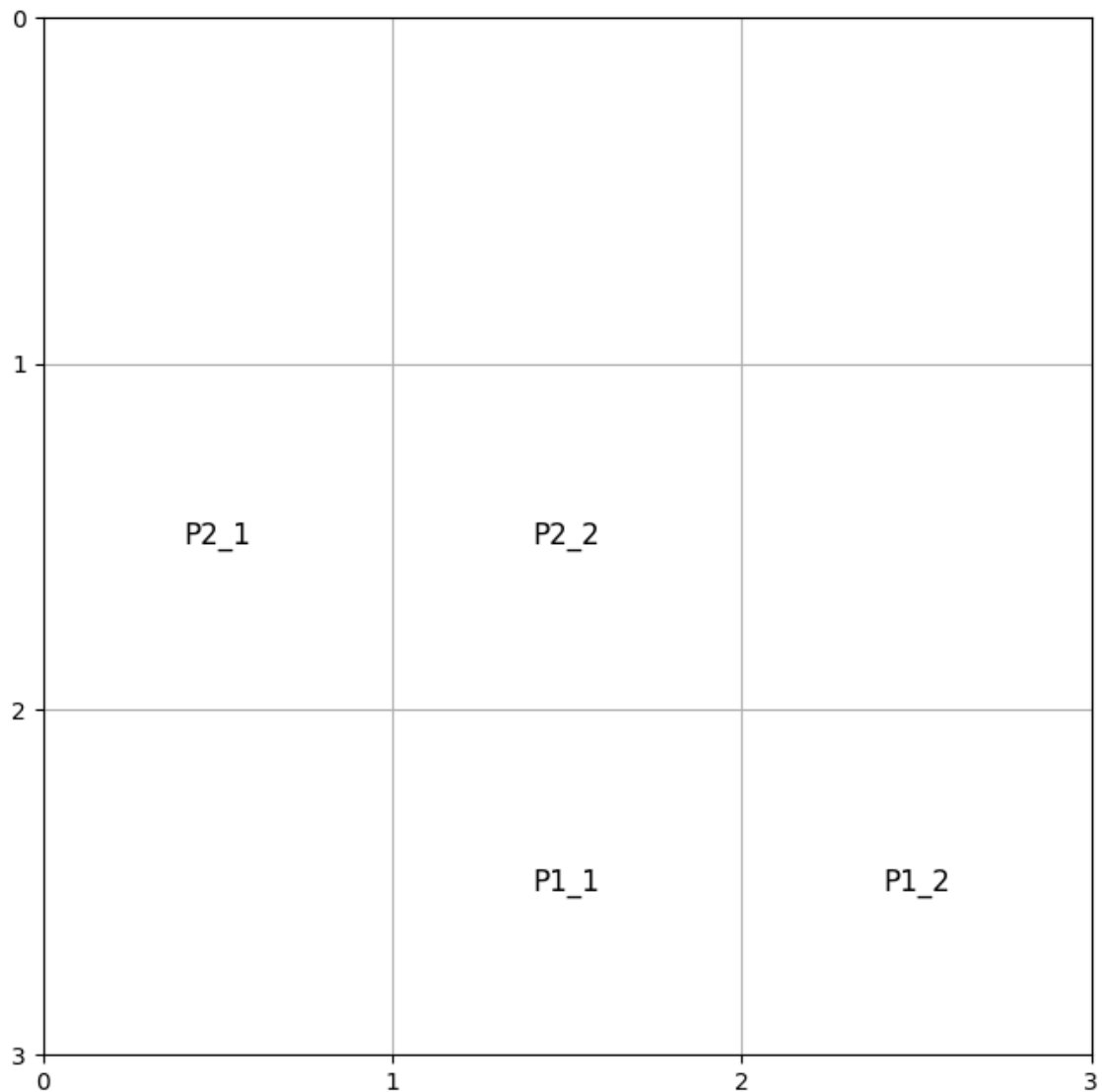
P2_1: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

P1_2: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 57 (Config 57): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

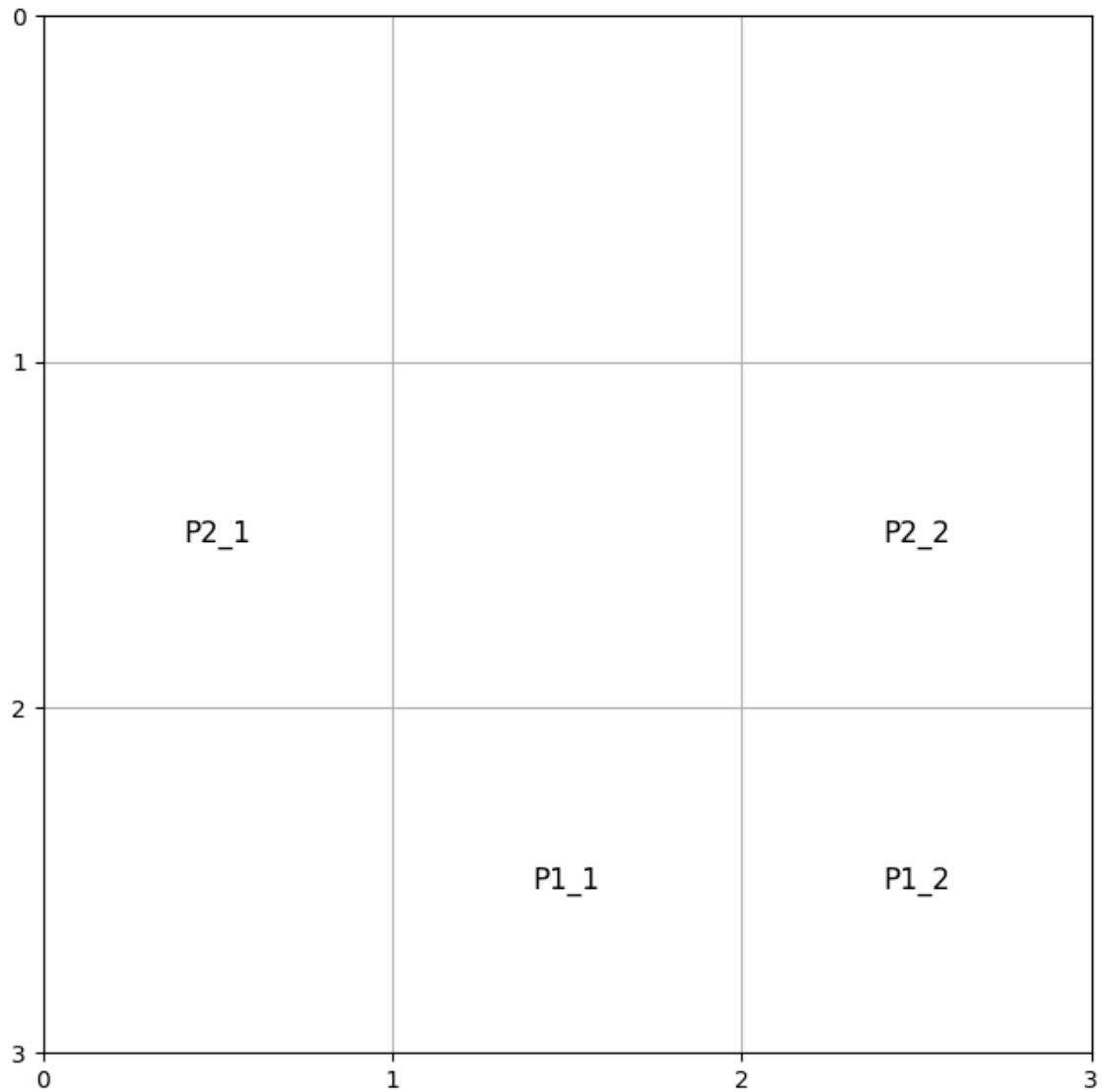
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

Game 58 (Config 58): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

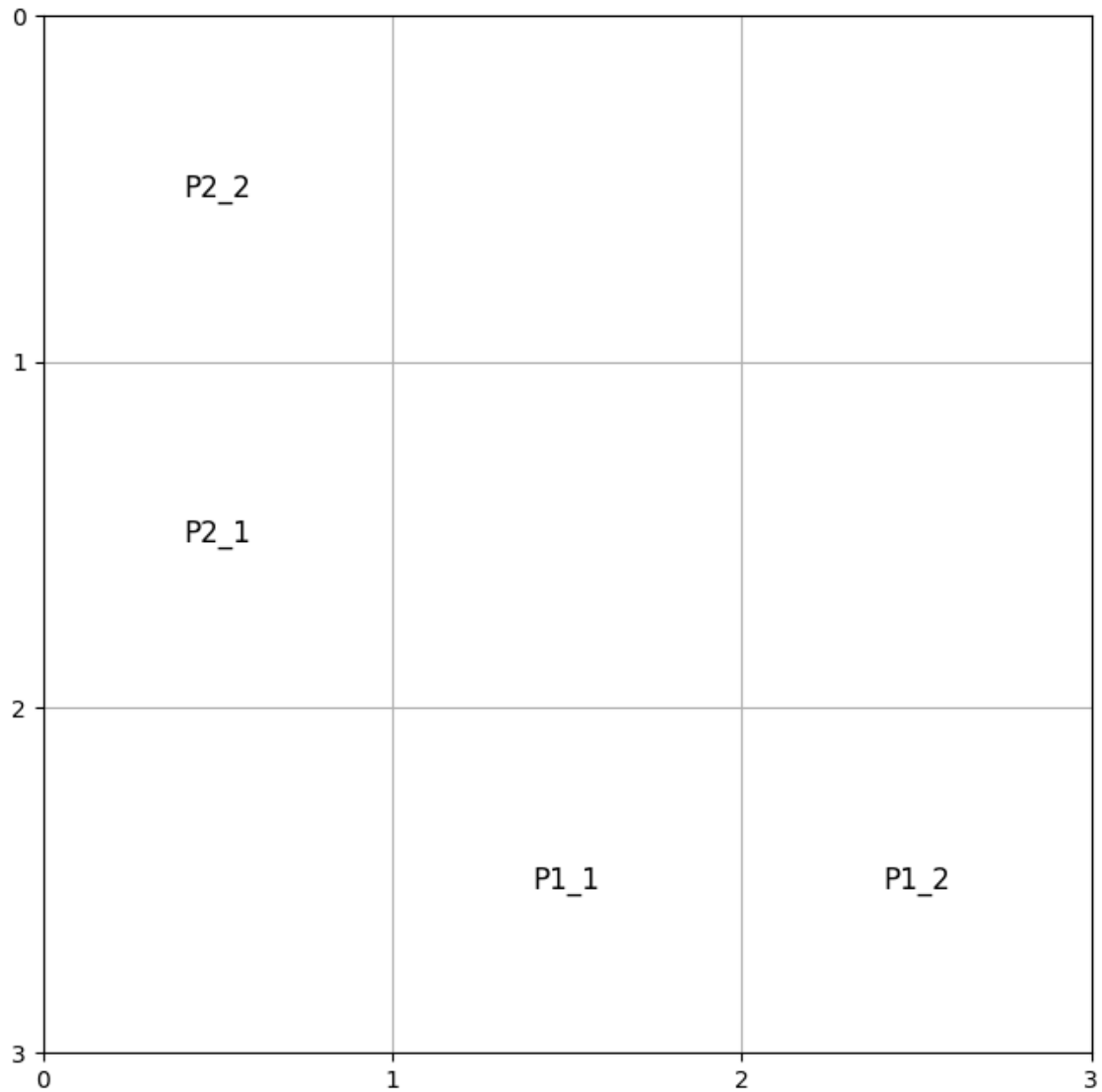
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

Game 59 (Config 59): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

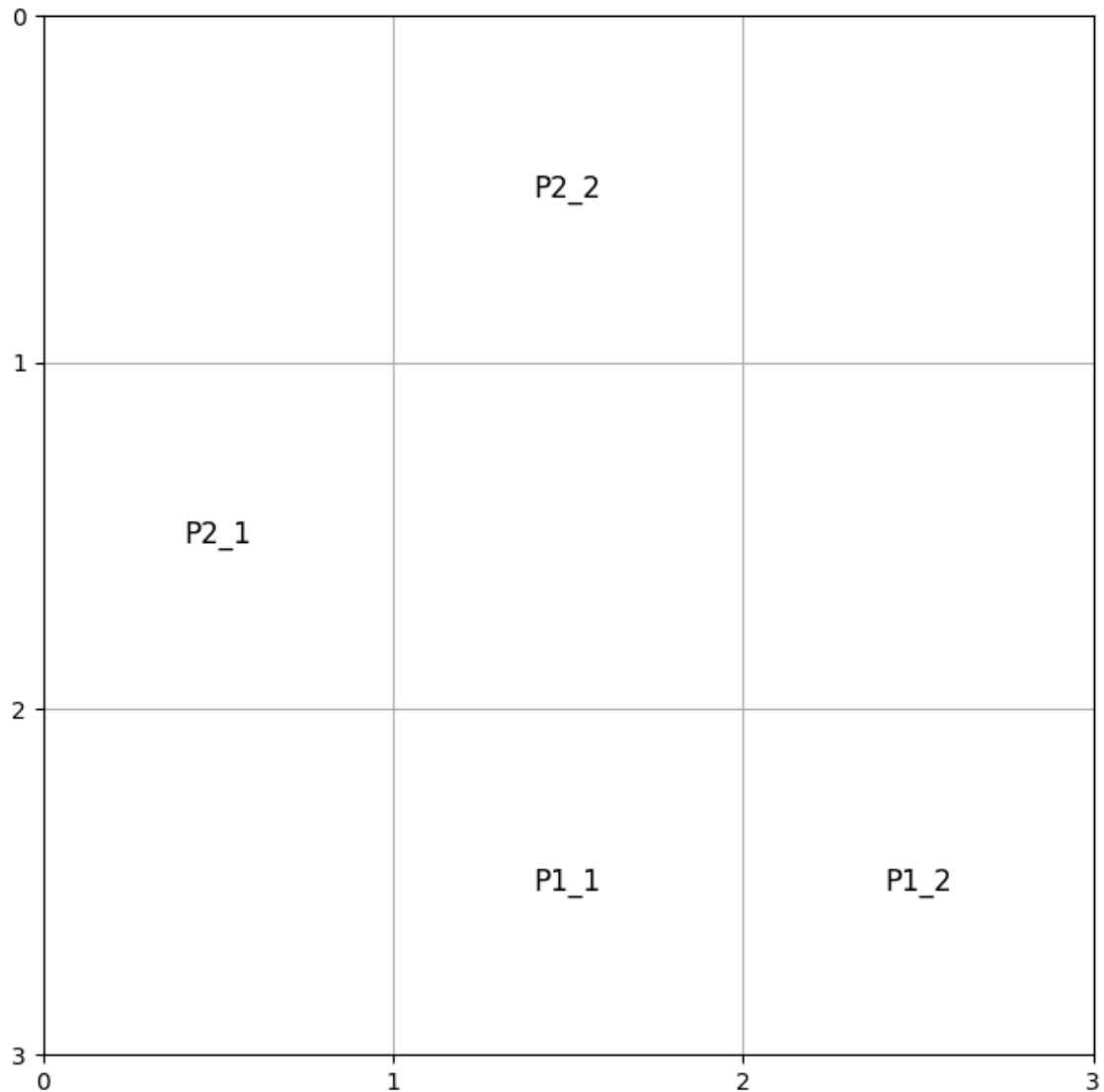
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

Game 60 (Config 60): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

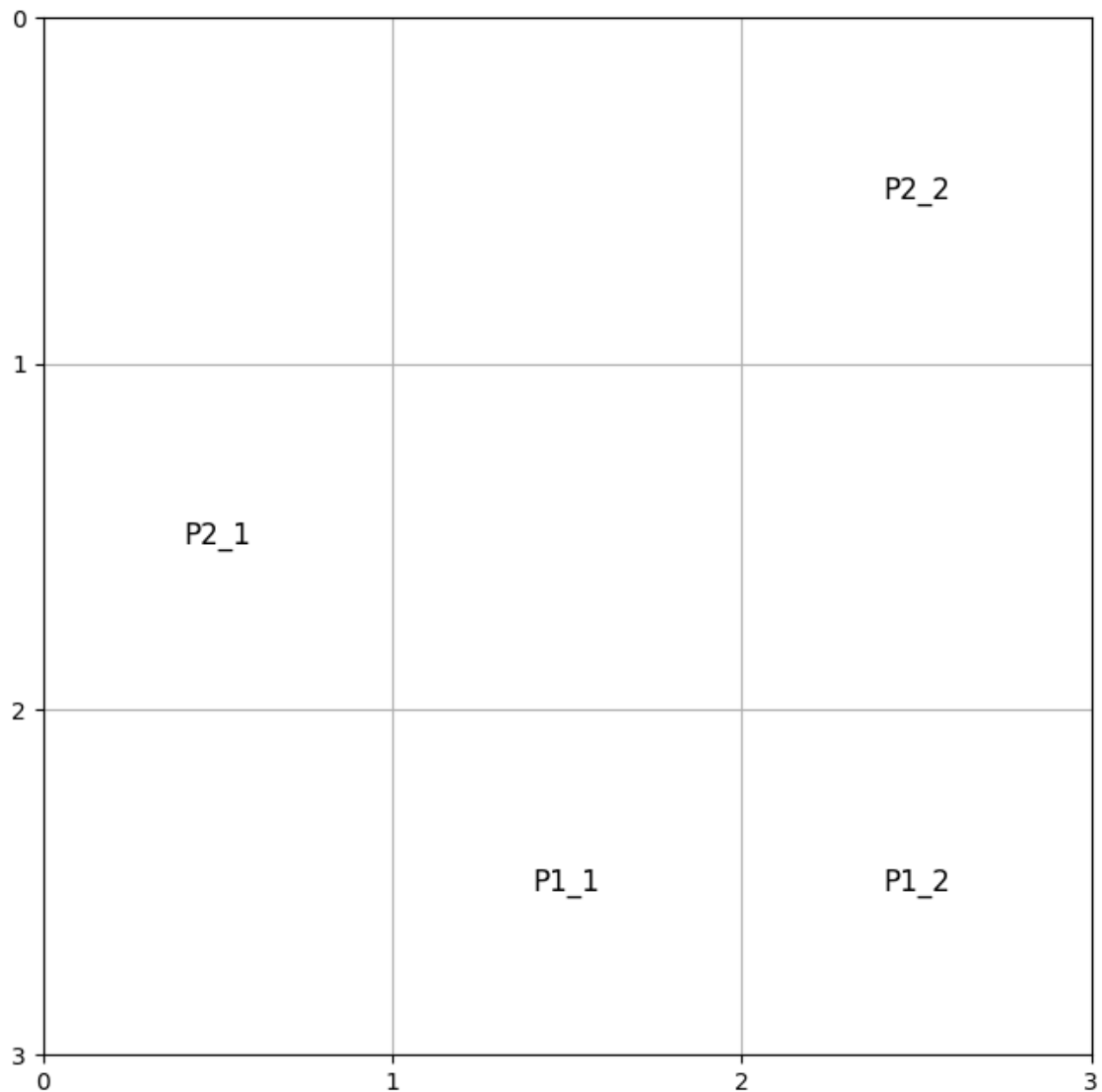
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 61 (Config 61): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

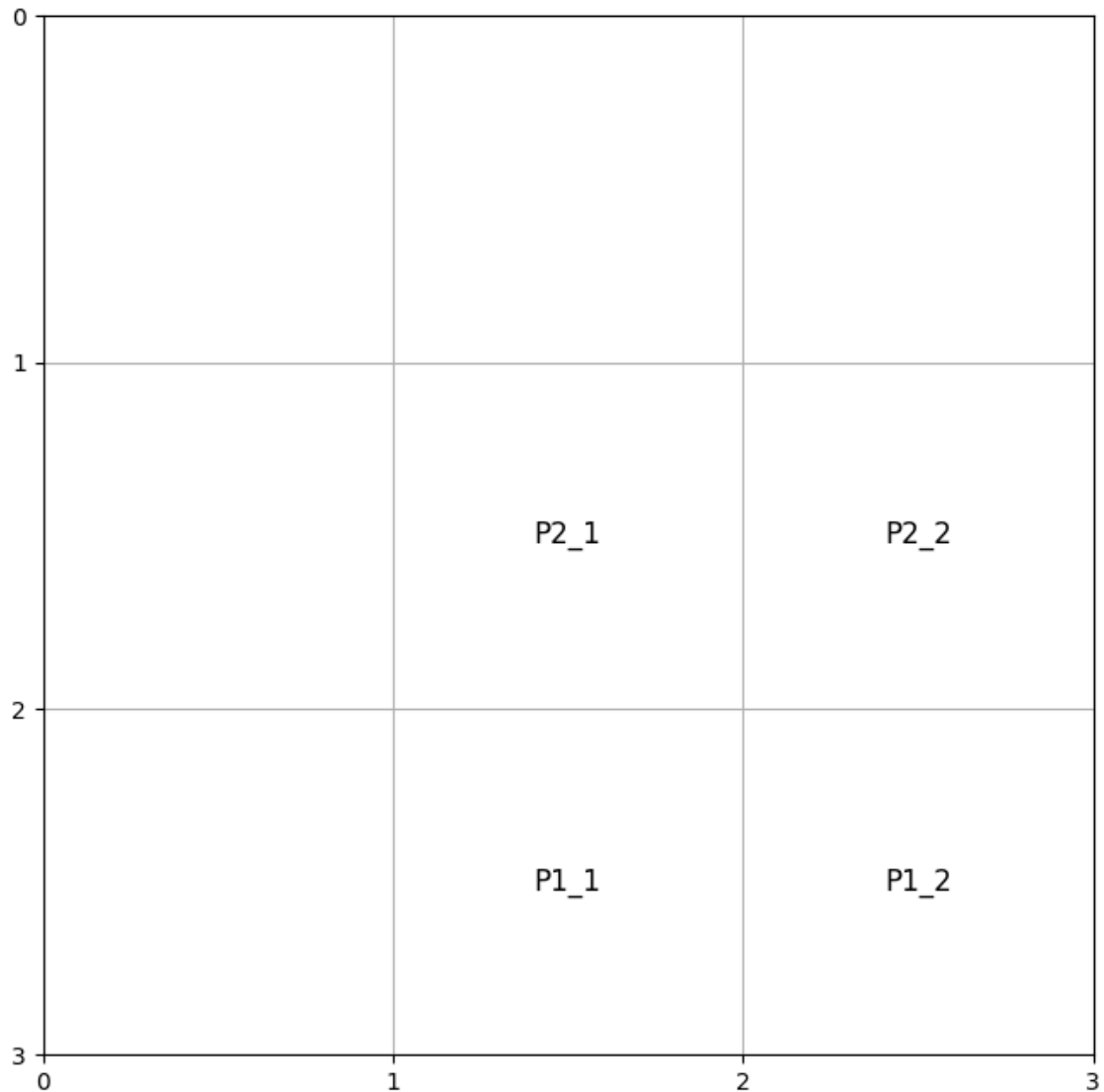
P2_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 62 (Config 62): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

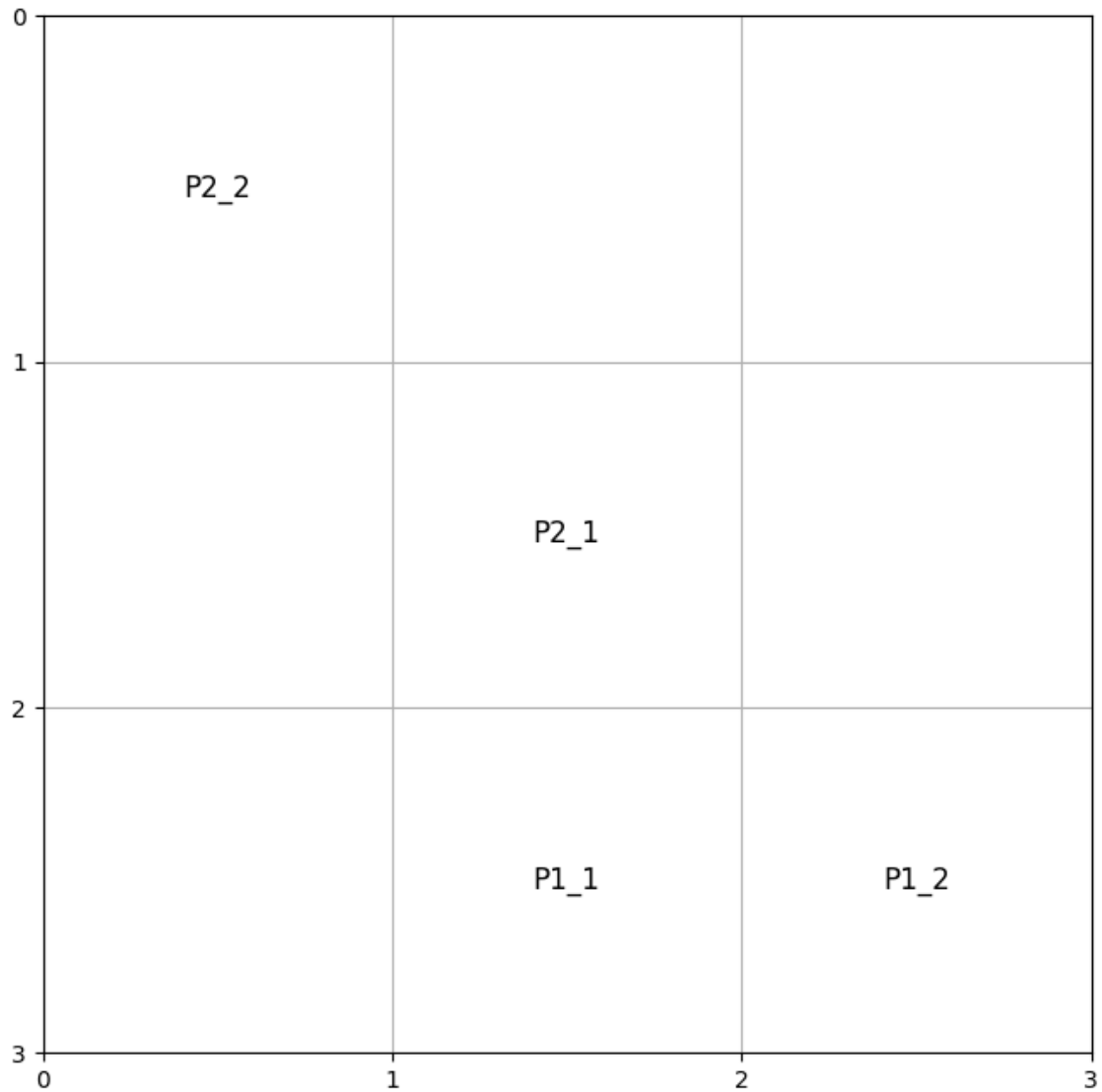
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

Game 63 (Config 63): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

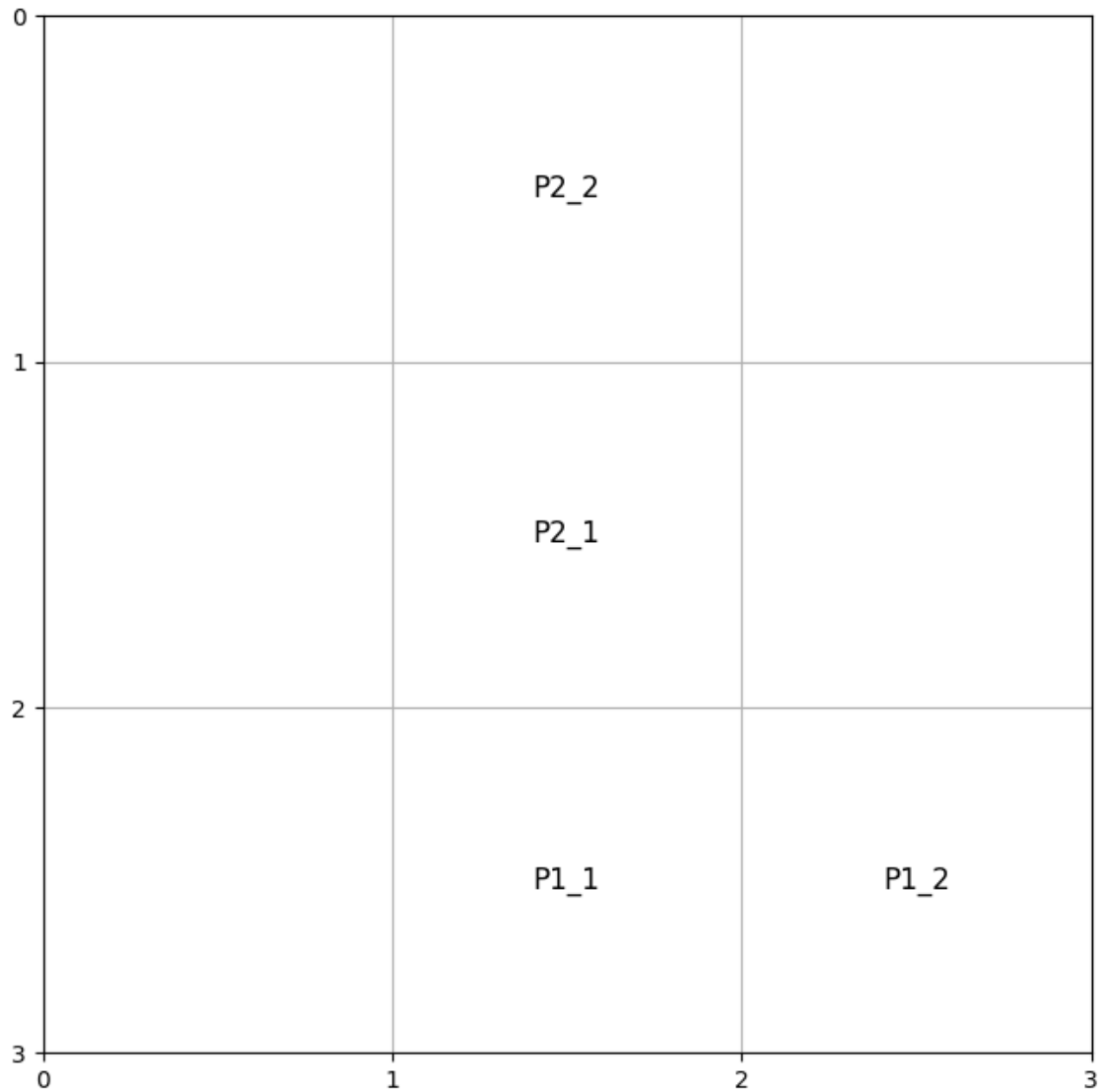
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

Game 64 (Config 64): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

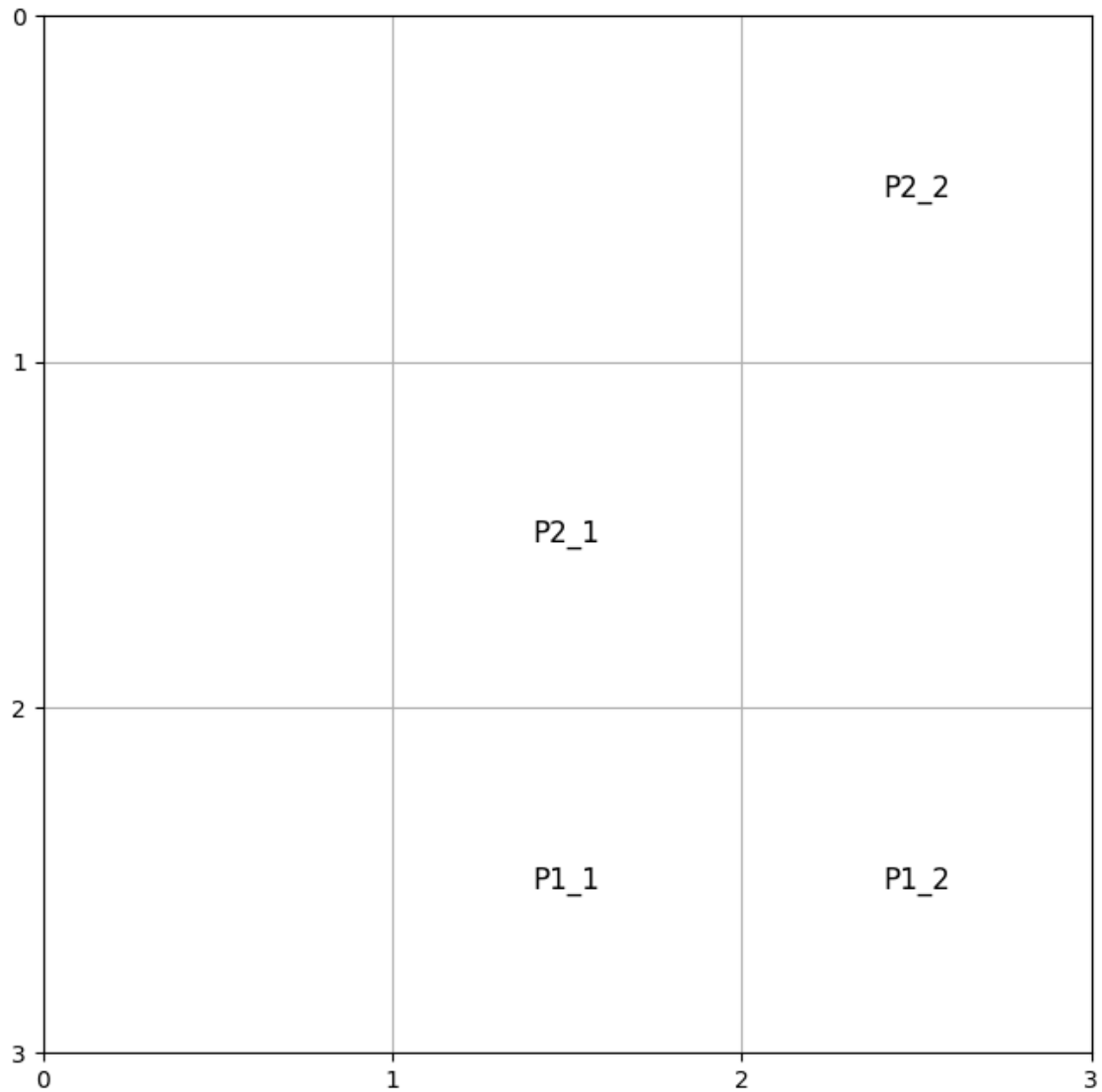
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 65 (Config 65): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

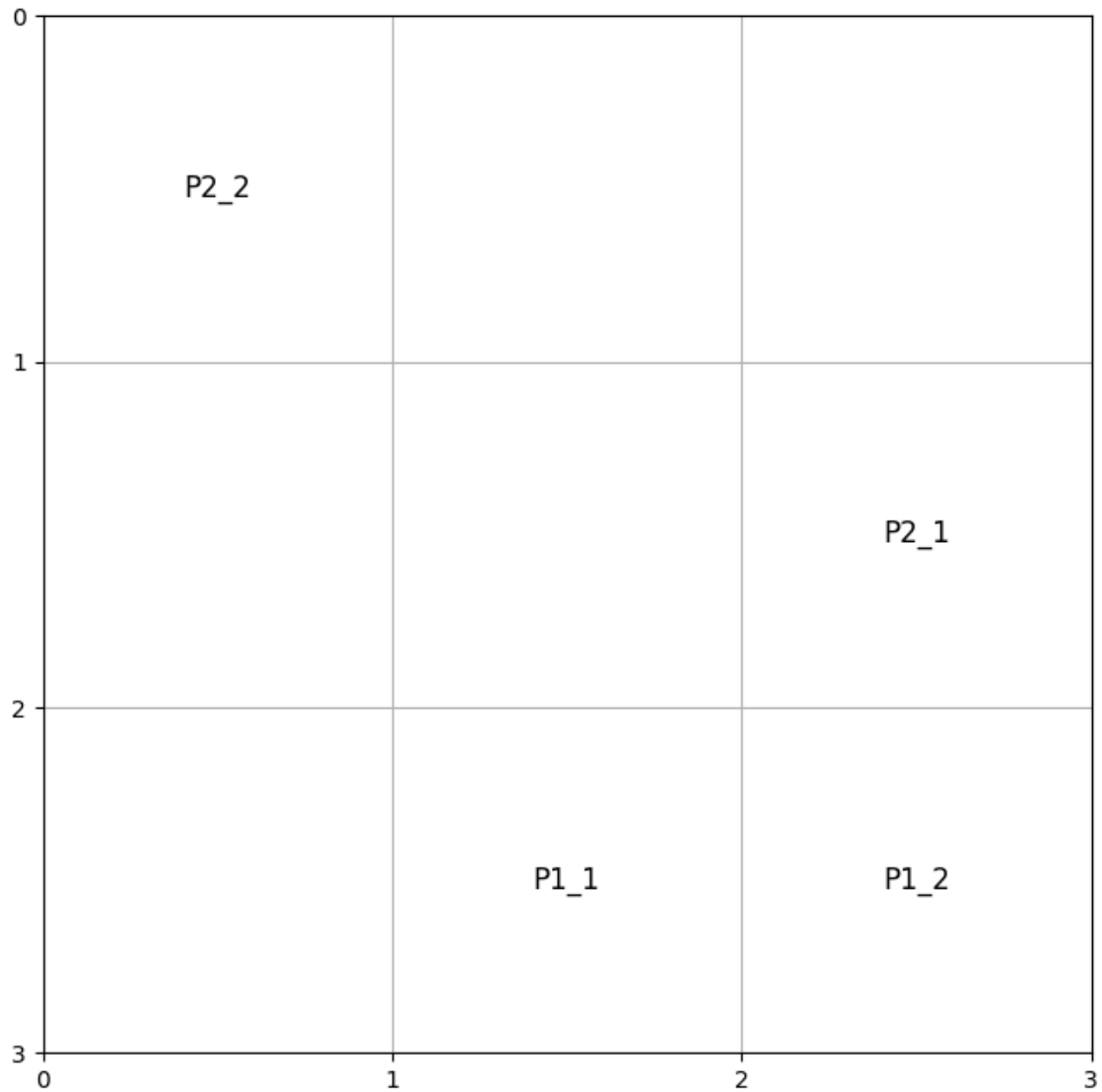
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 66 (Config 66): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

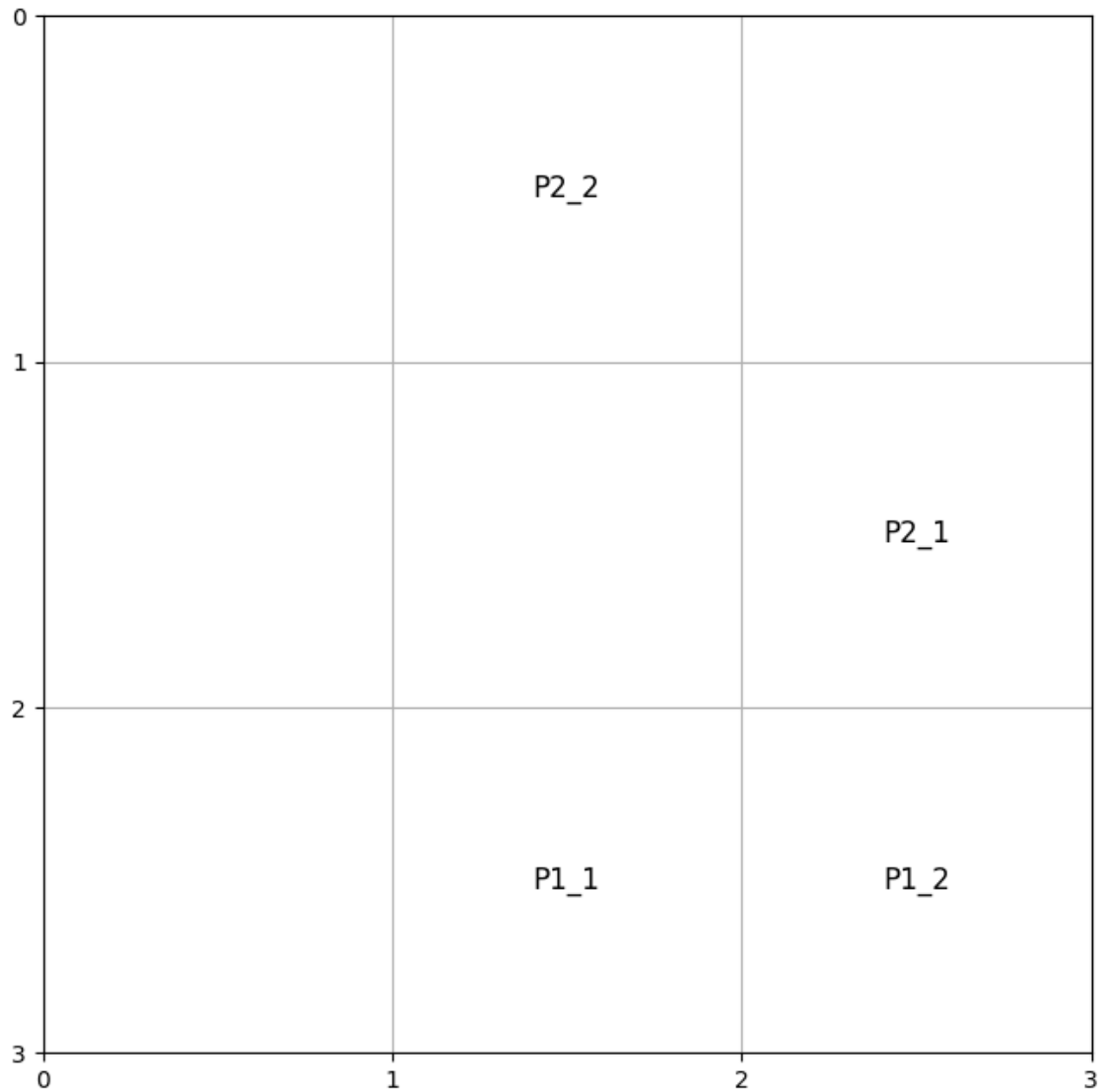
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

Game 67 (Config 67): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

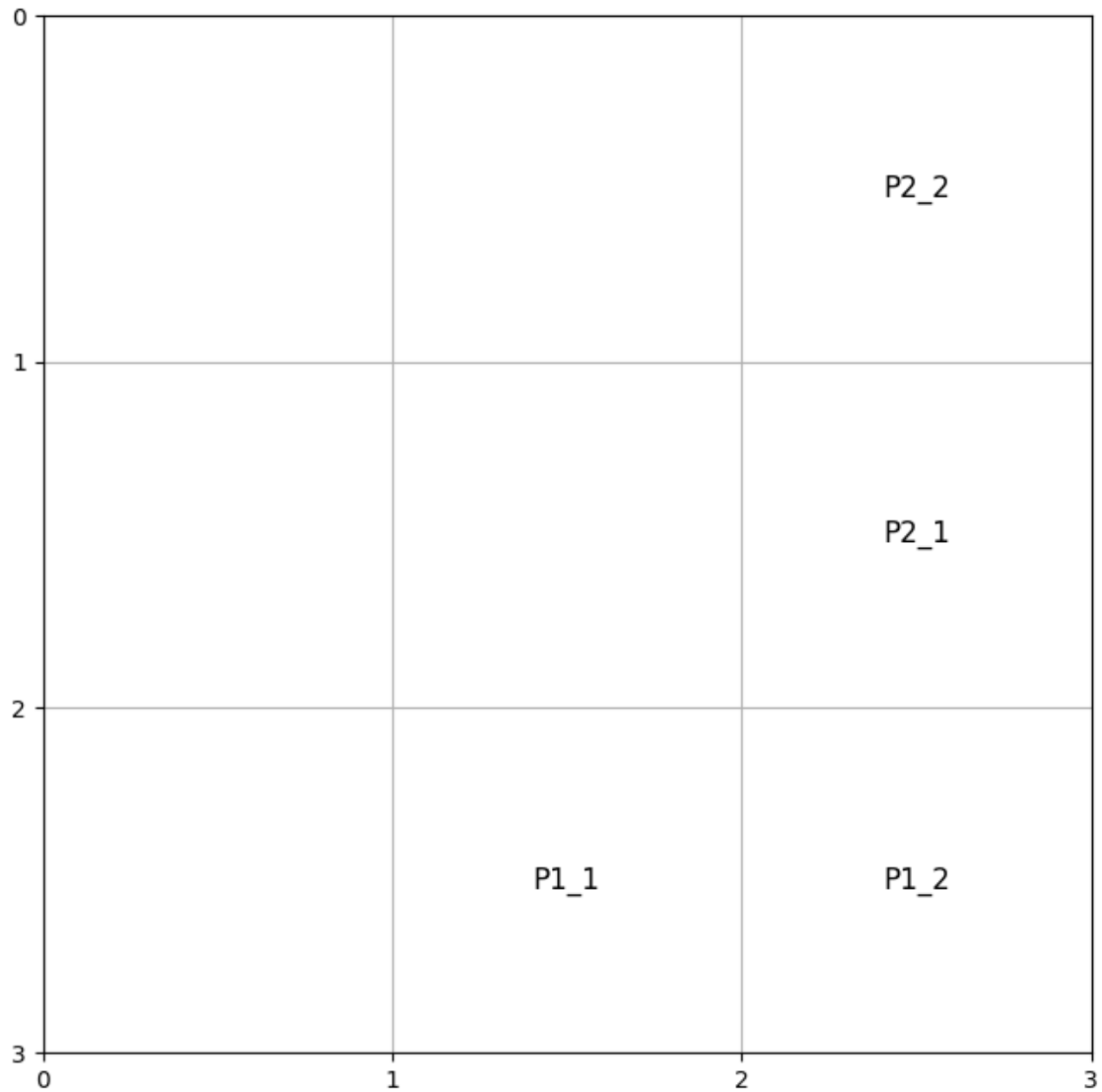
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 68 (Config 68): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

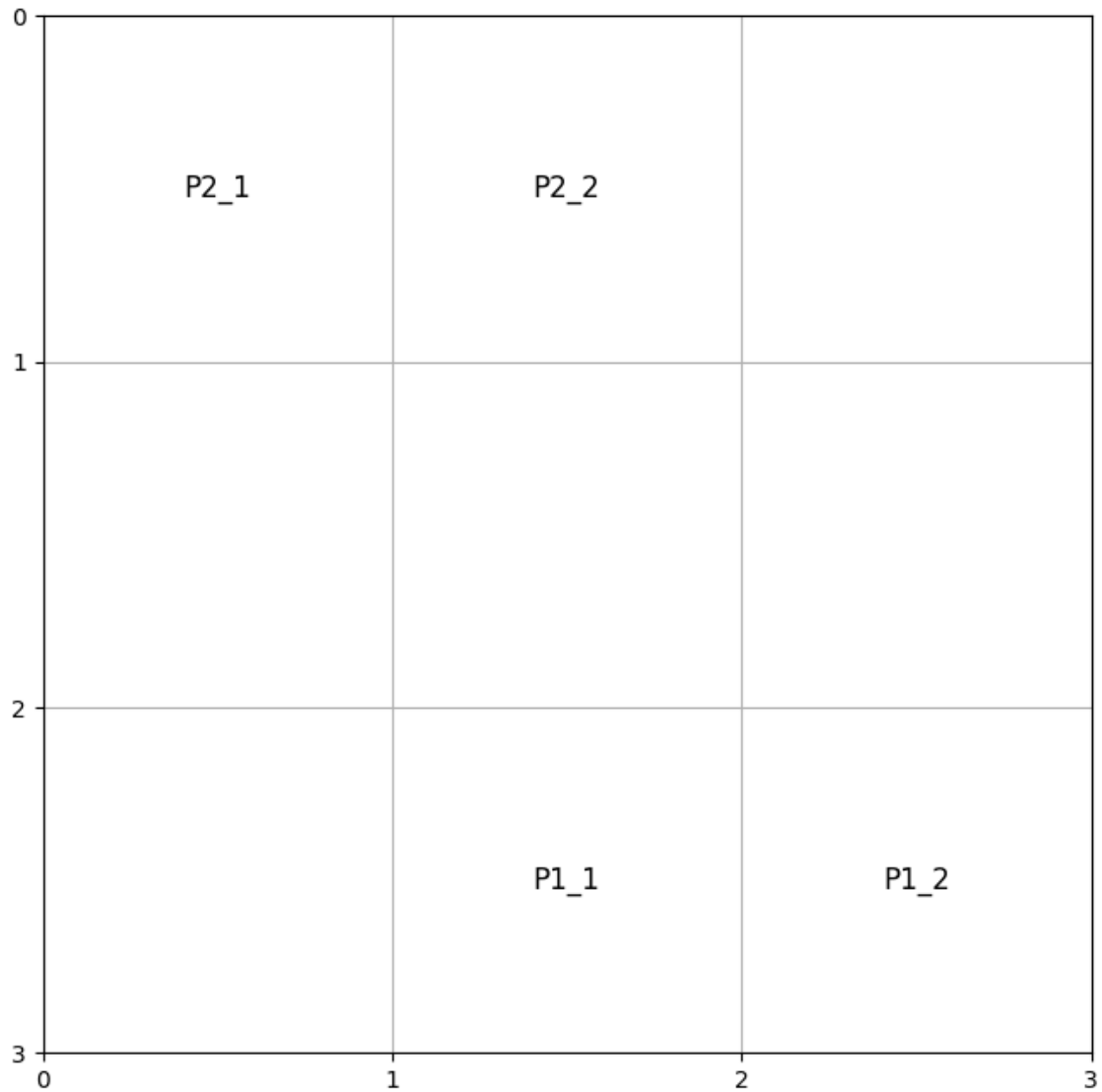
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 69 (Config 69): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

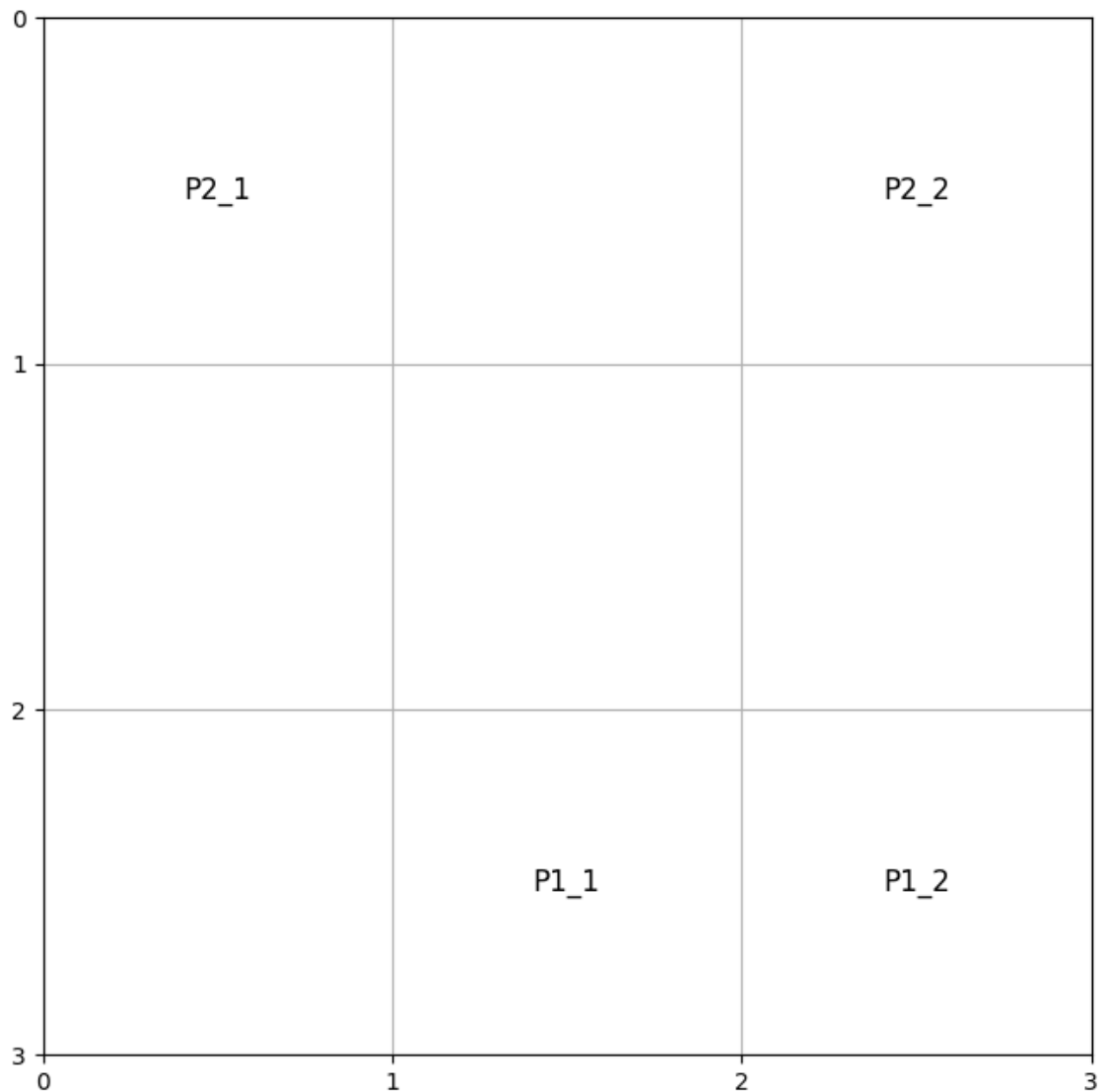
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 70 (Config 70): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

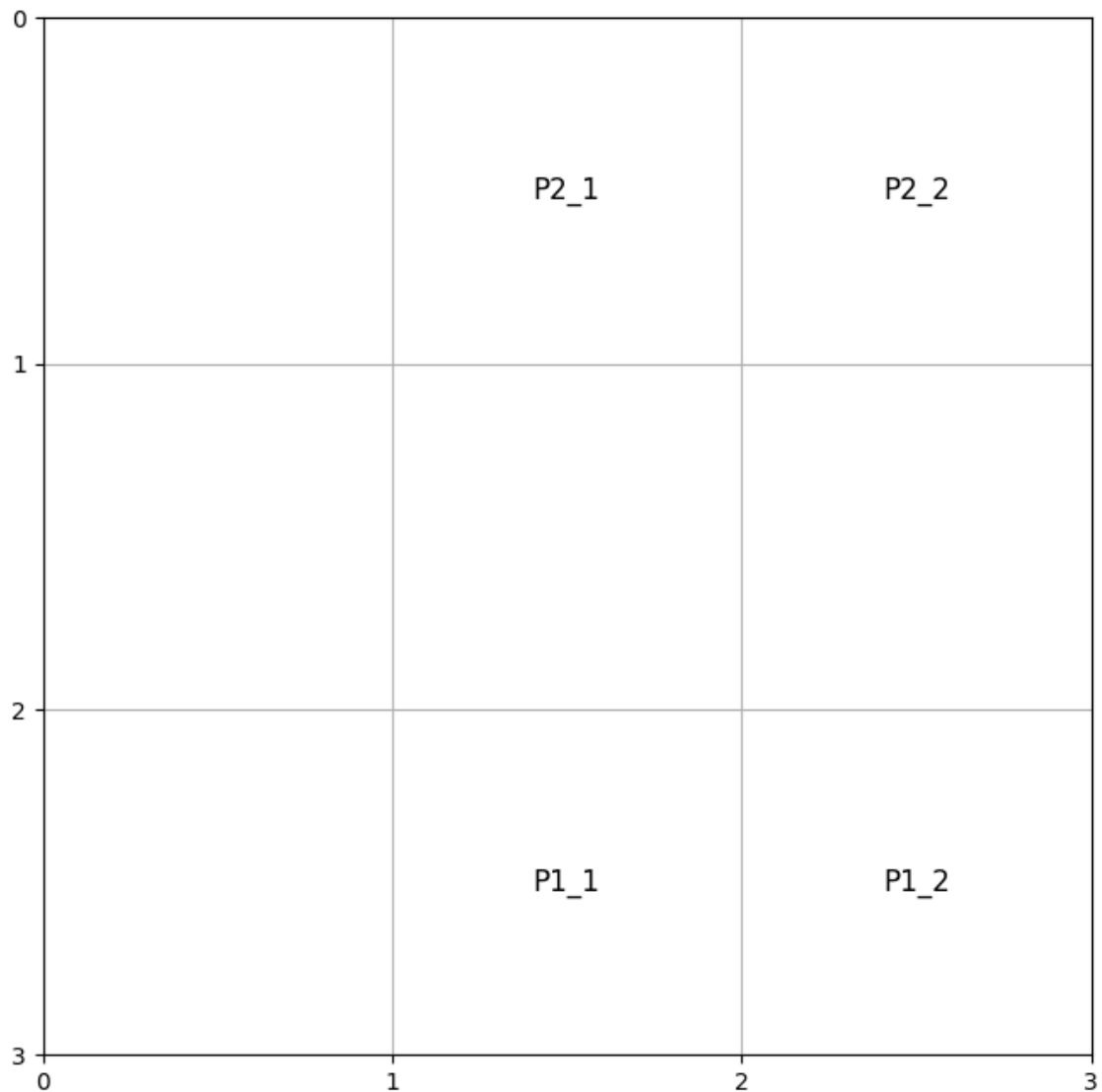
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 71 (Config 71): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

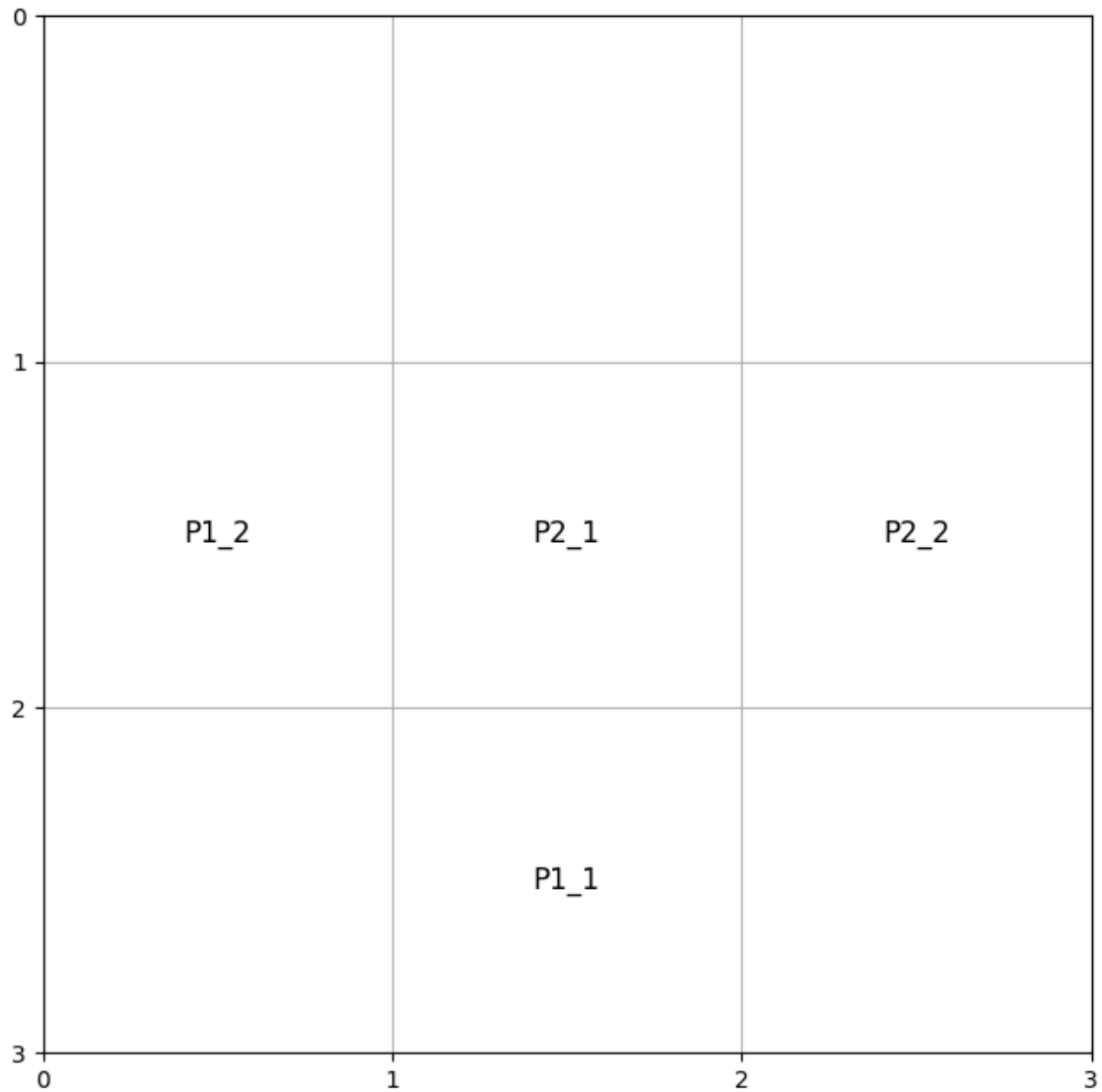
P2_1: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

P1_2: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 72 (Config 72): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

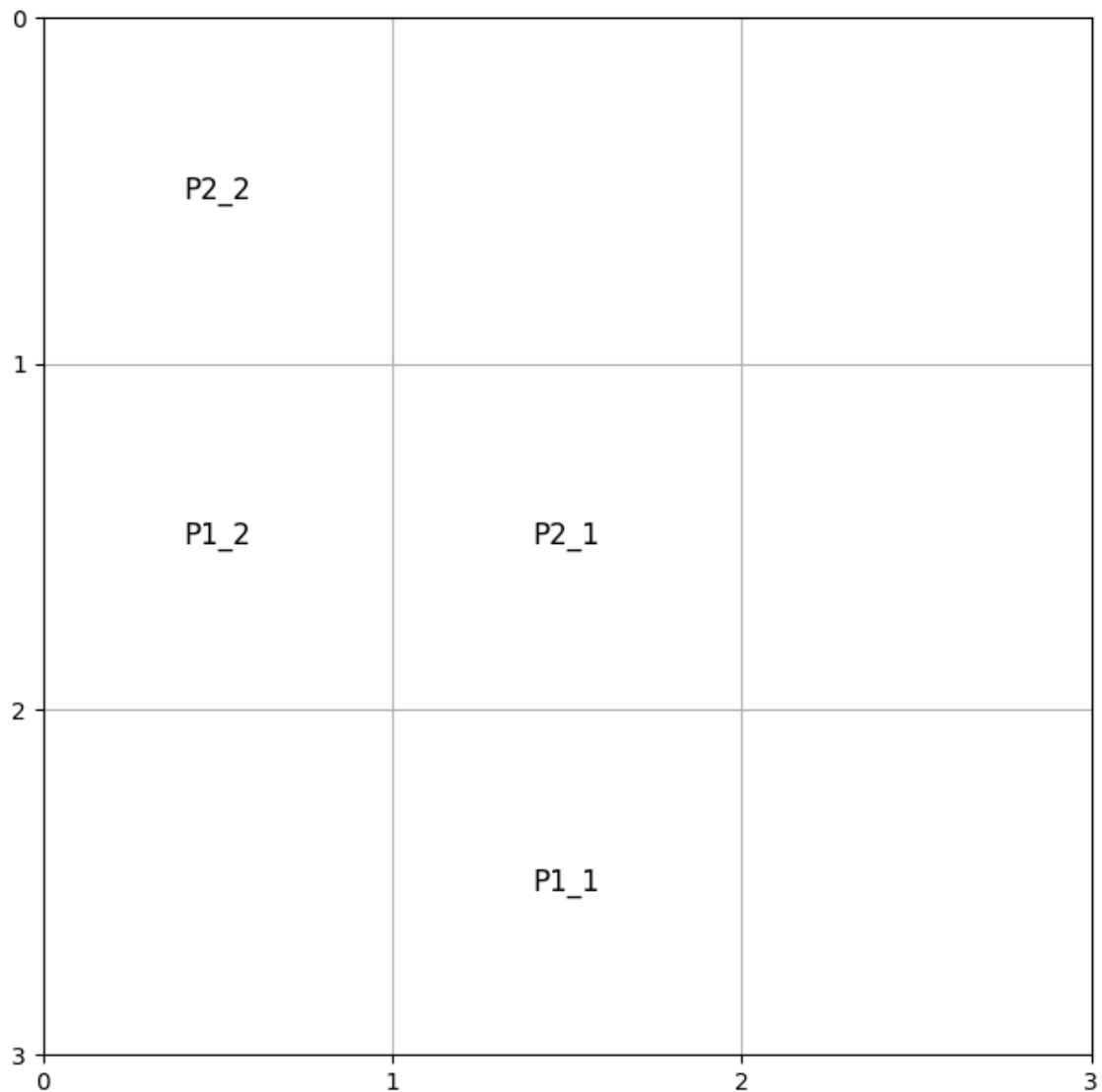
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

Game 73 (Config 73): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

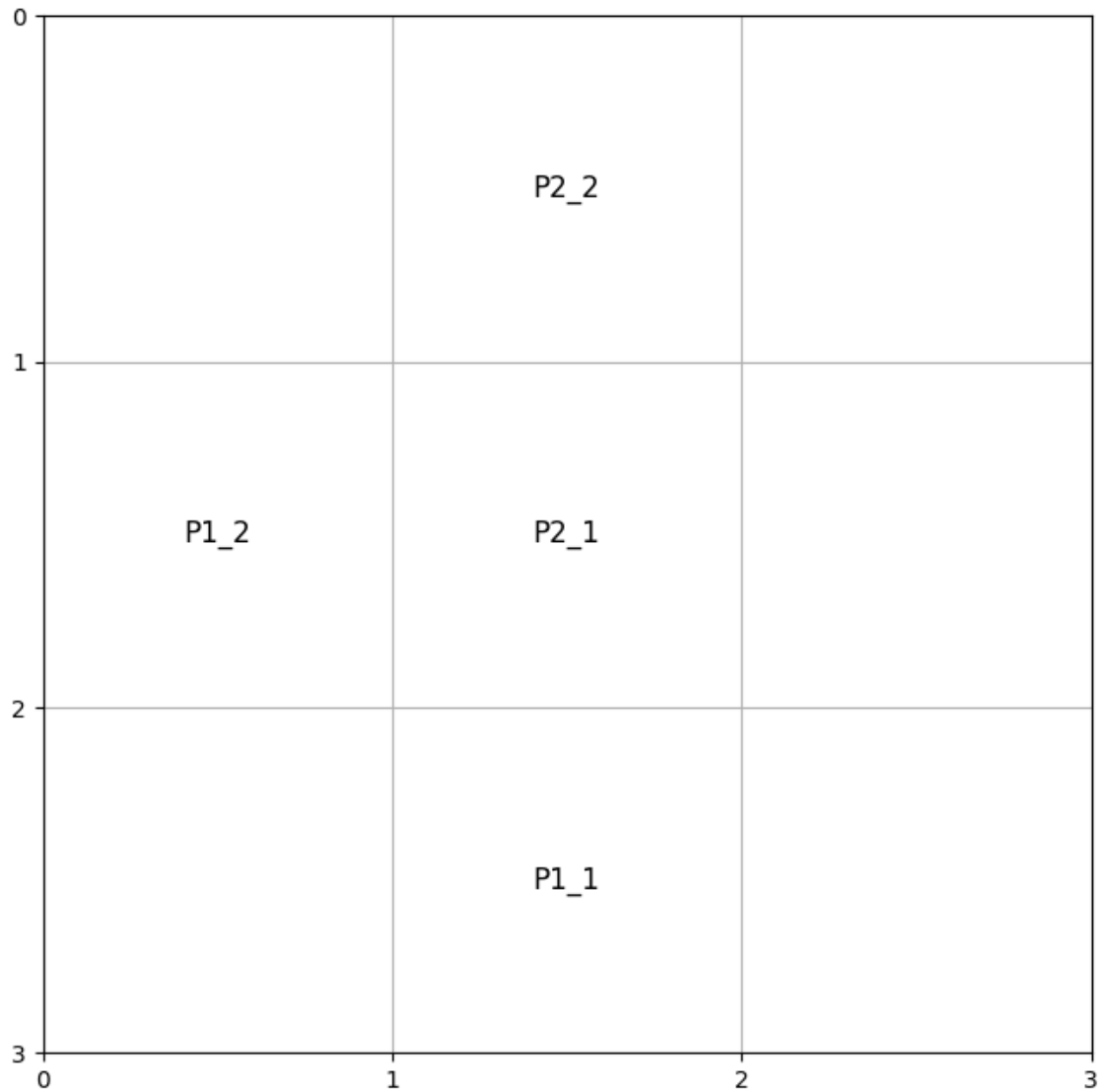
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

Game 74 (Config 74): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

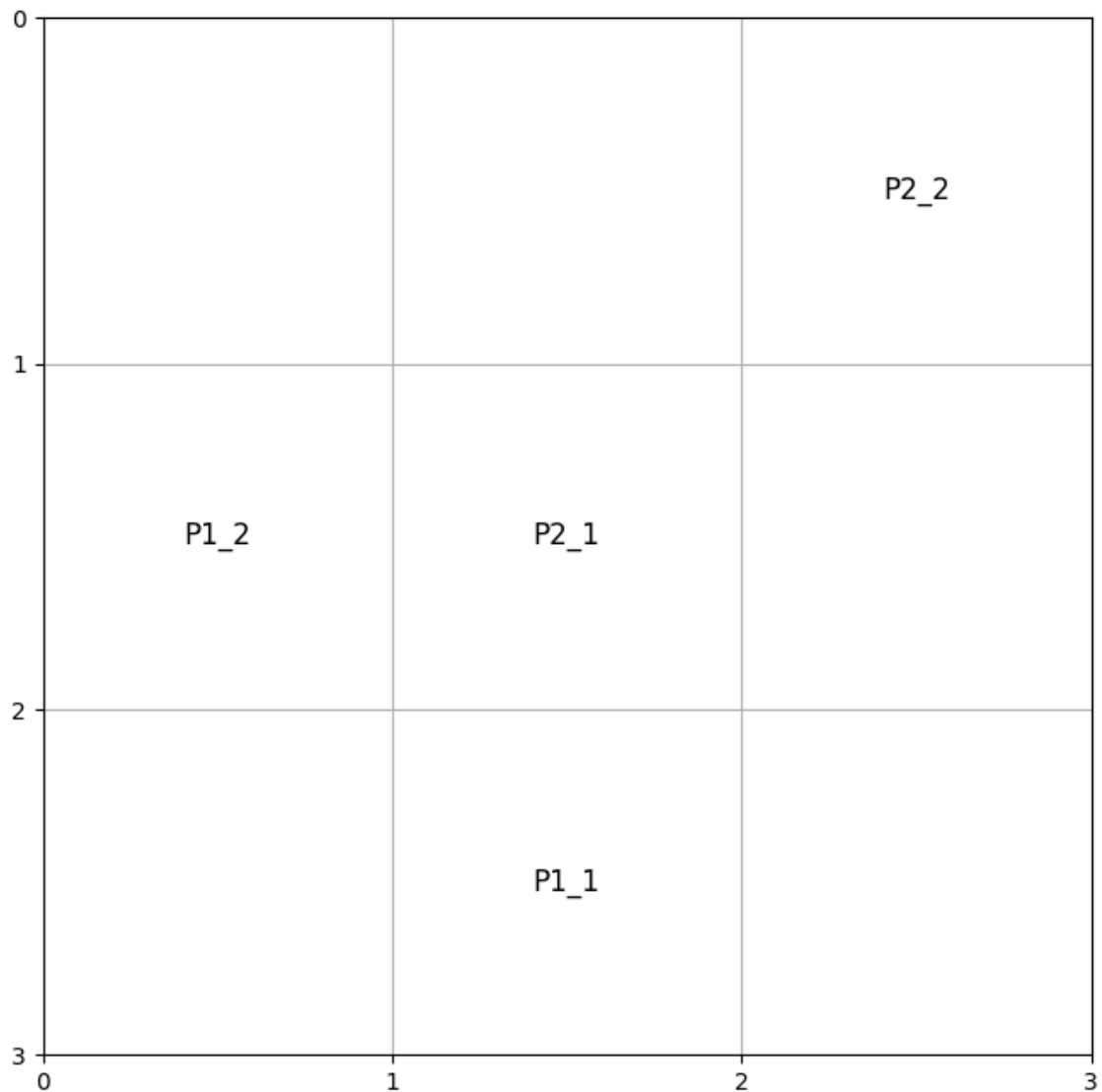
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 75 (Config 75): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

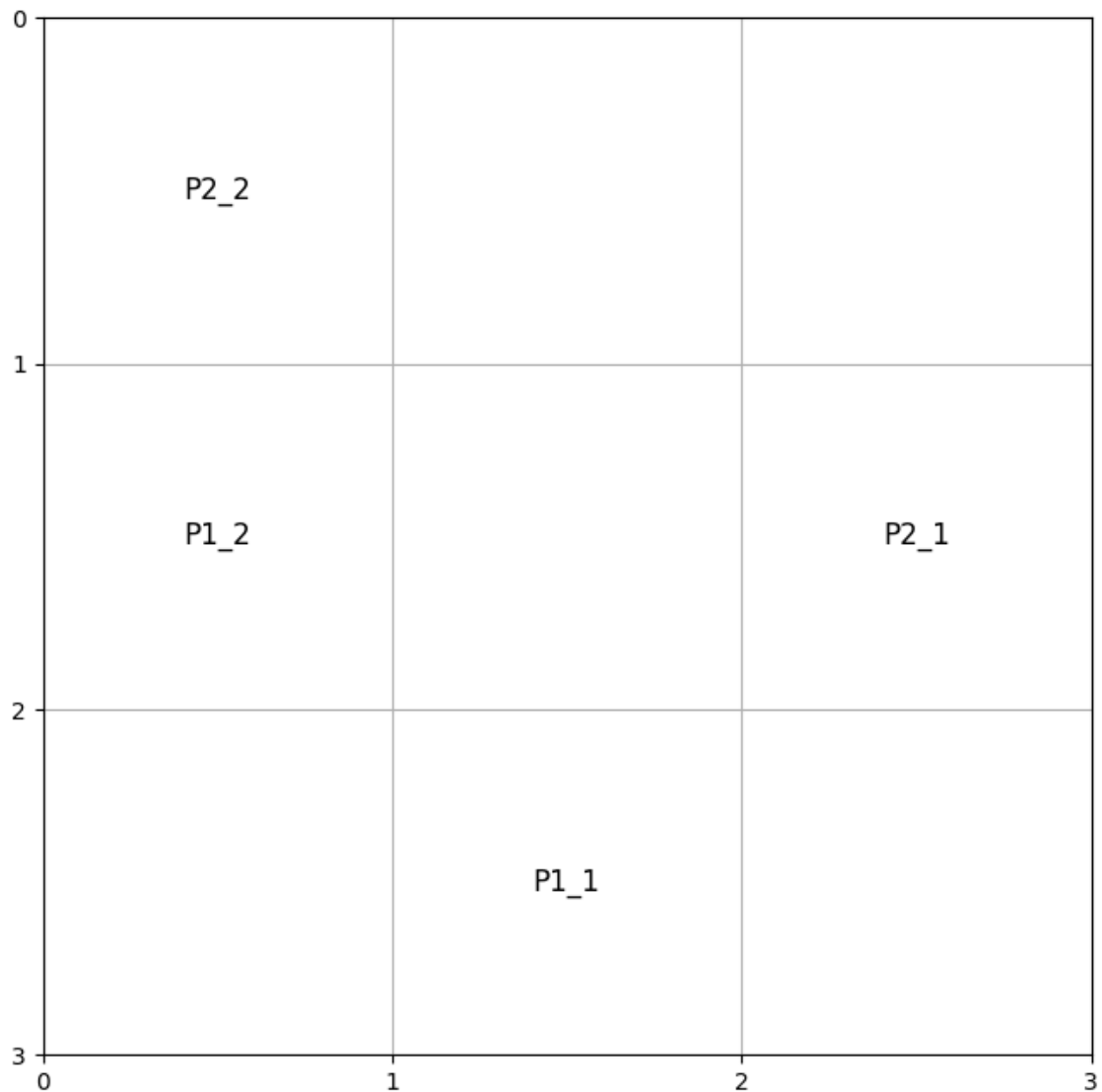
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 76 (Config 76): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

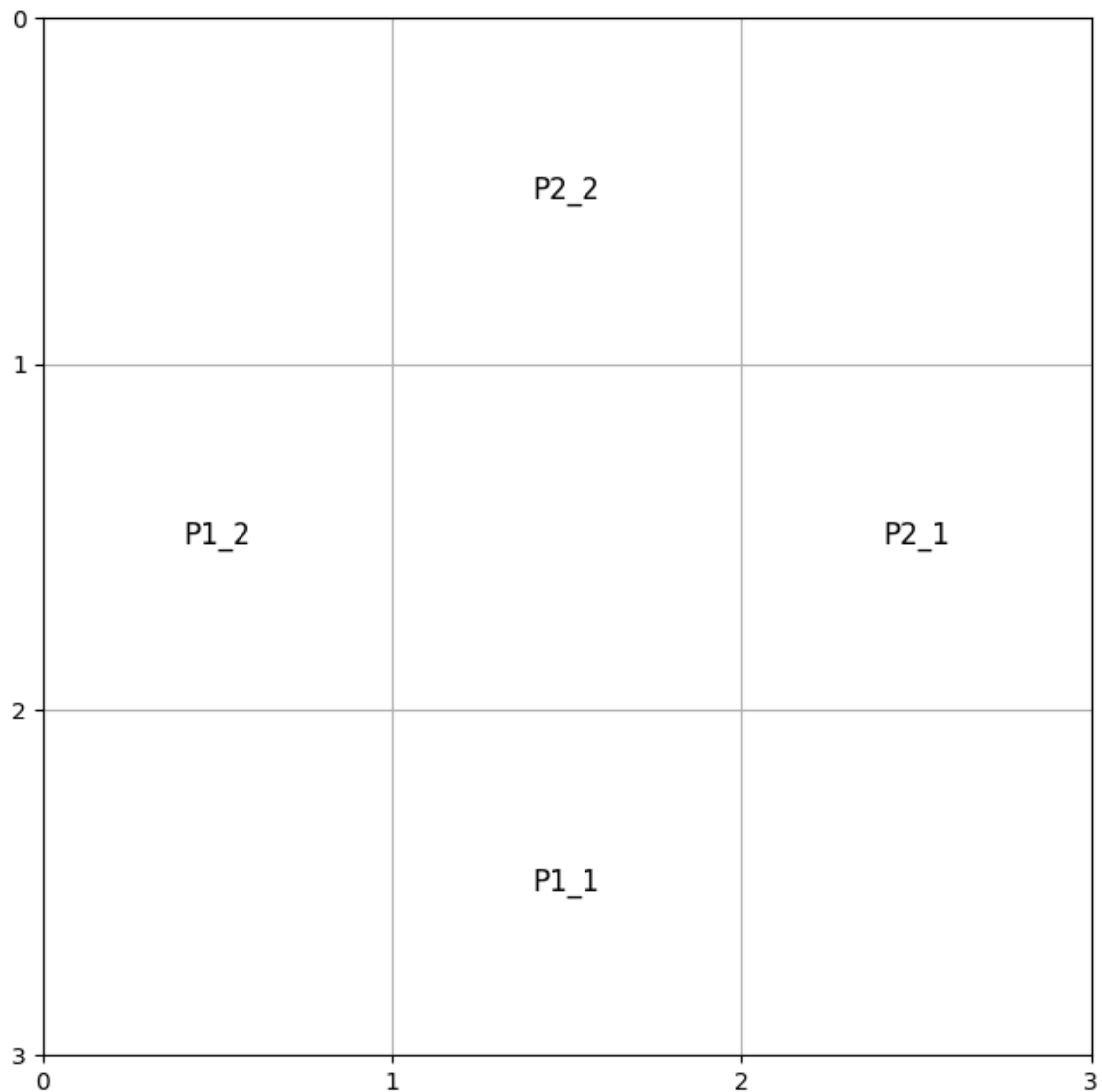
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

Game 77 (Config 77): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

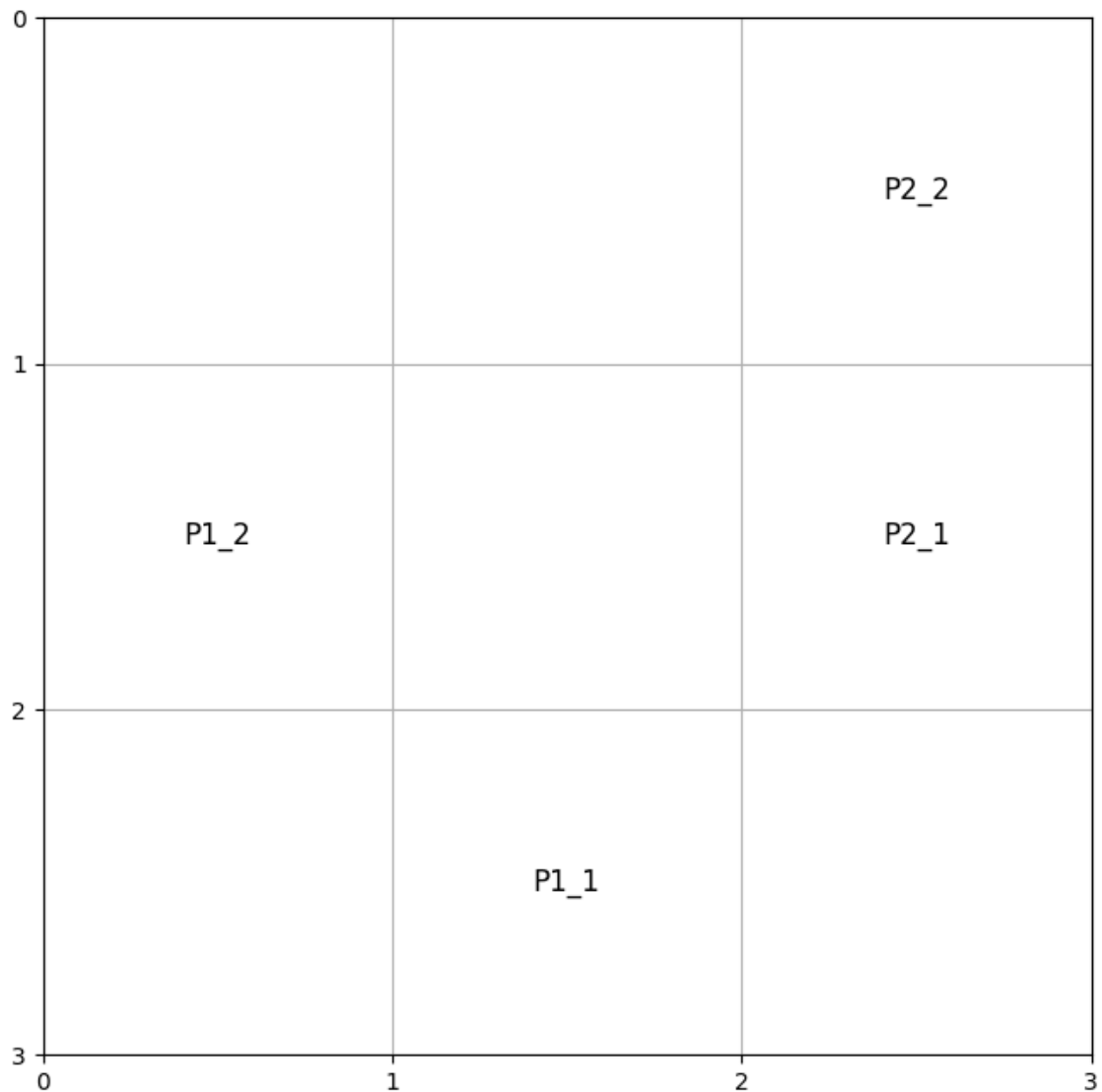
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 78 (Config 78): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

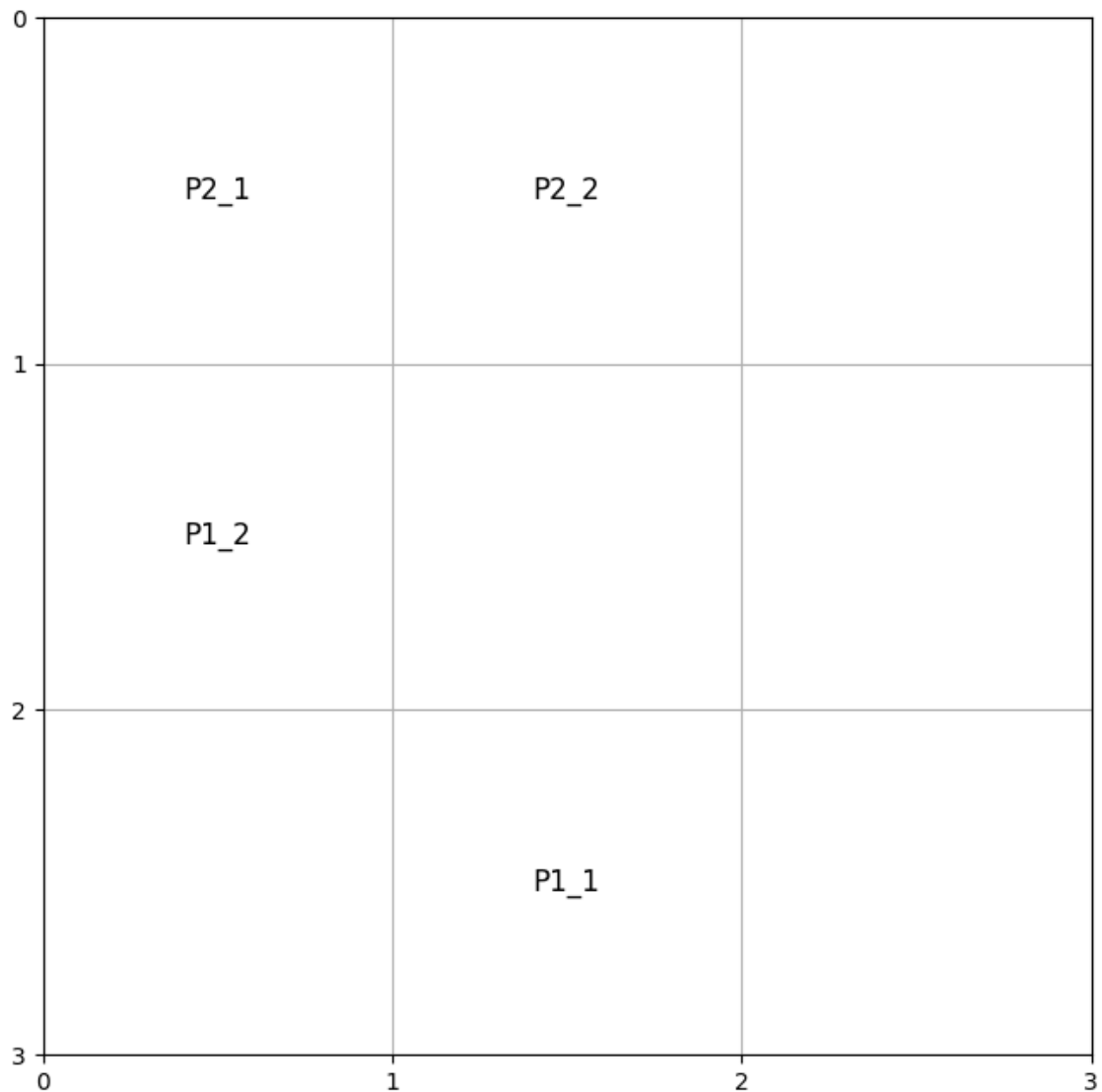
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 79 (Config 79): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

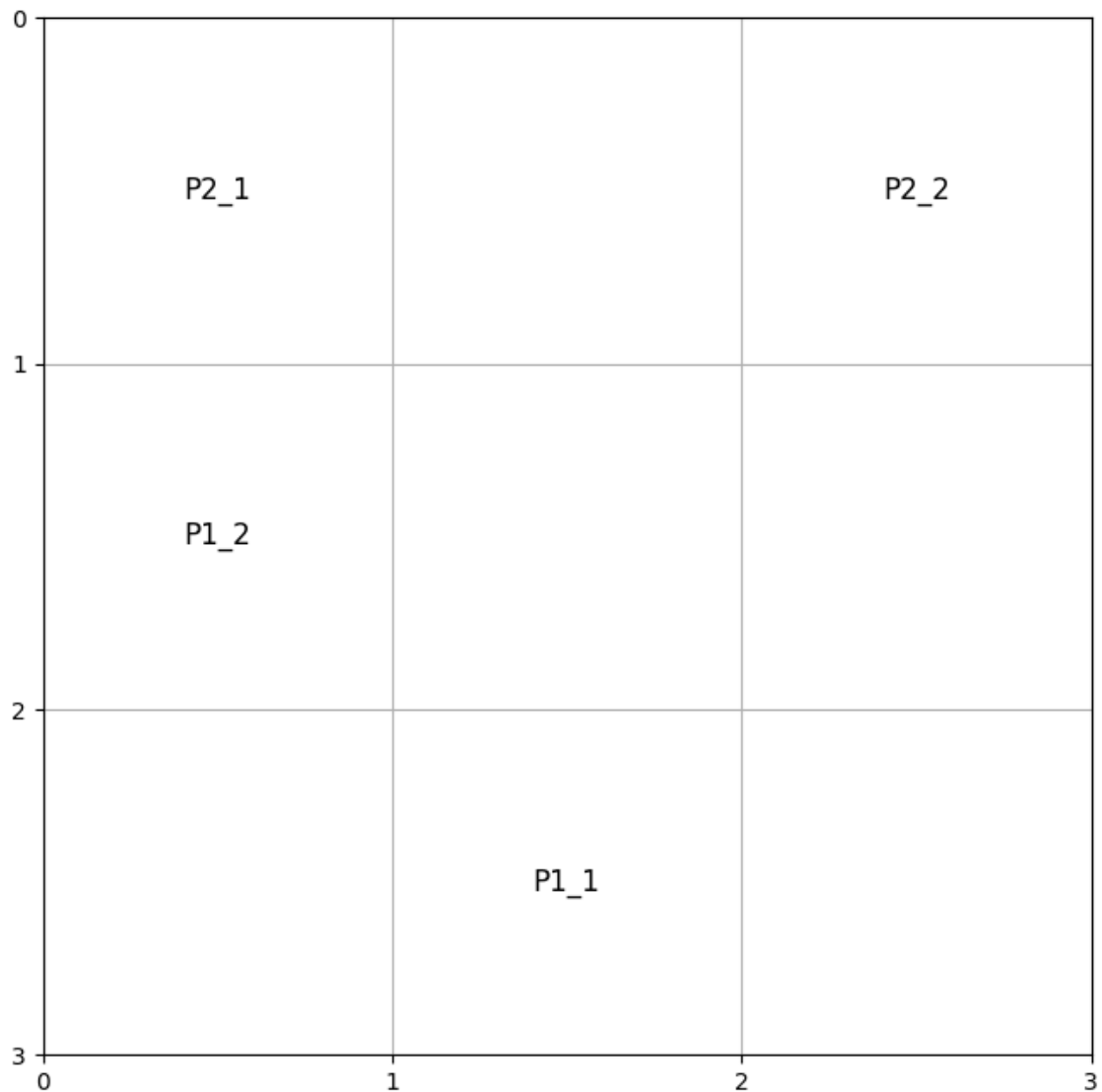
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 80 (Config 80): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

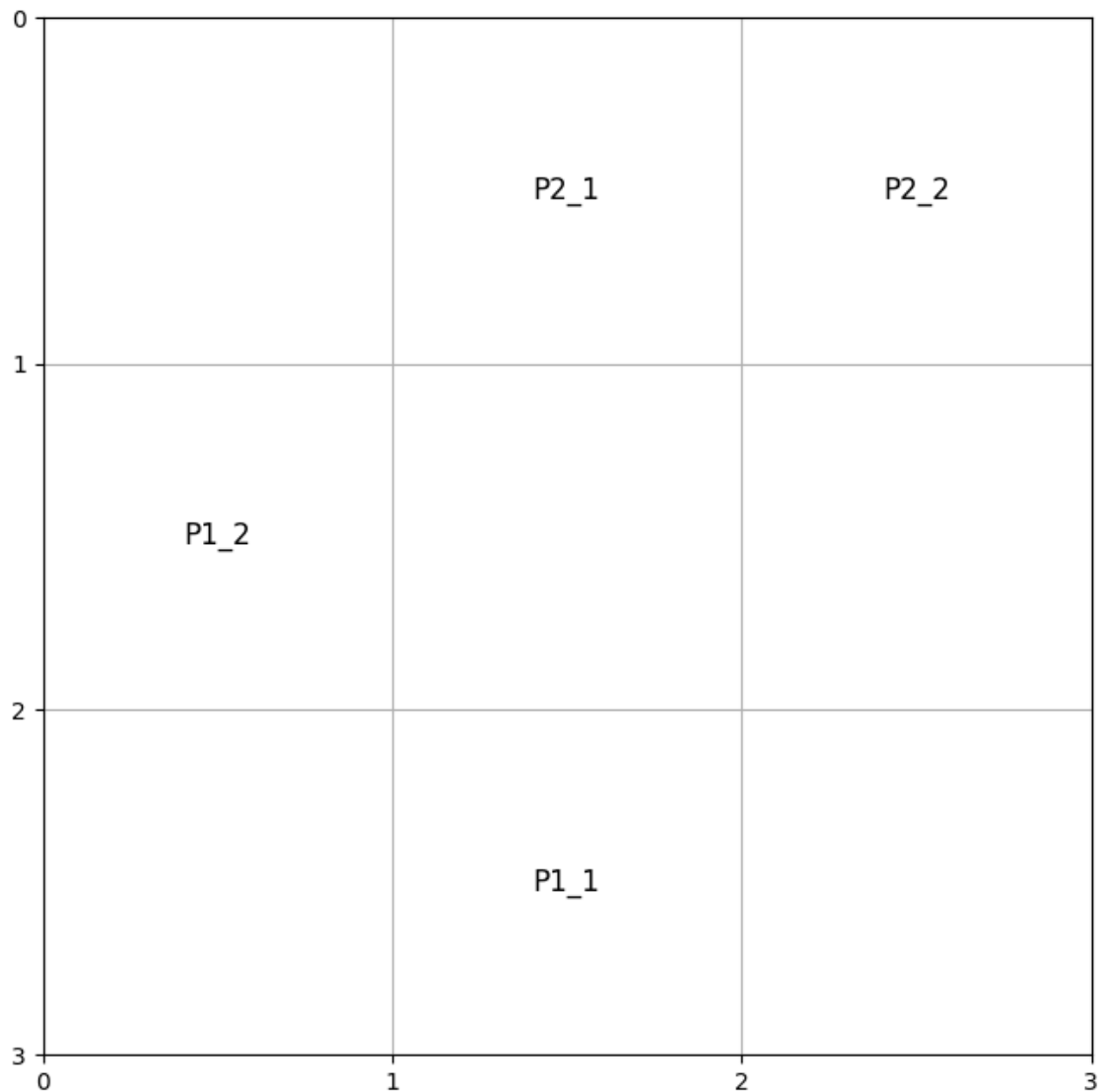
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 81 (Config 81): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

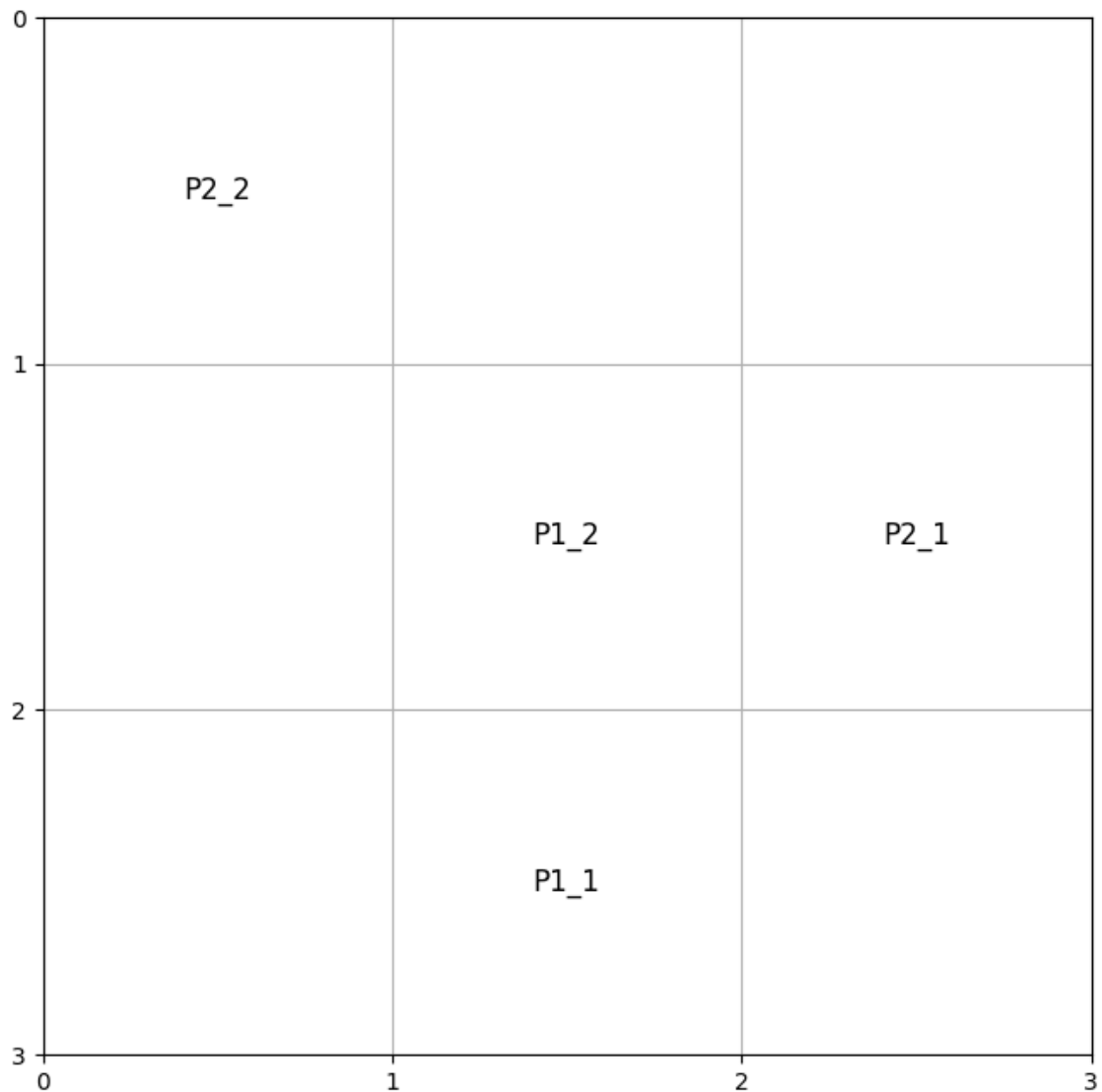
P2_1: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 82 (Config 82): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

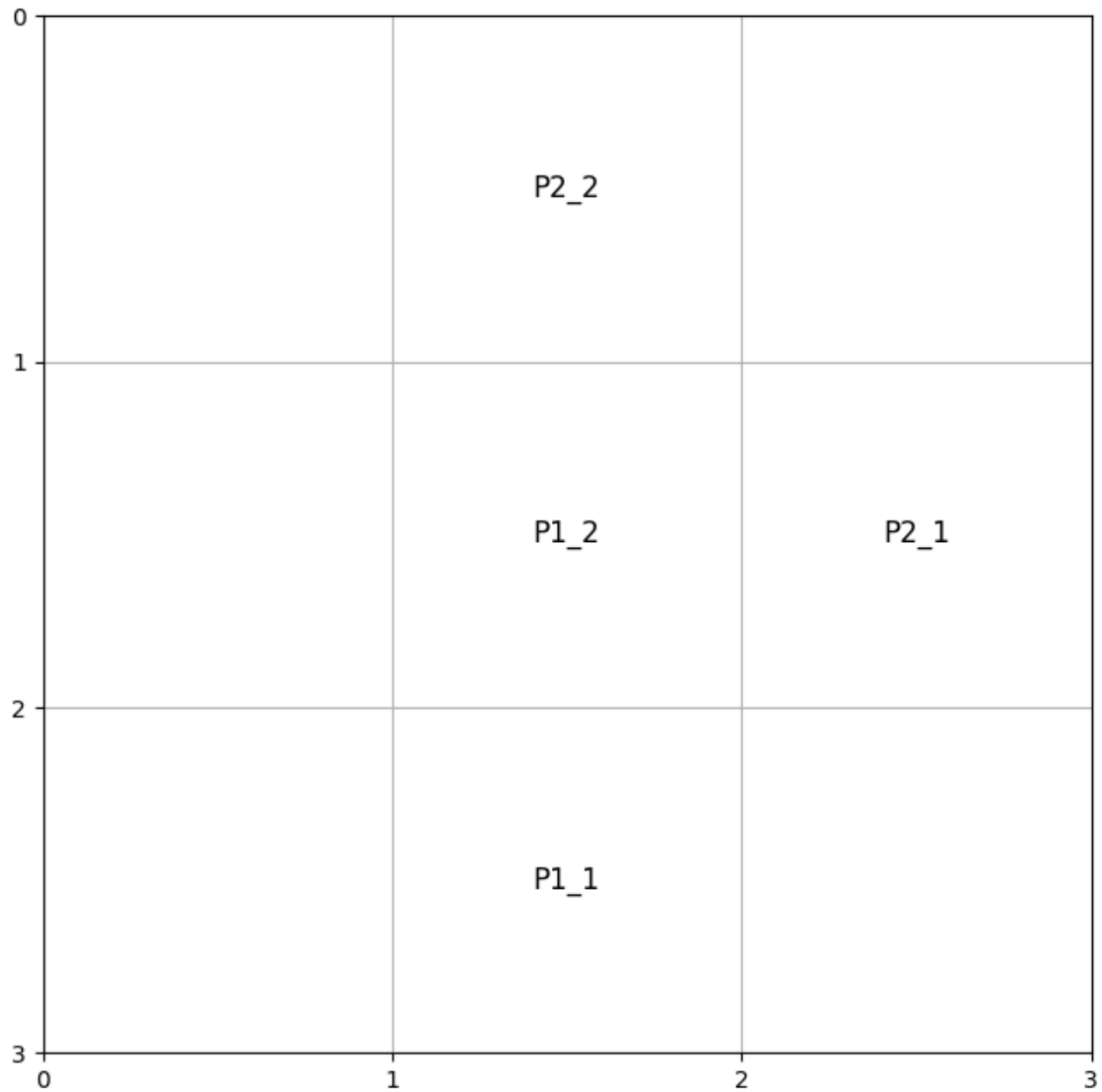
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

Game 83 (Config 83): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

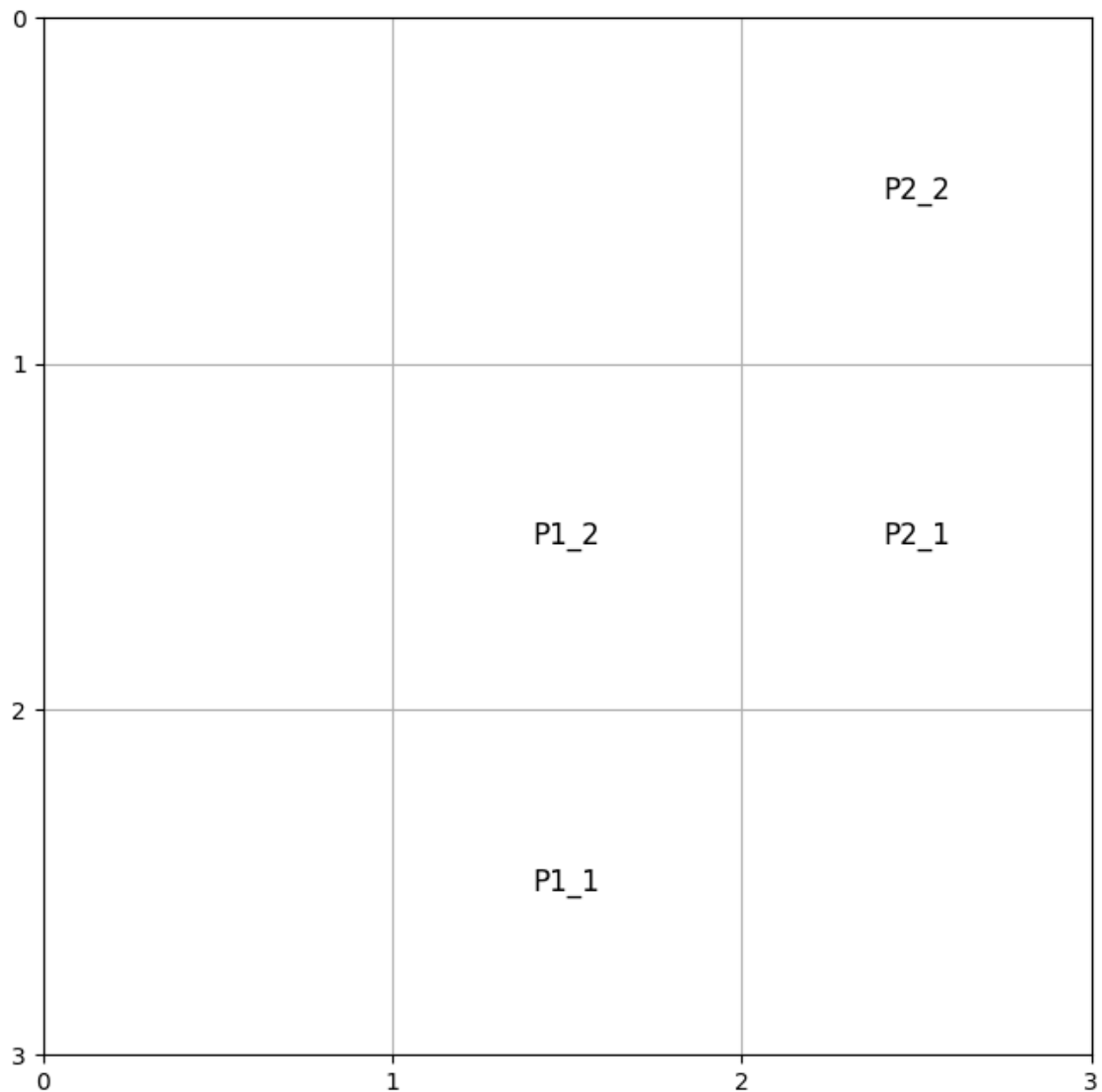
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 84 (Config 84): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

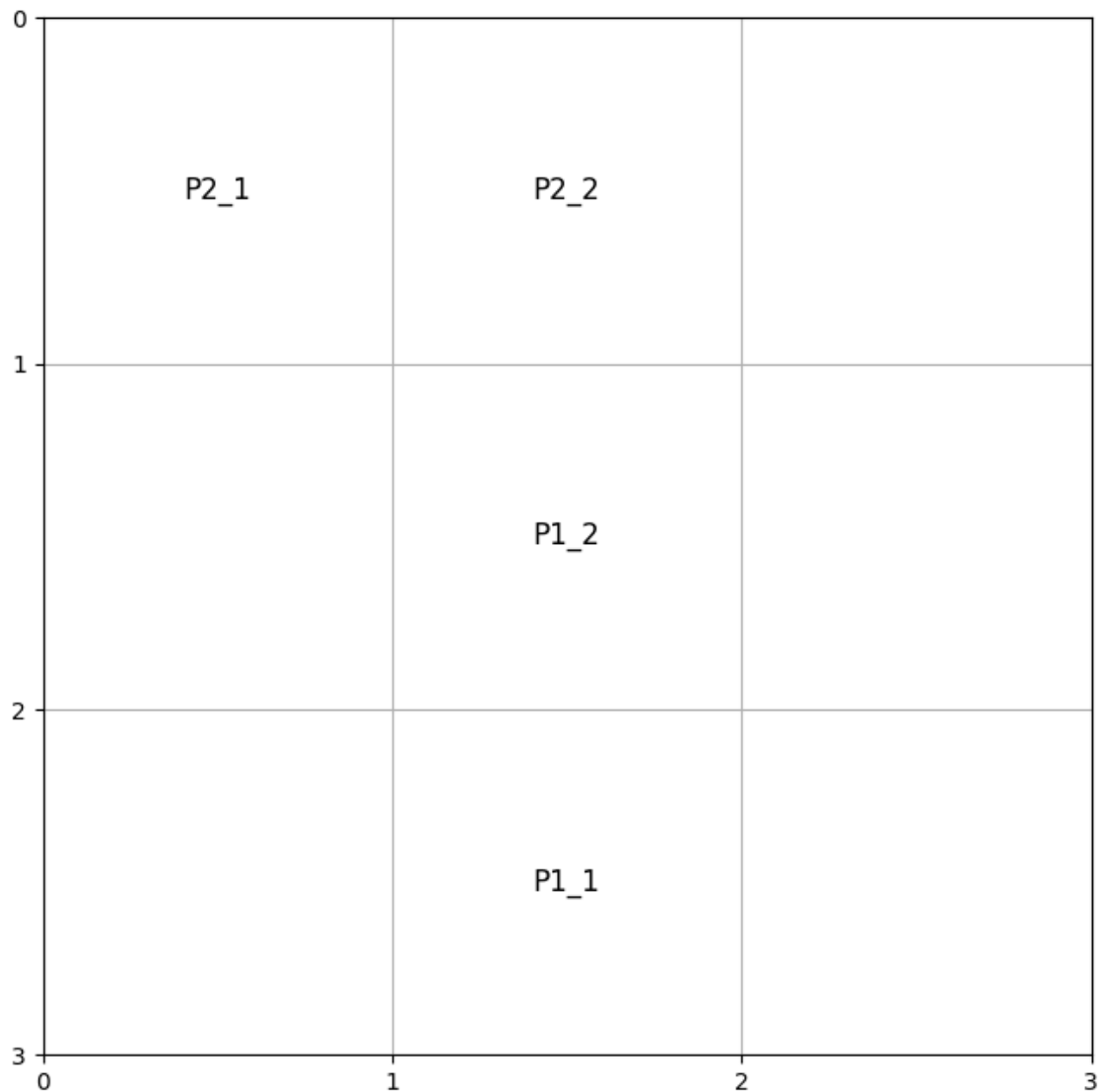
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 85 (Config 85): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

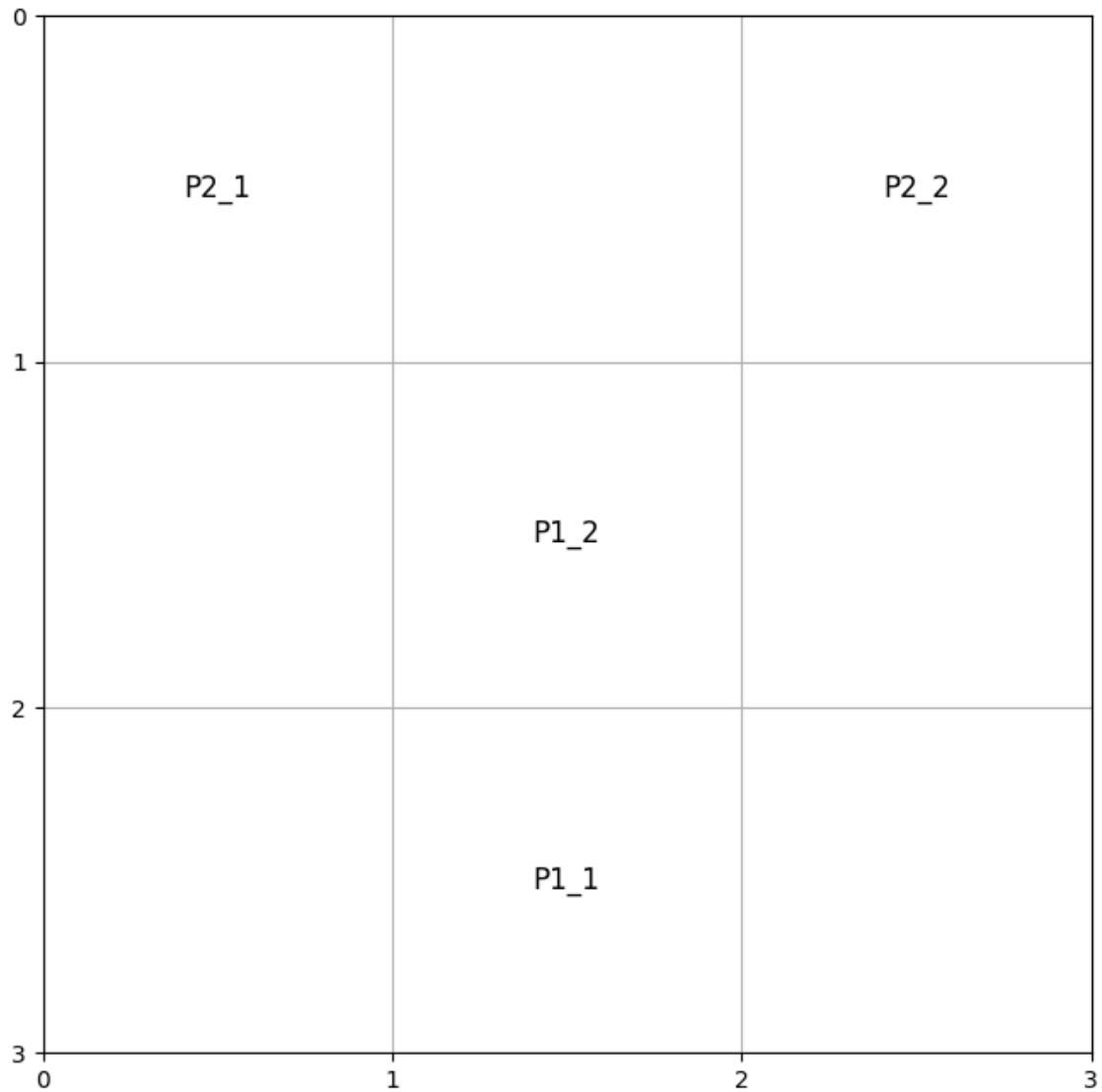
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 86 (Config 86): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

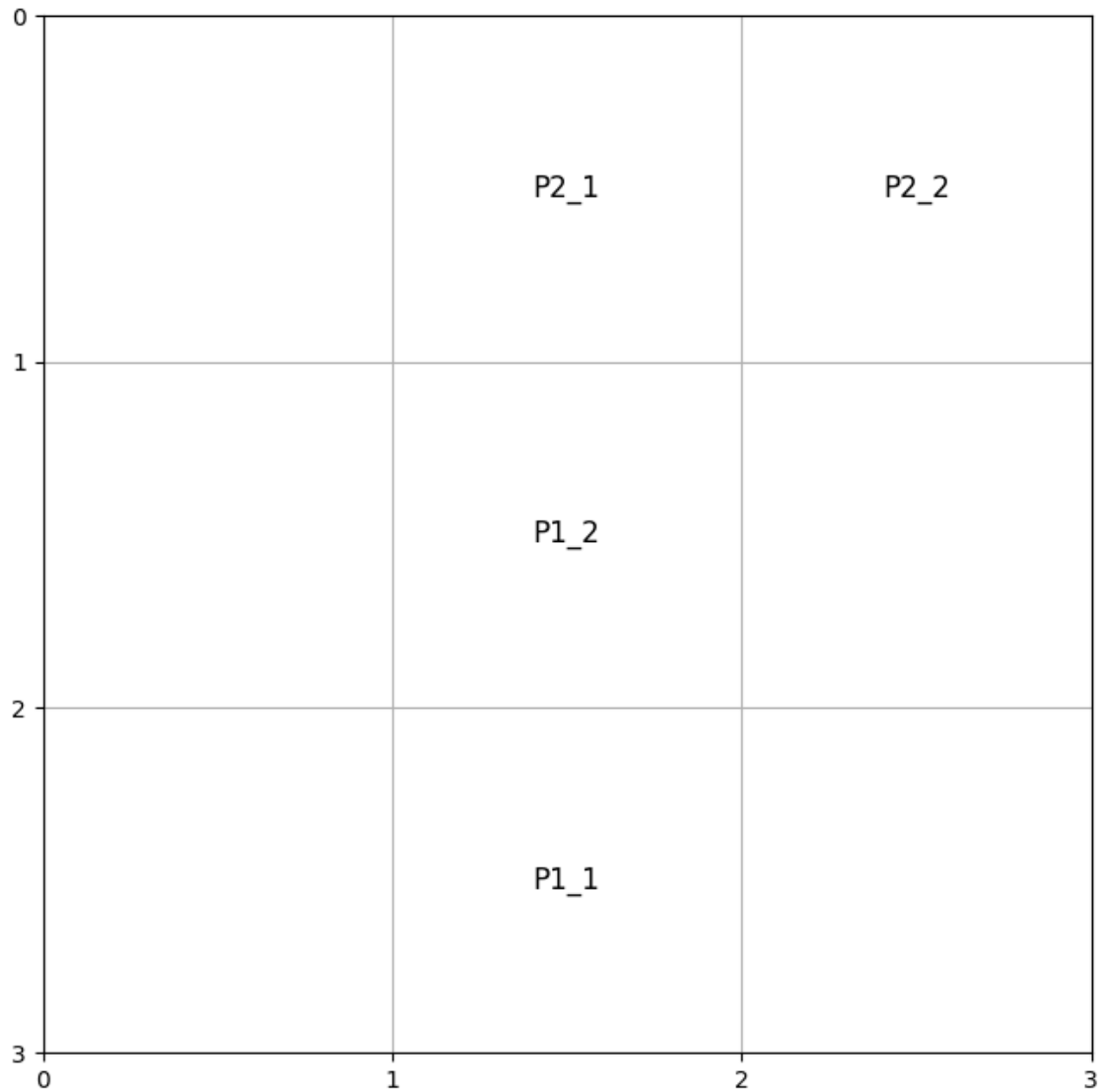
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 87 (Config 87): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

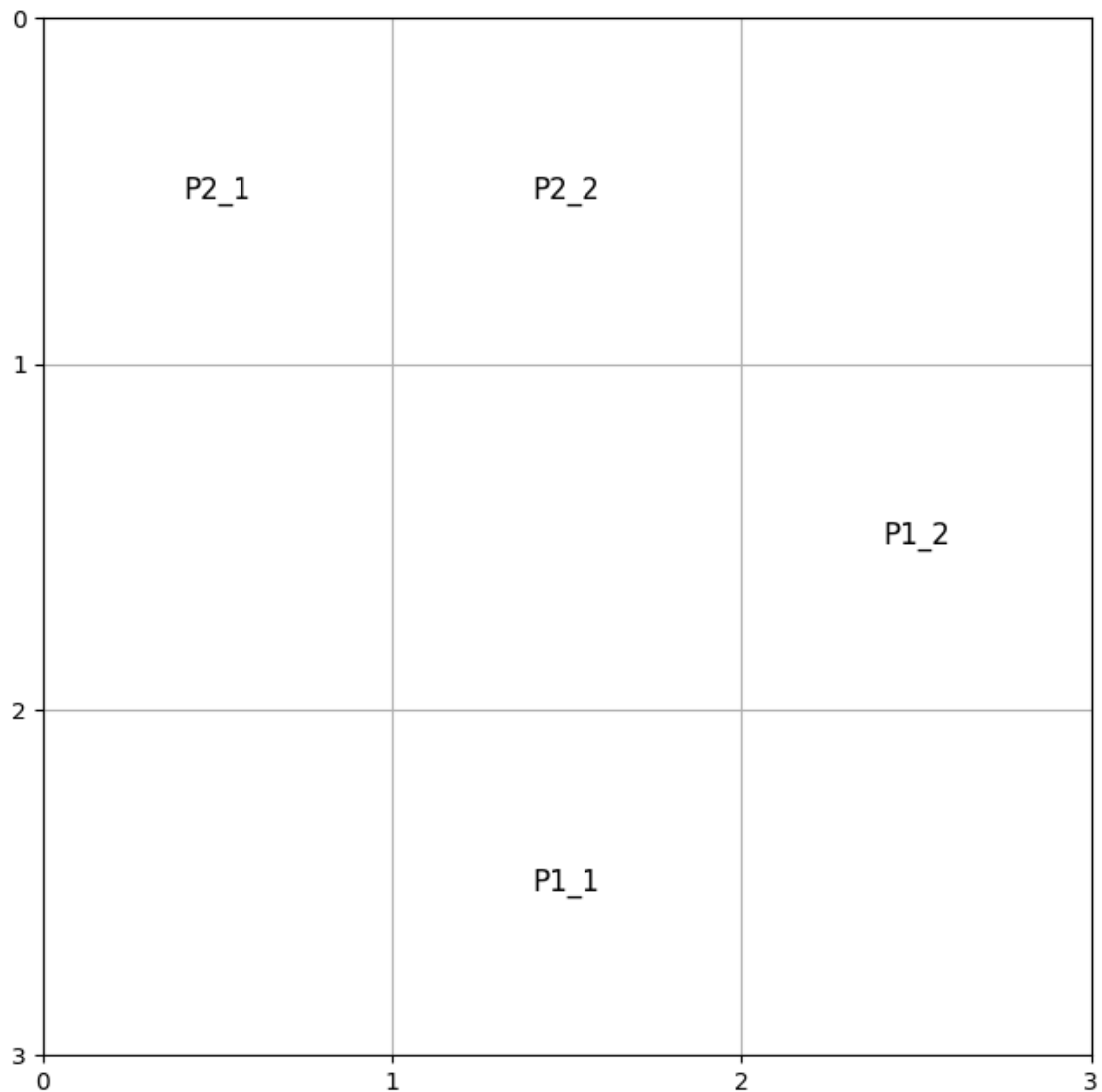
P2_1: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 88 (Config 88): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

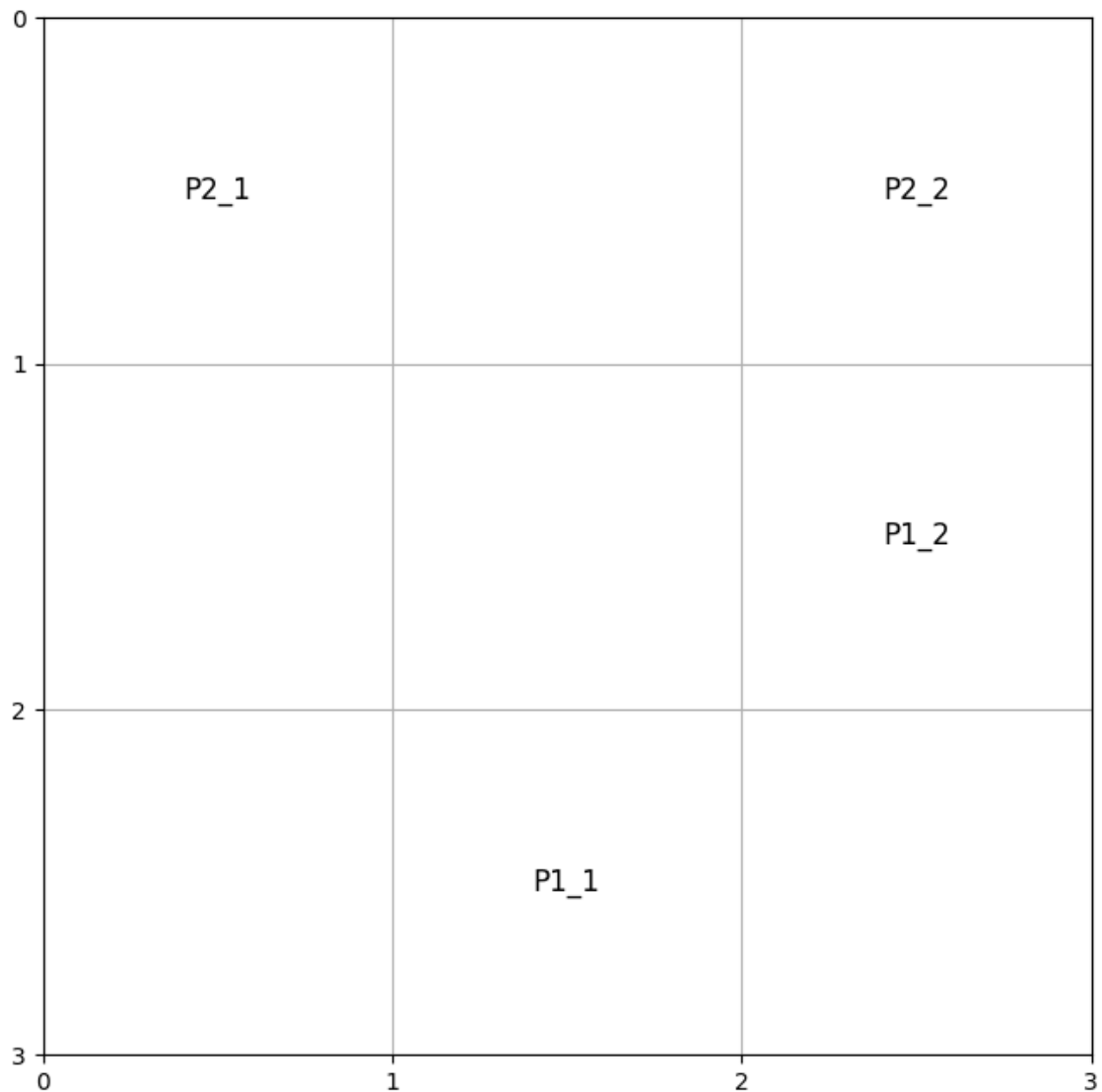
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 89 (Config 89): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

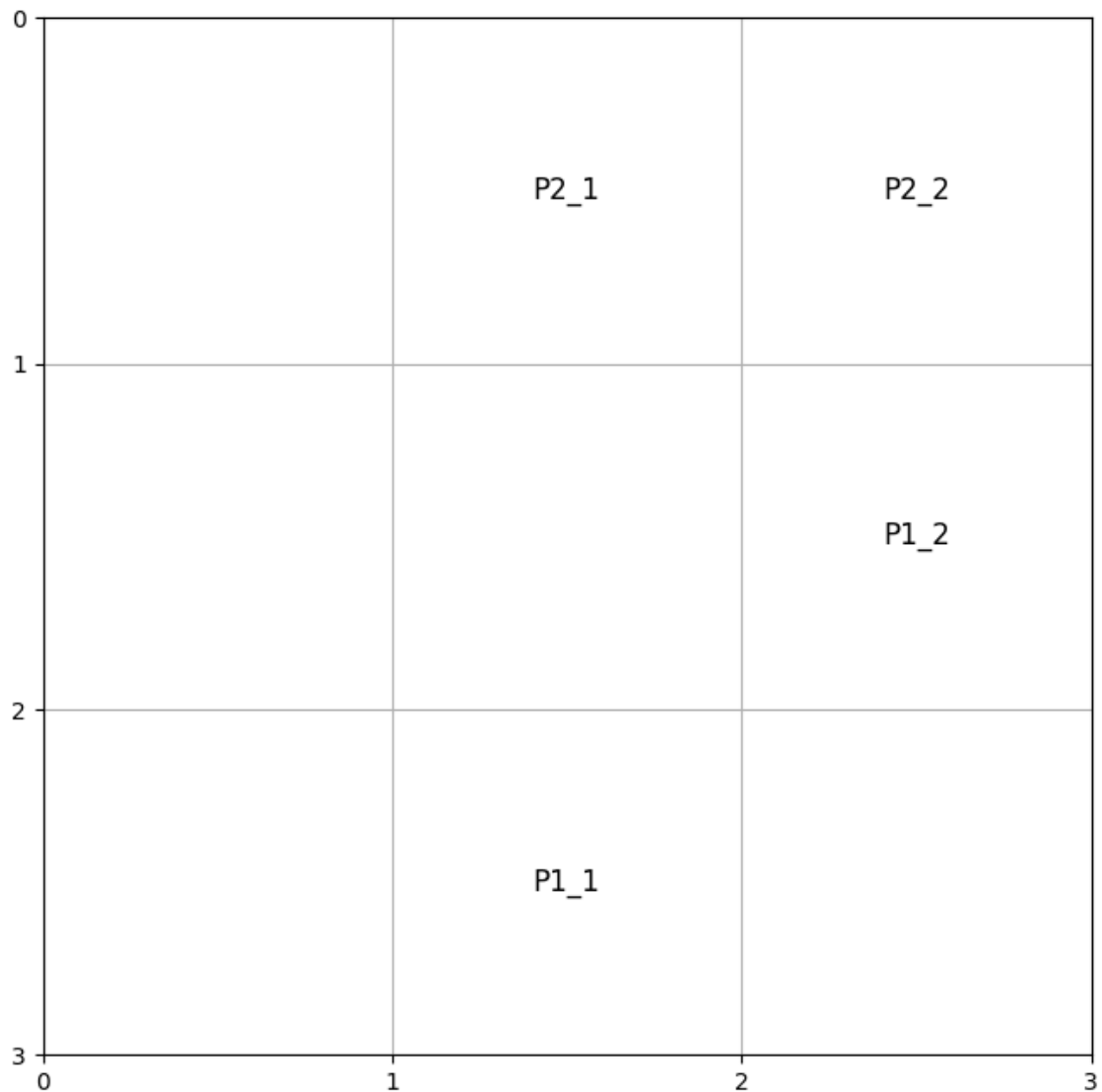
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 90 (Config 90): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: False

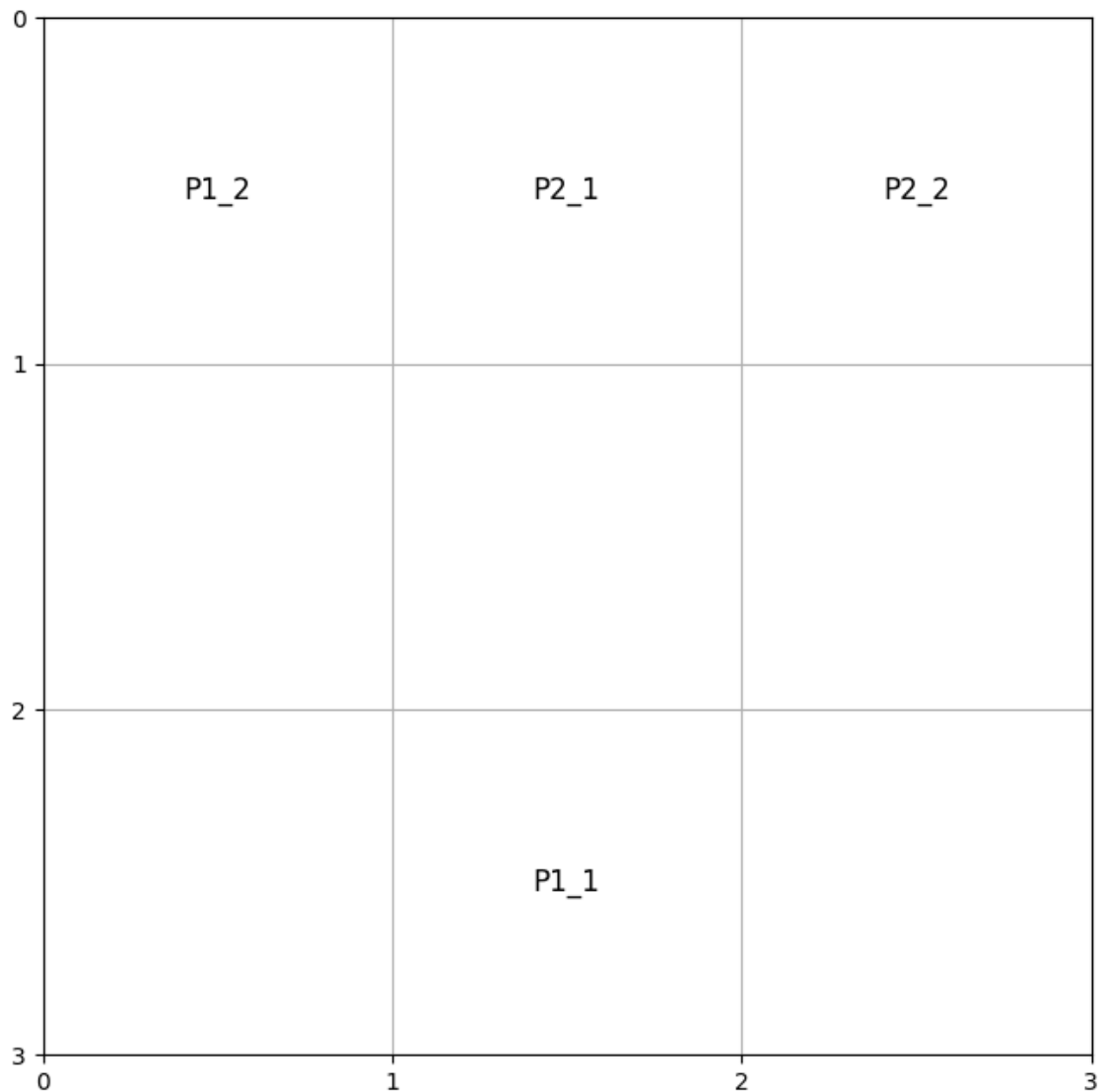
P2_1: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 91 (Config 91): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 1), (2, 1), (0, 0), (0, 2), (1, 0), (1, 2)], Can Jump: True

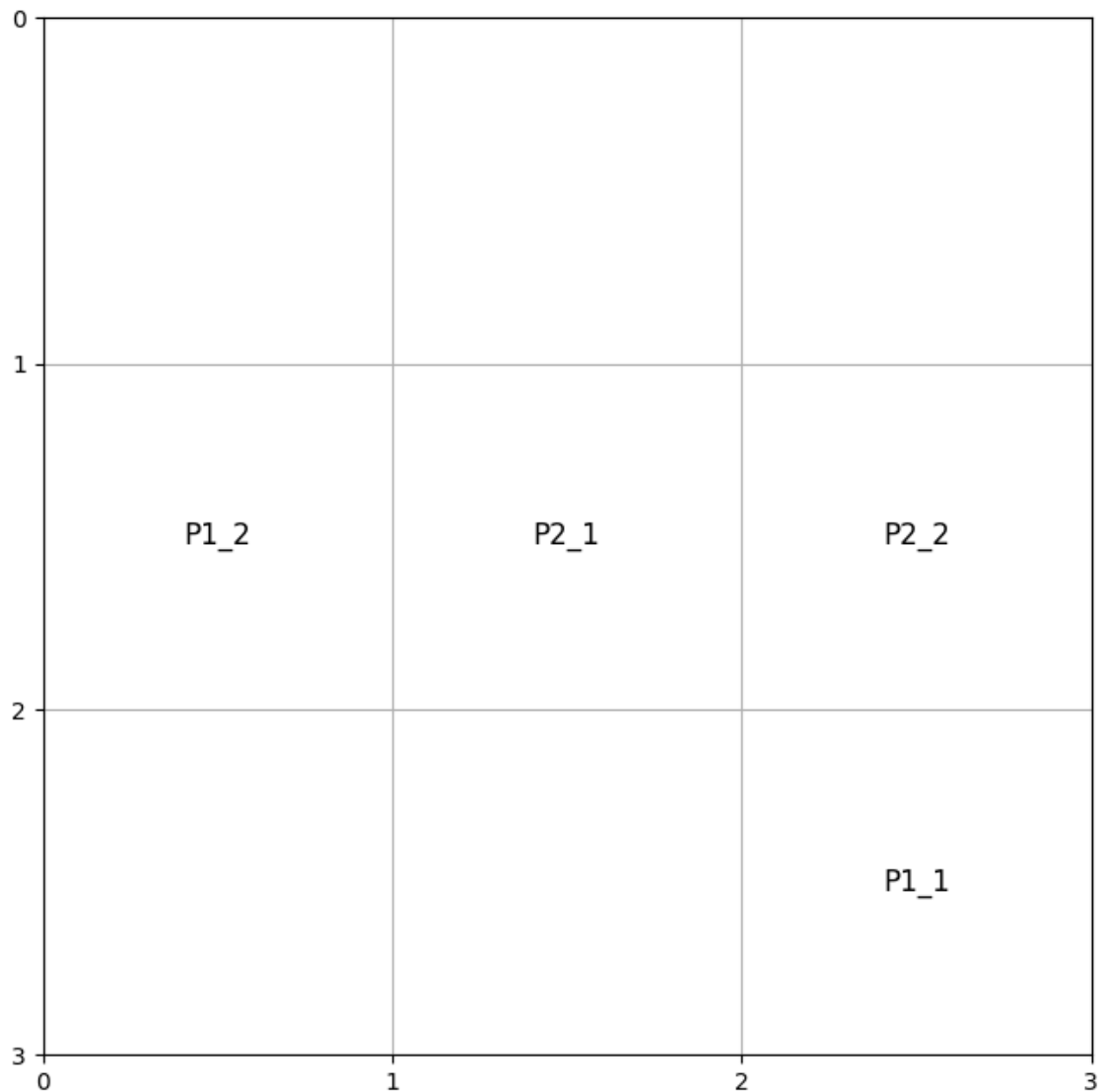
P2_1: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

P1_2: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 92 (Config 92): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

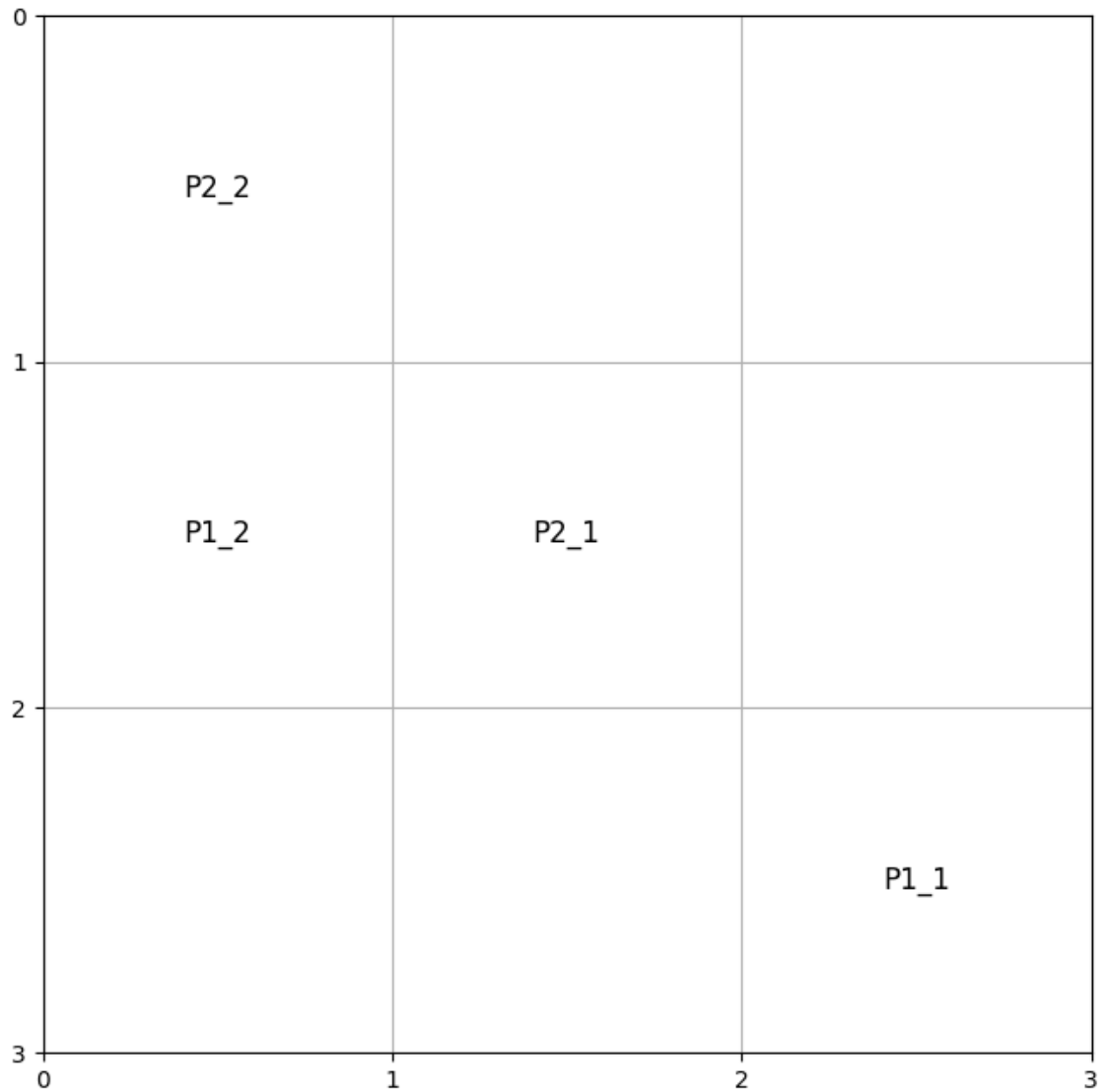
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

Game 93 (Config 93): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

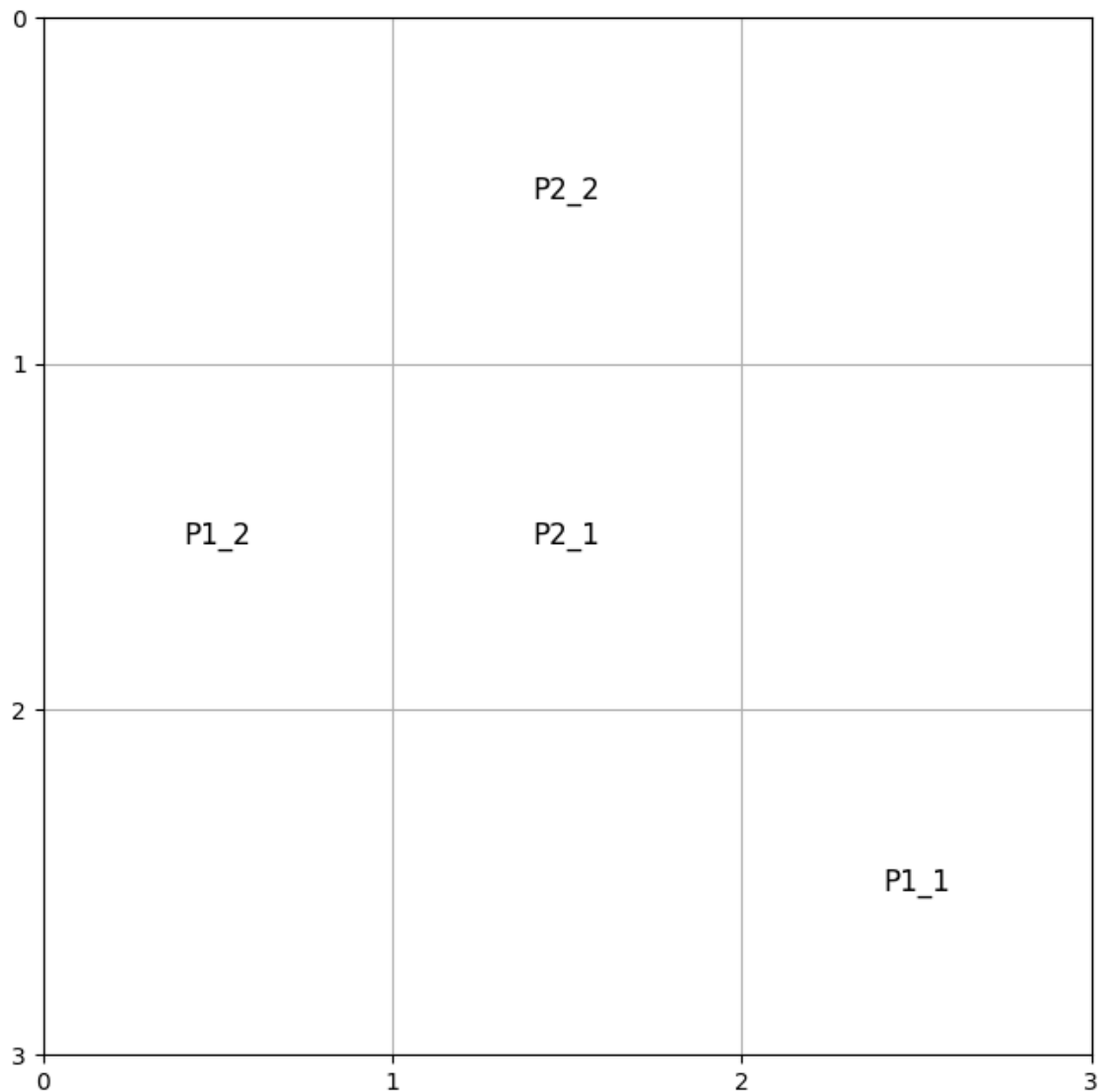
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

Game 94 (Config 94): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

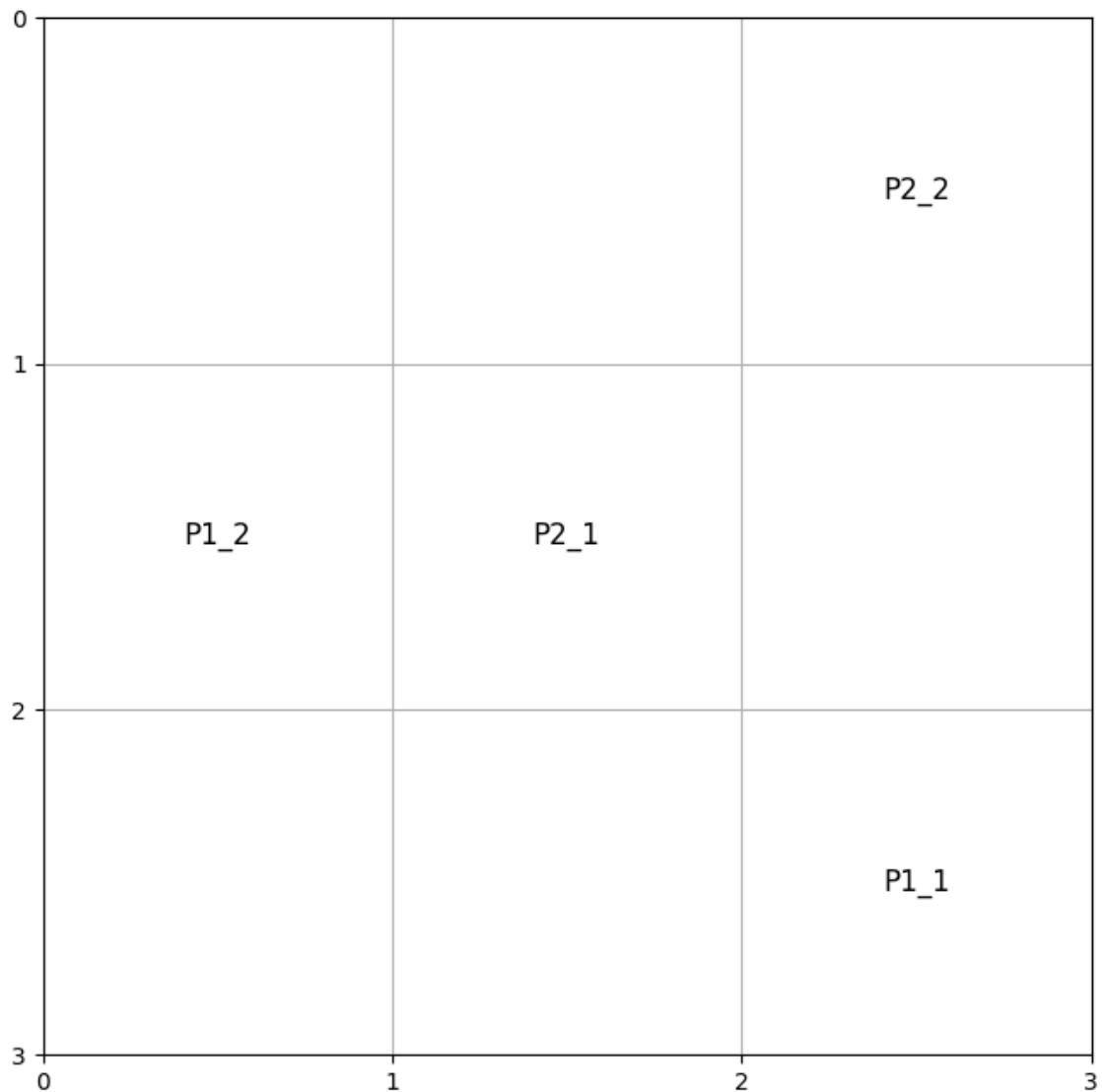
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 95 (Config 95): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

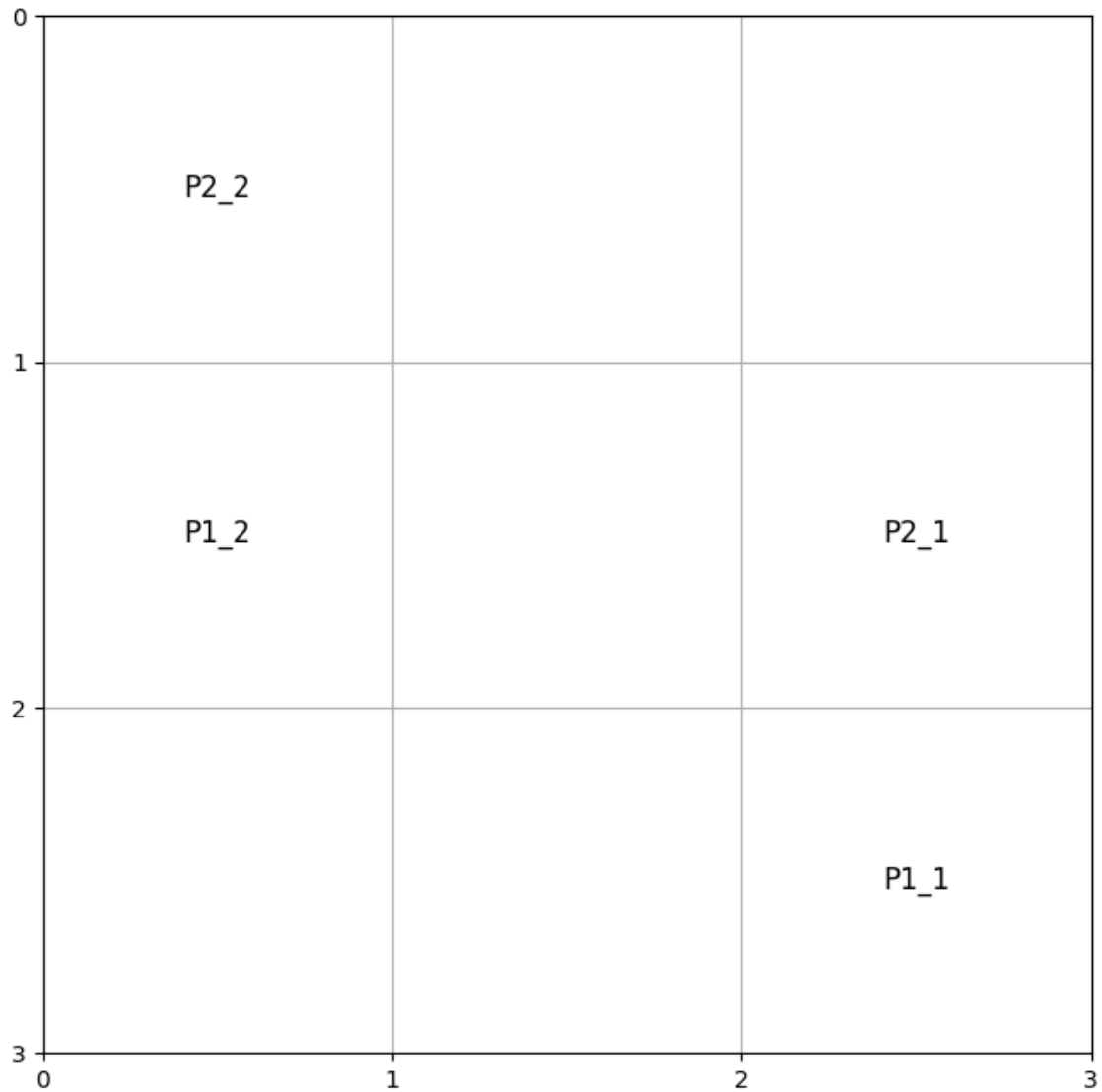
P2_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 96 (Config 96): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

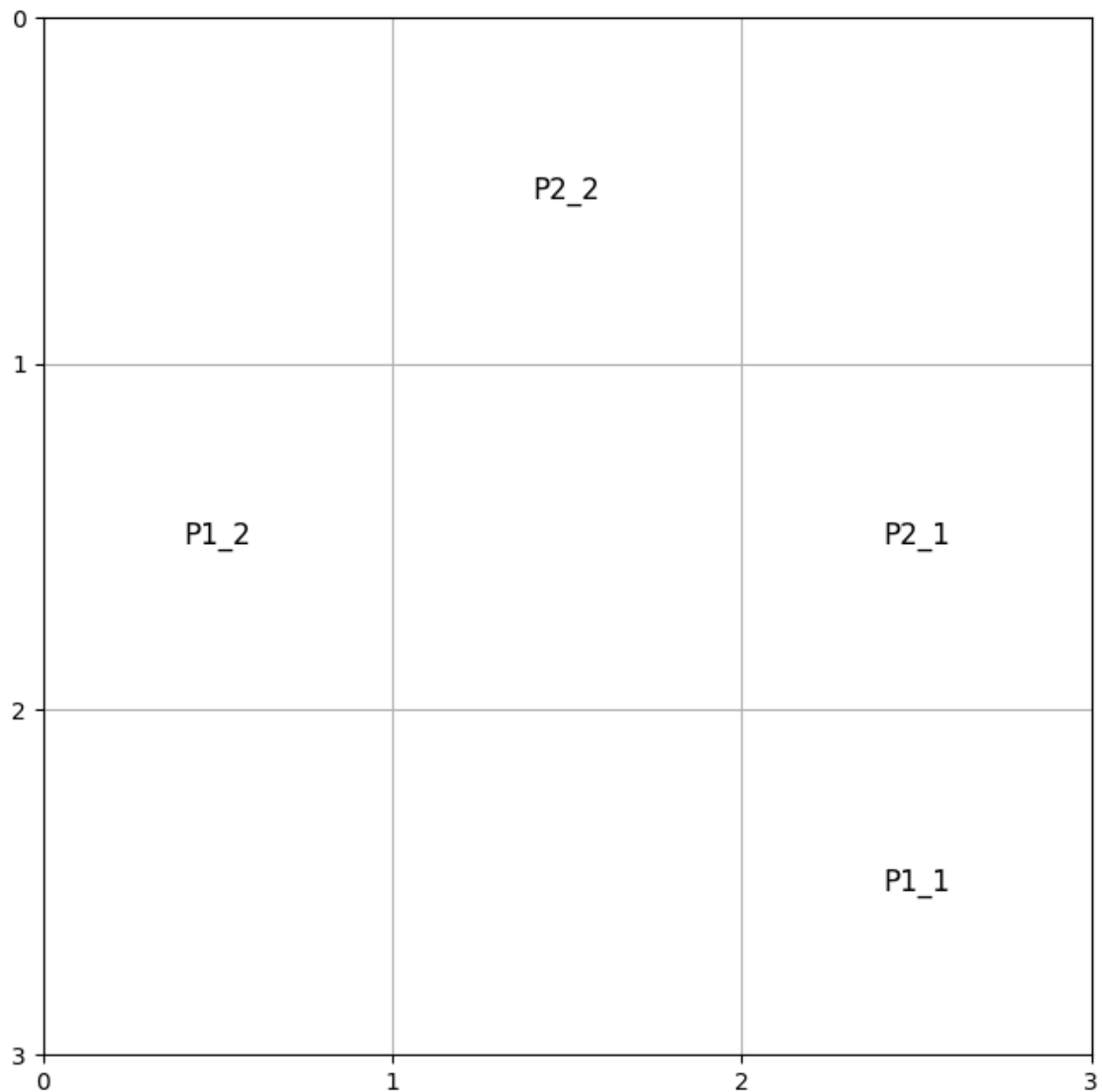
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

Game 97 (Config 97): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

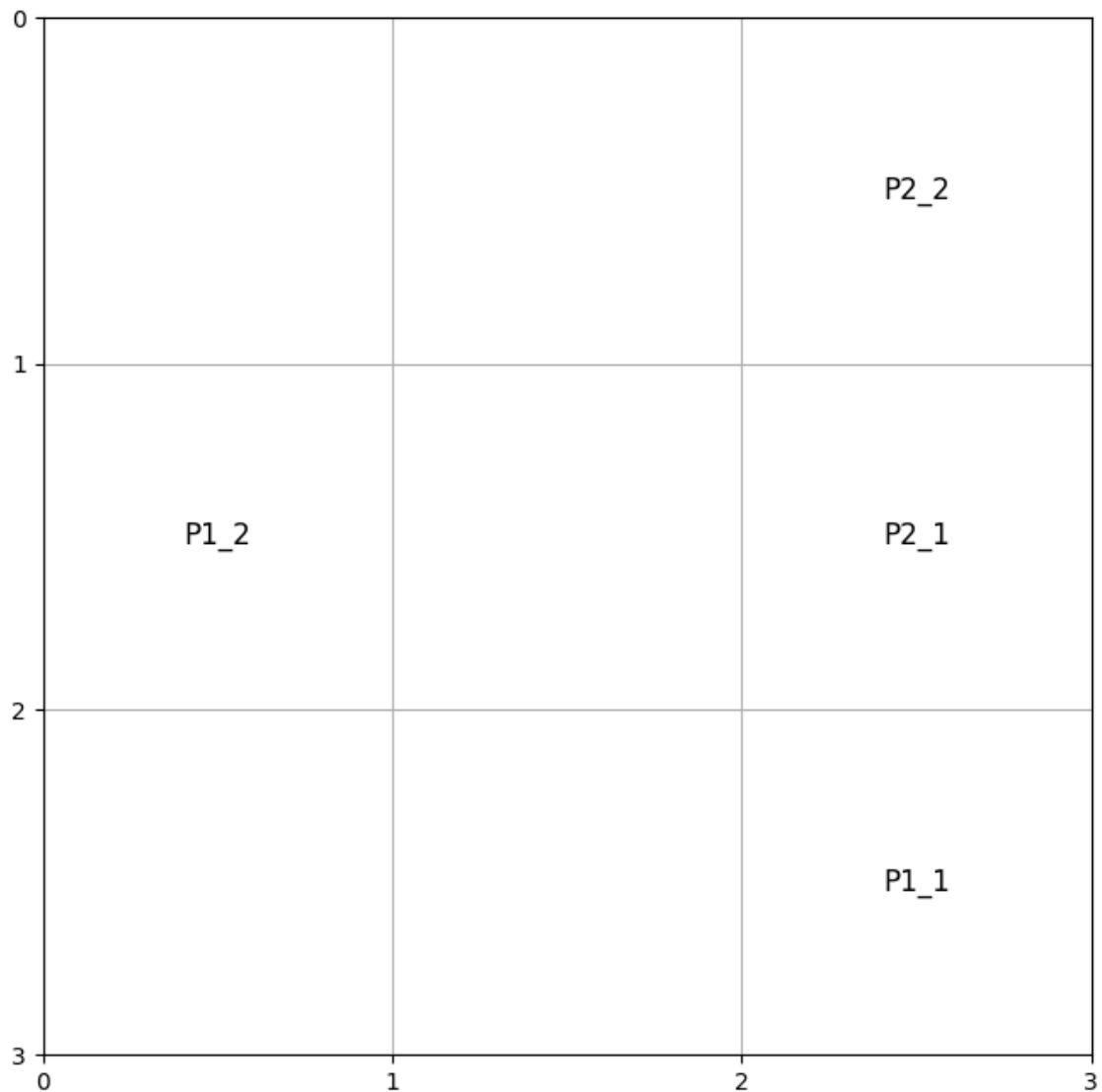
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 98 (Config 98): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

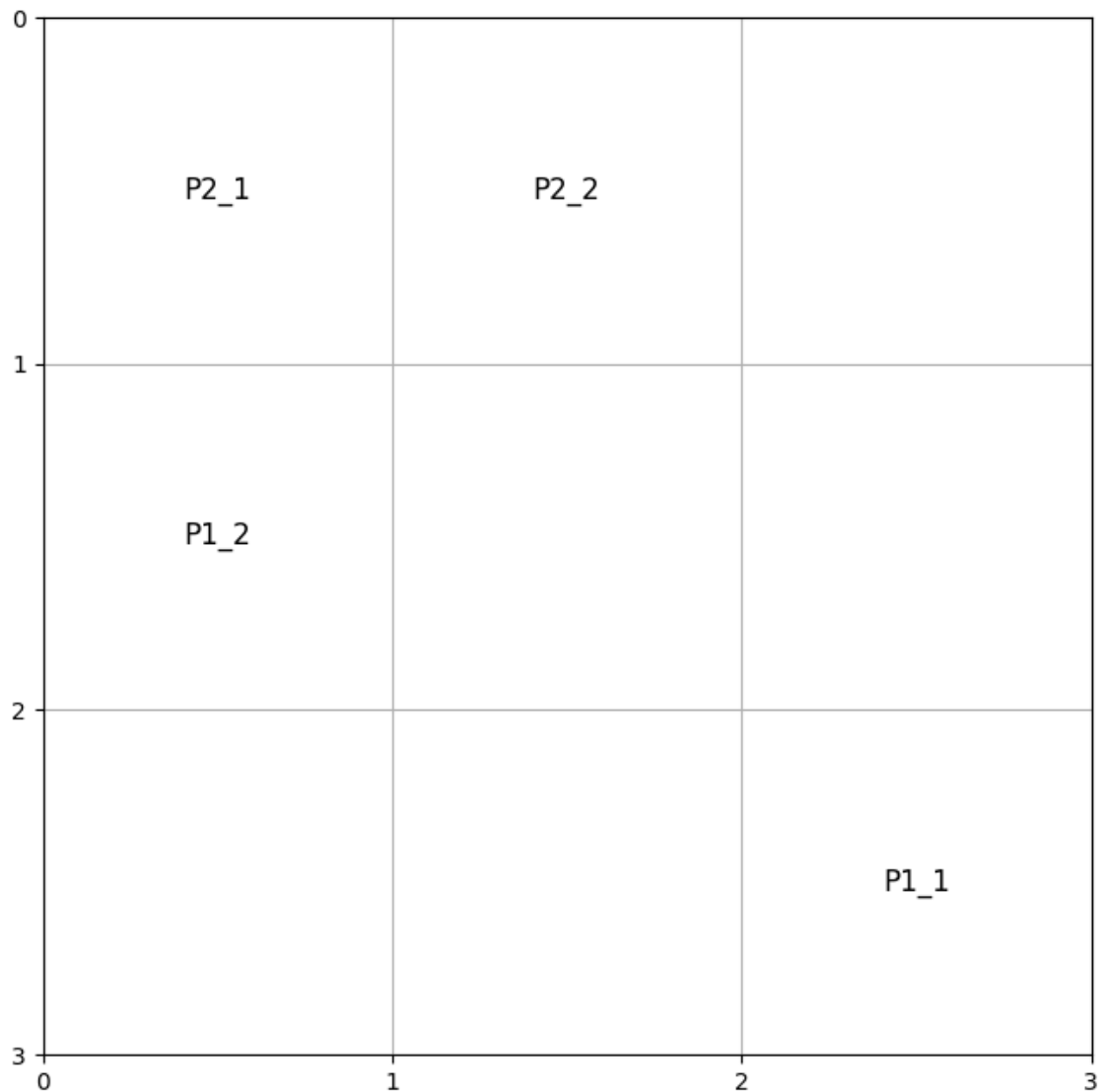
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 99 (Config 99): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

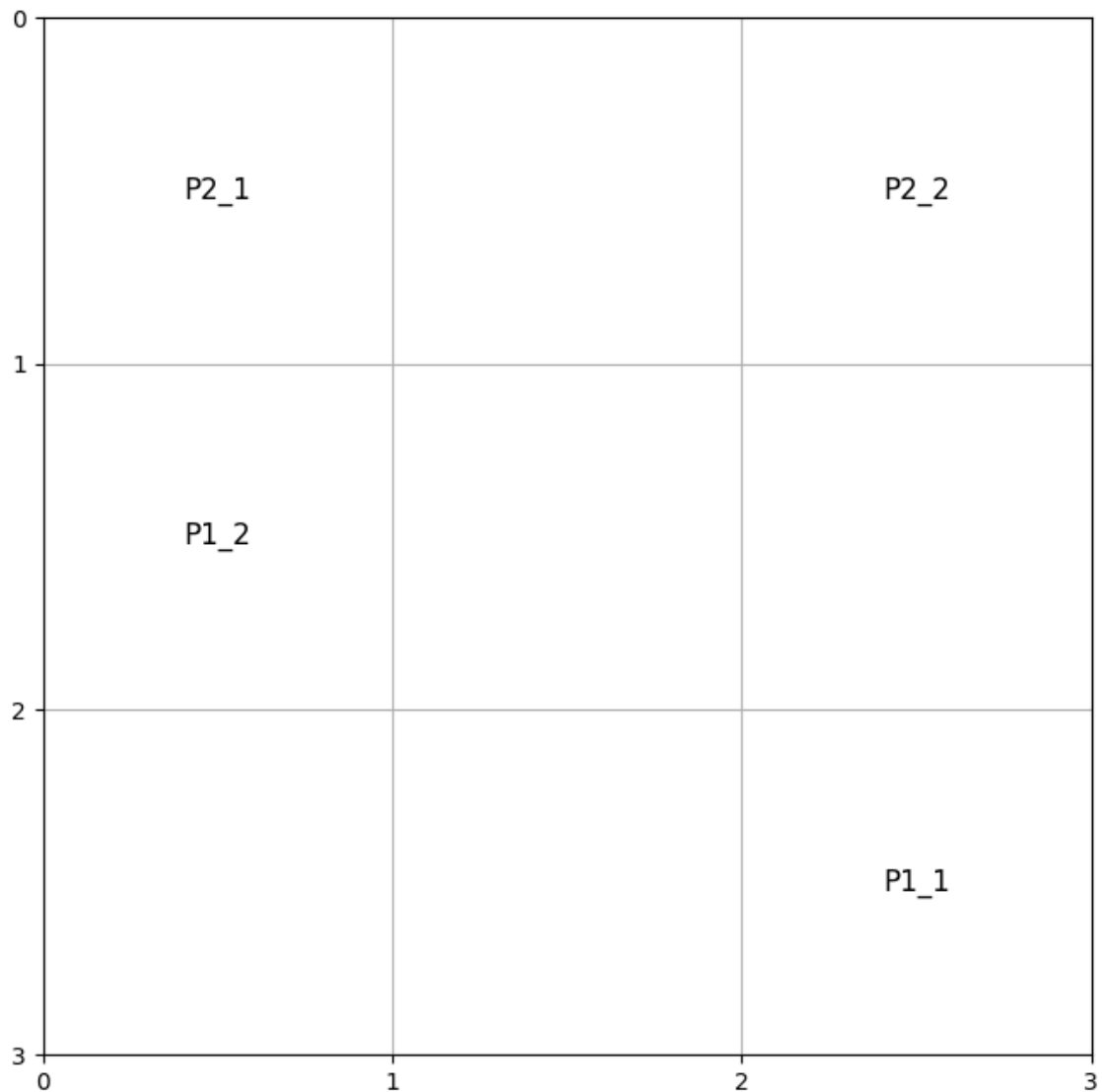
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 100 (Config 100): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

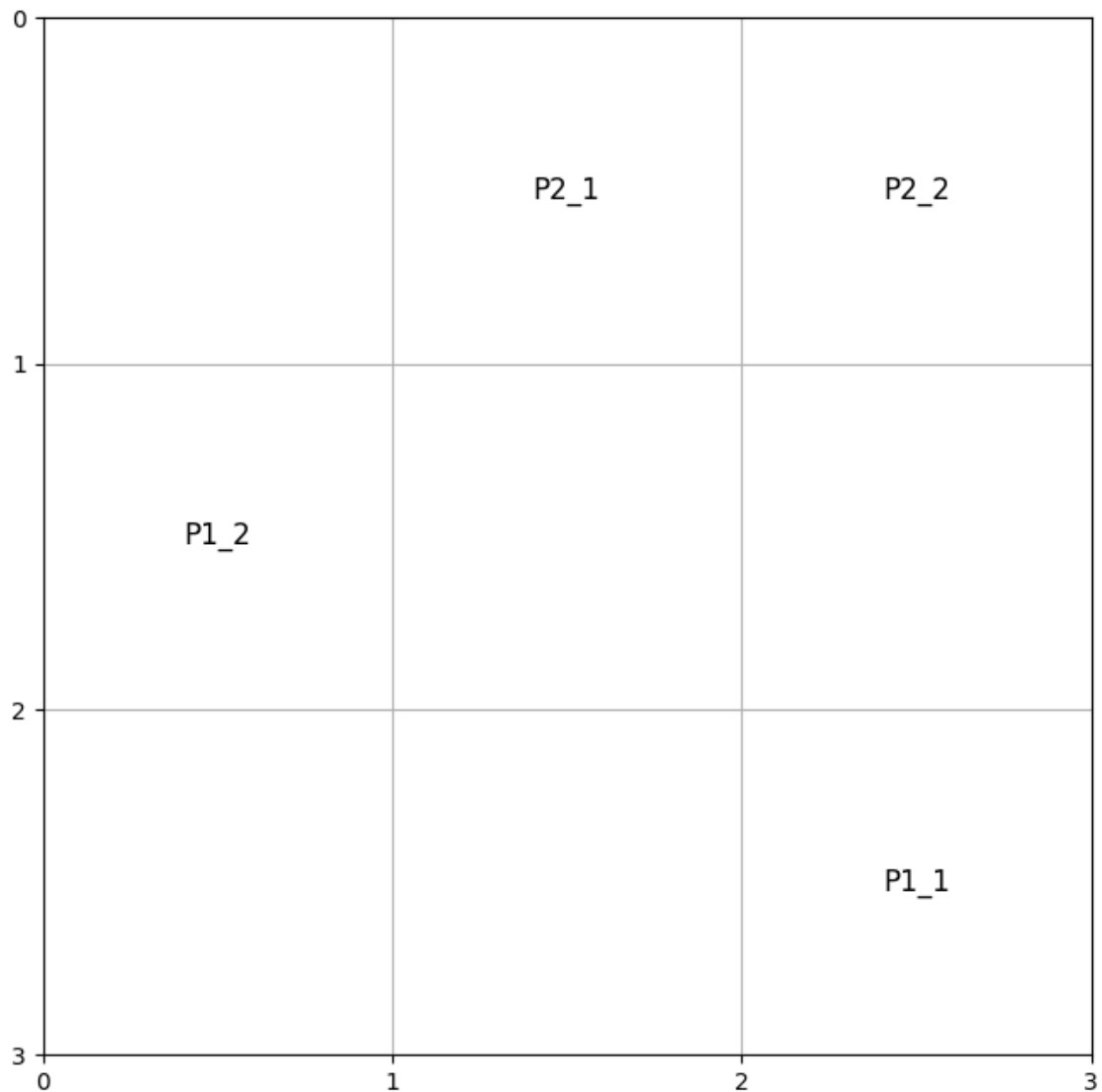
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 101 (Config 101): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

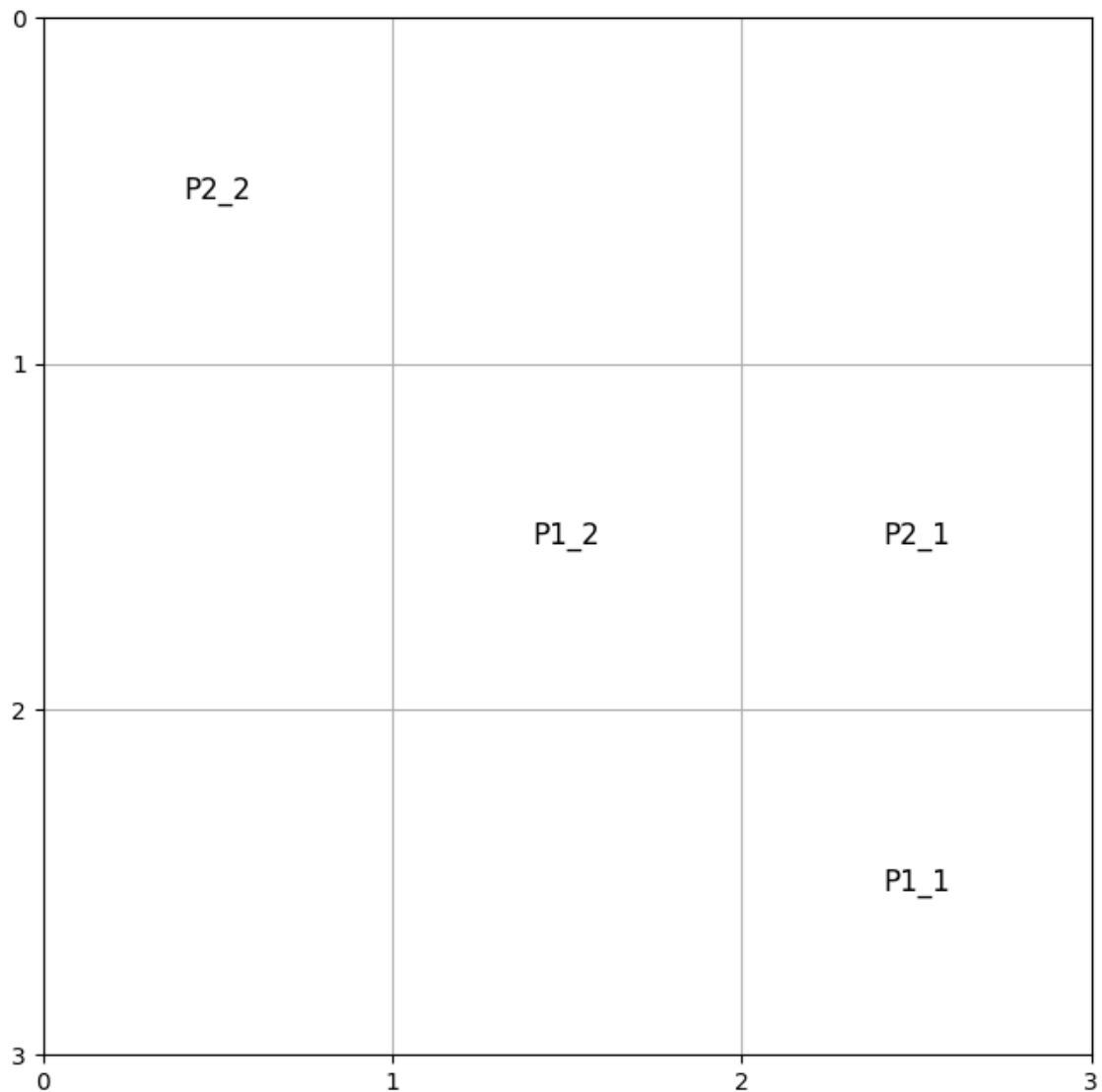
P2_1: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

P1_2: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 102 (Config 102): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

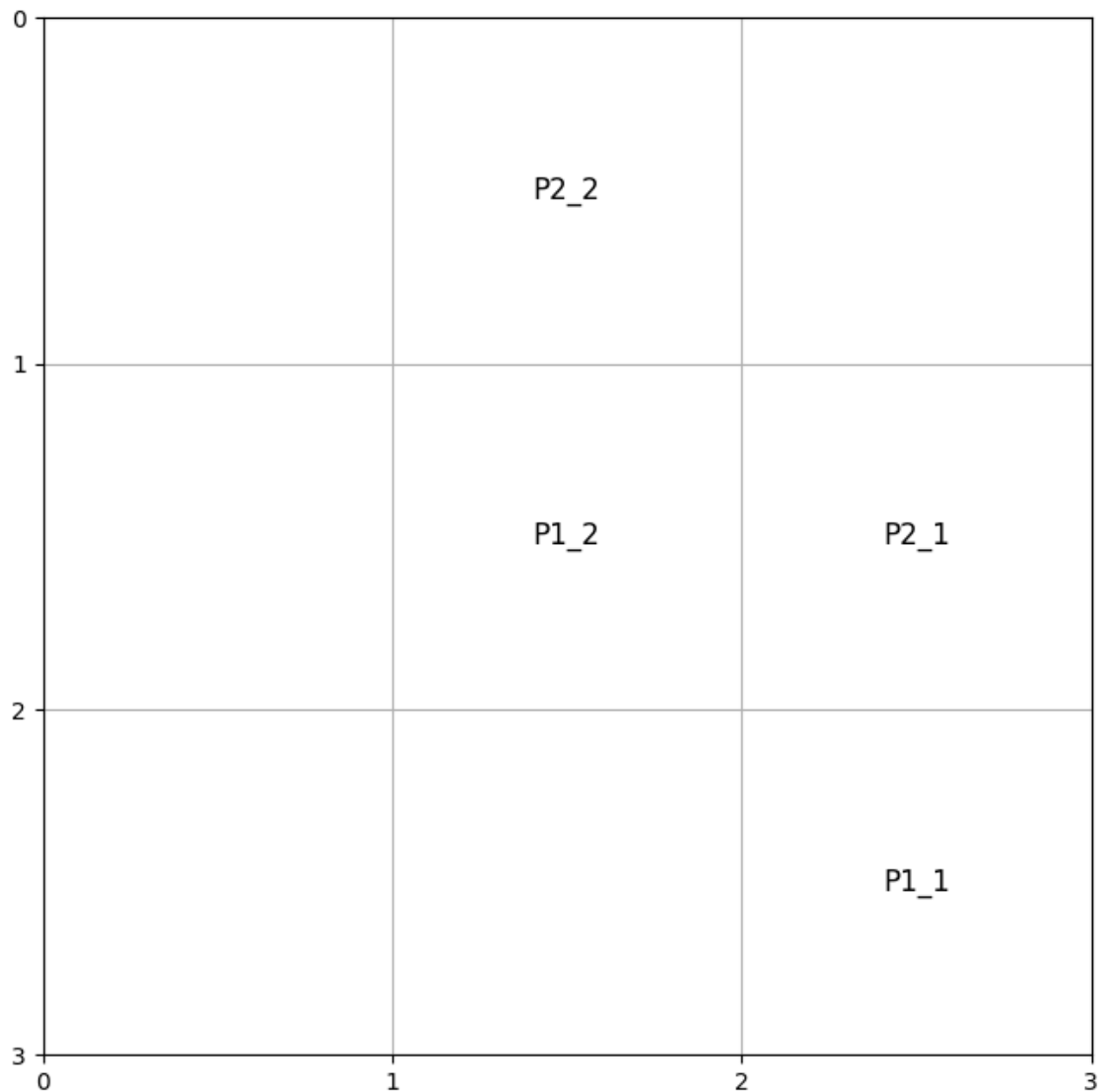
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

Game 103 (Config 103): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

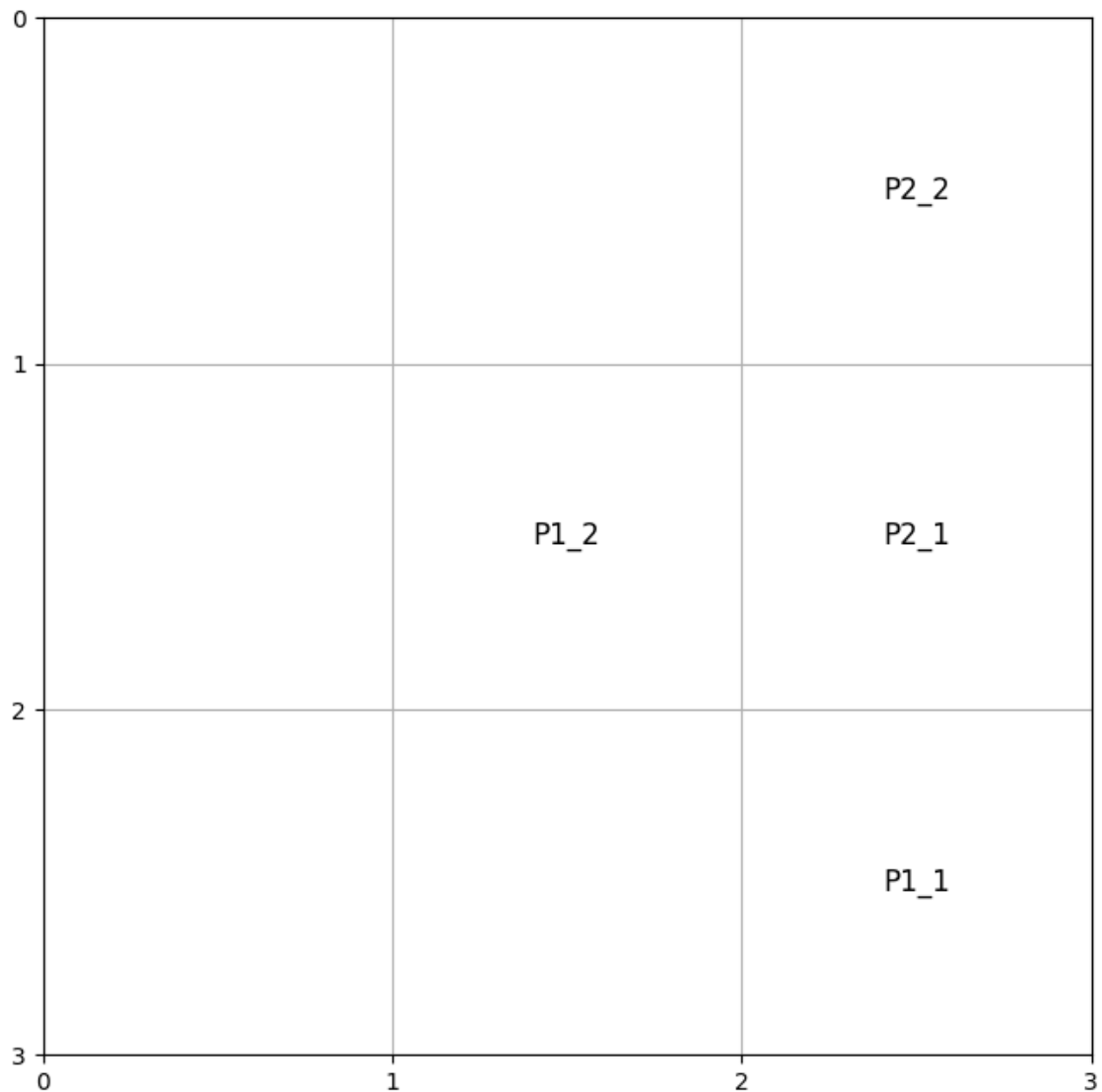
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 104 (Config 104): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

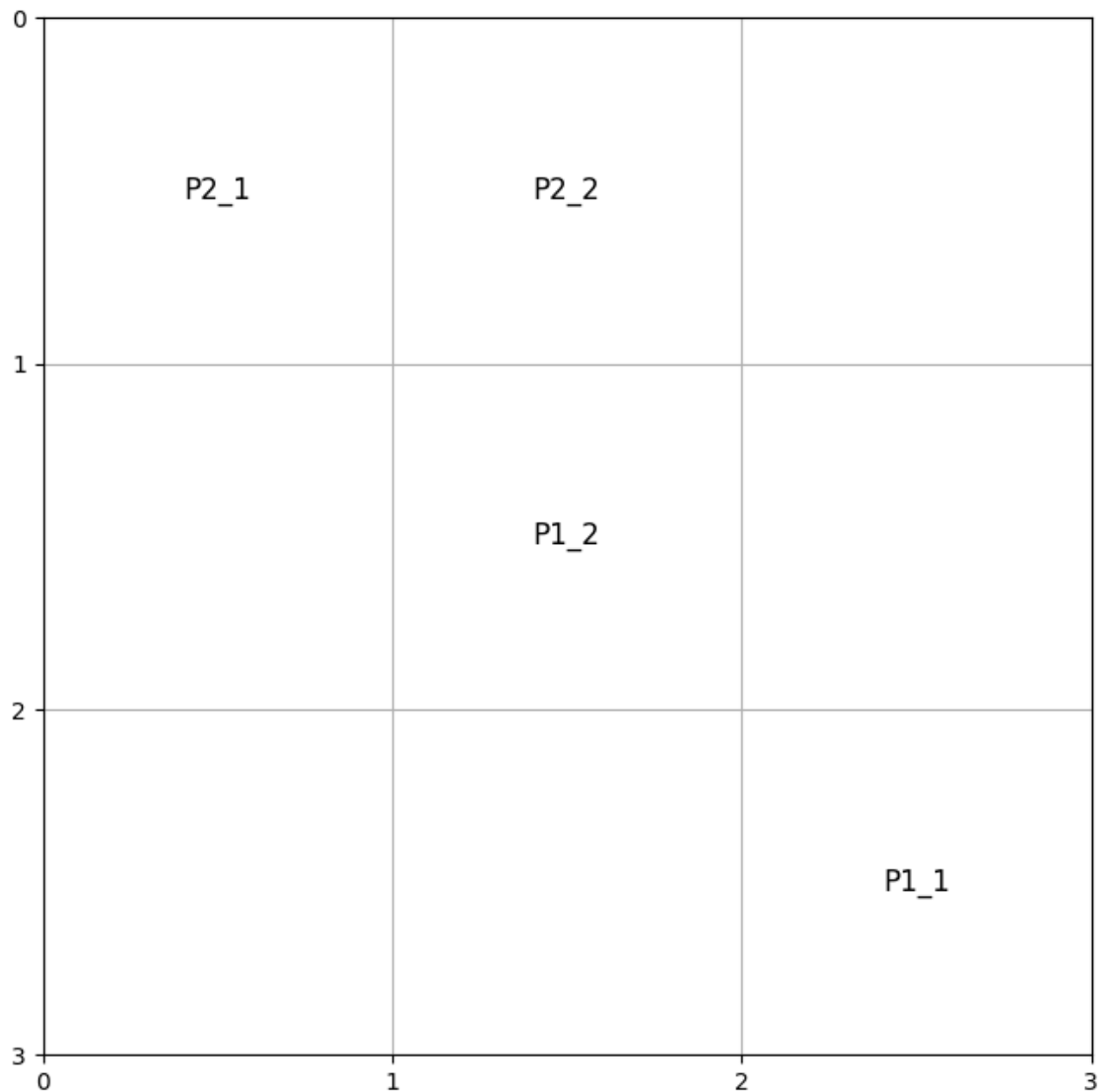
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 105 (Config 105): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

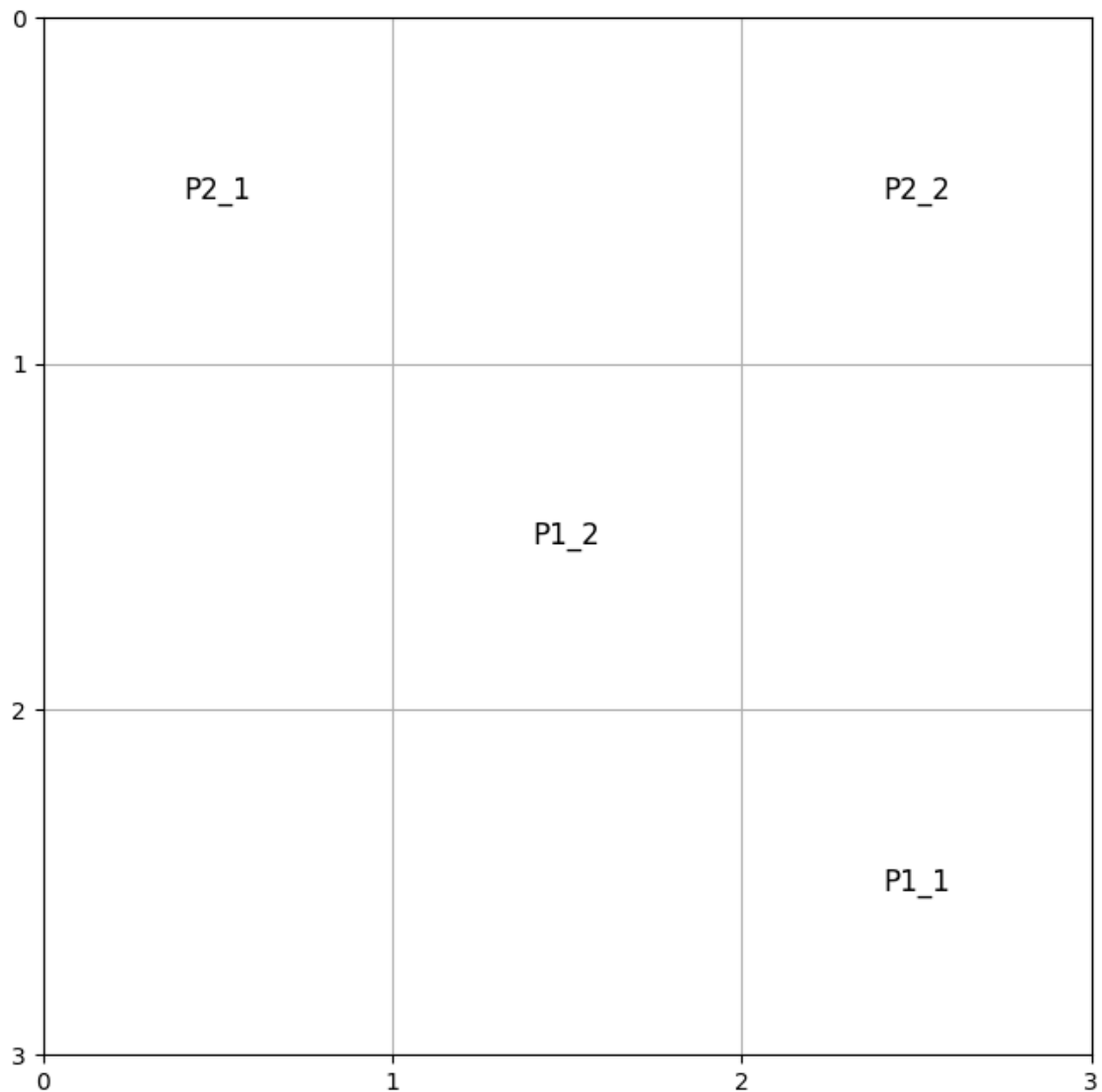
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 106 (Config 106): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

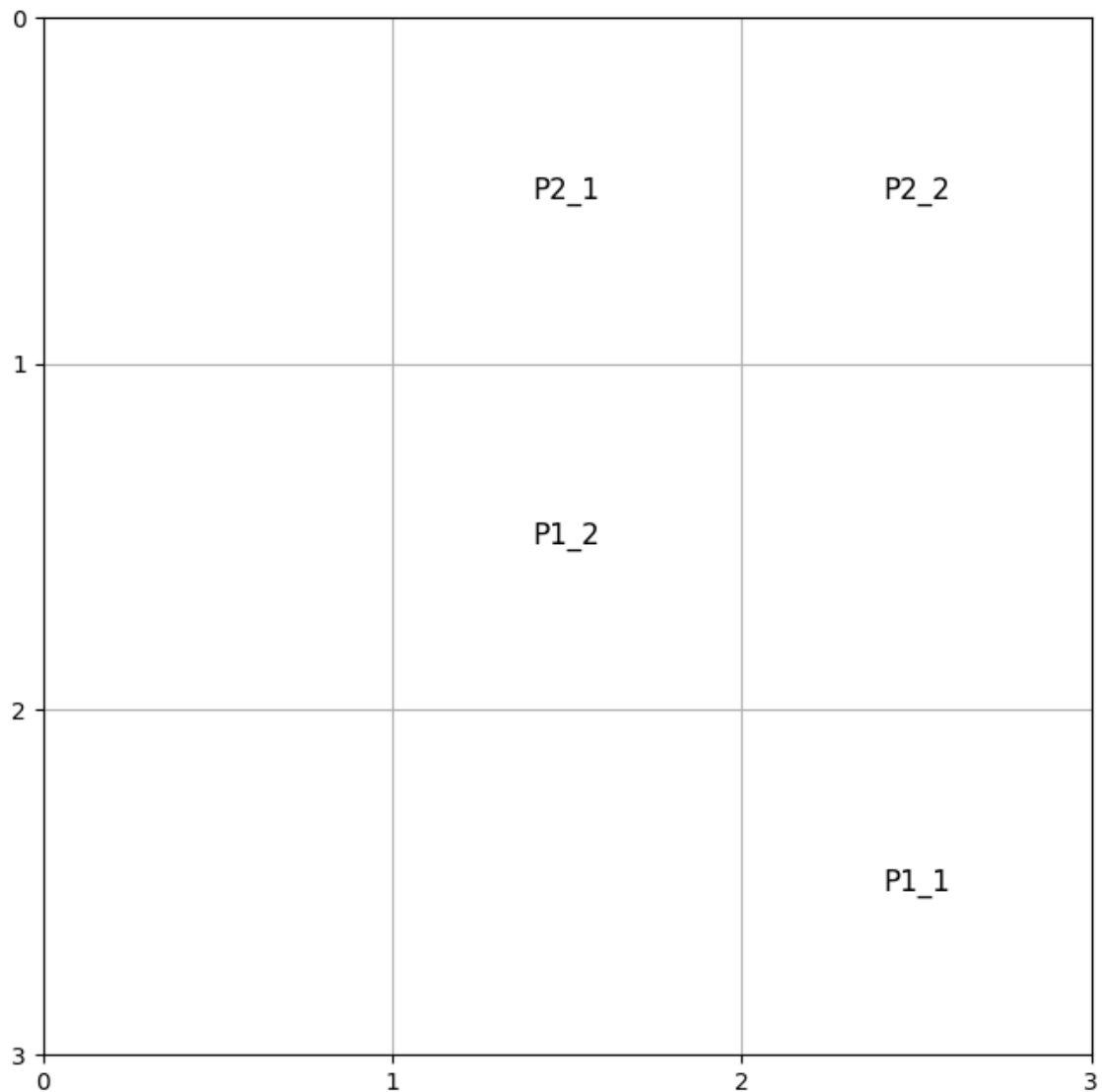
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 107 (Config 107): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

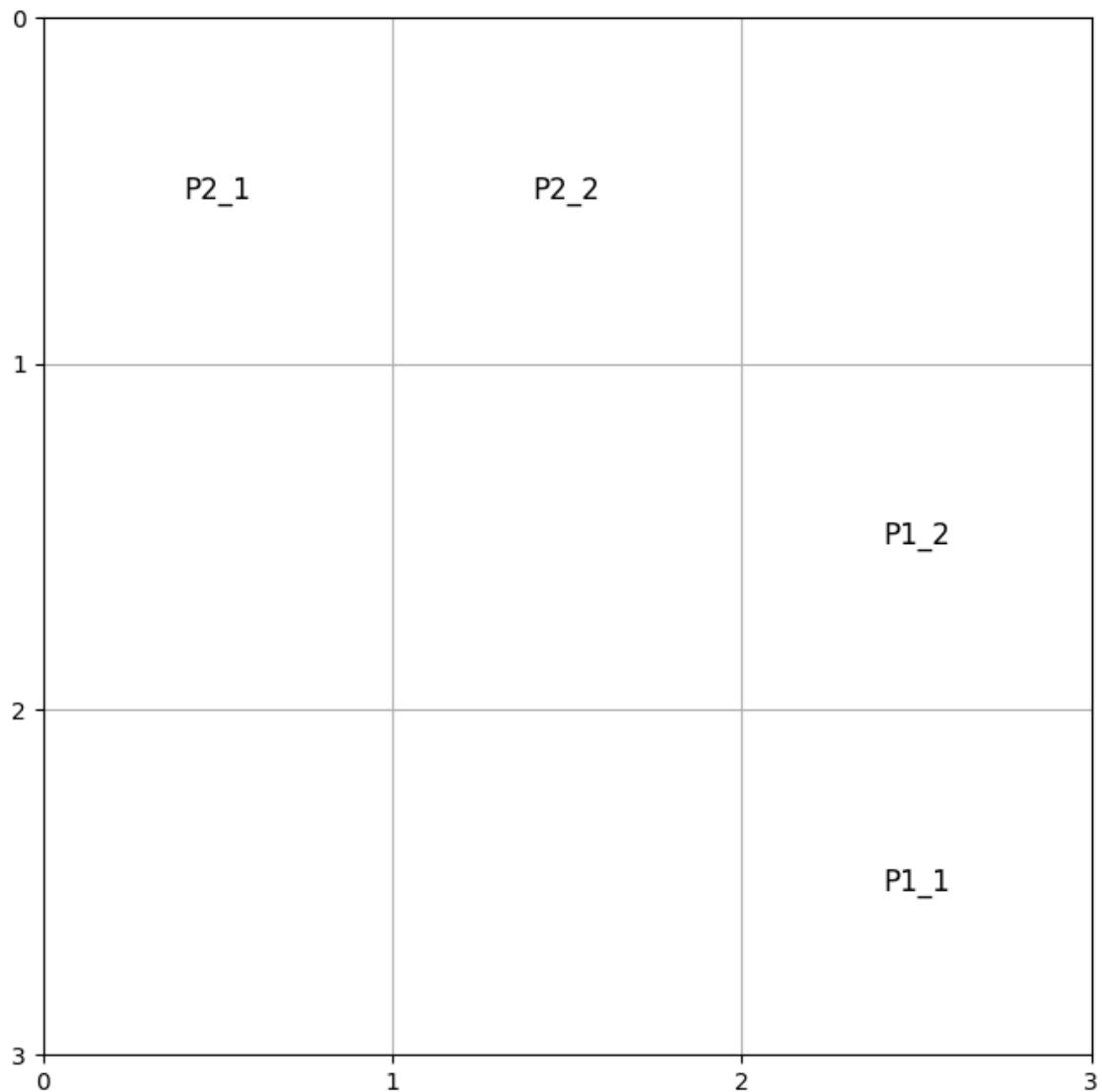
P2_1: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 108 (Config 108): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (0, 1), (1, 1)], Can Jump: False

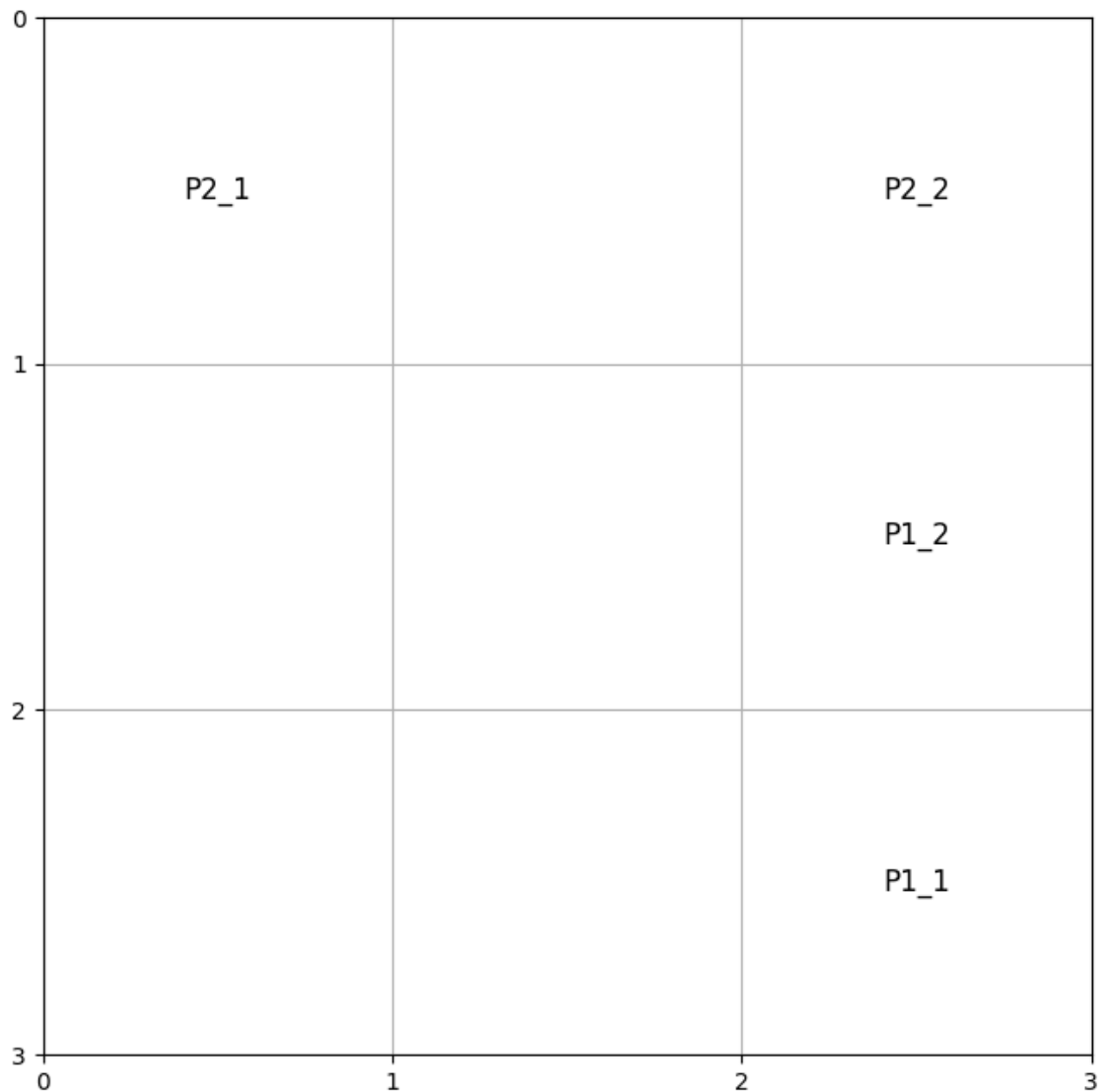
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 109 (Config 109): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

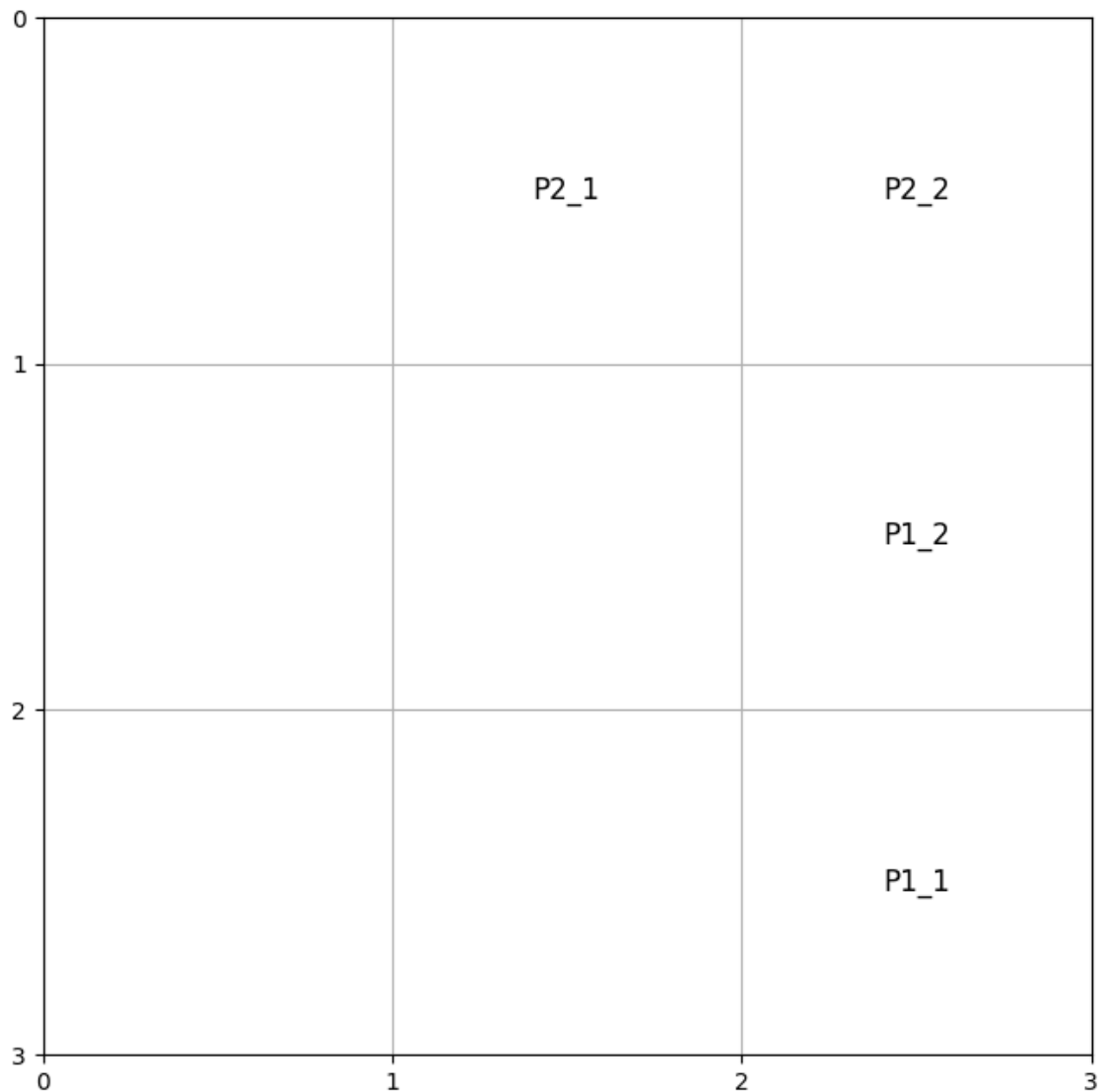
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 110 (Config 110): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

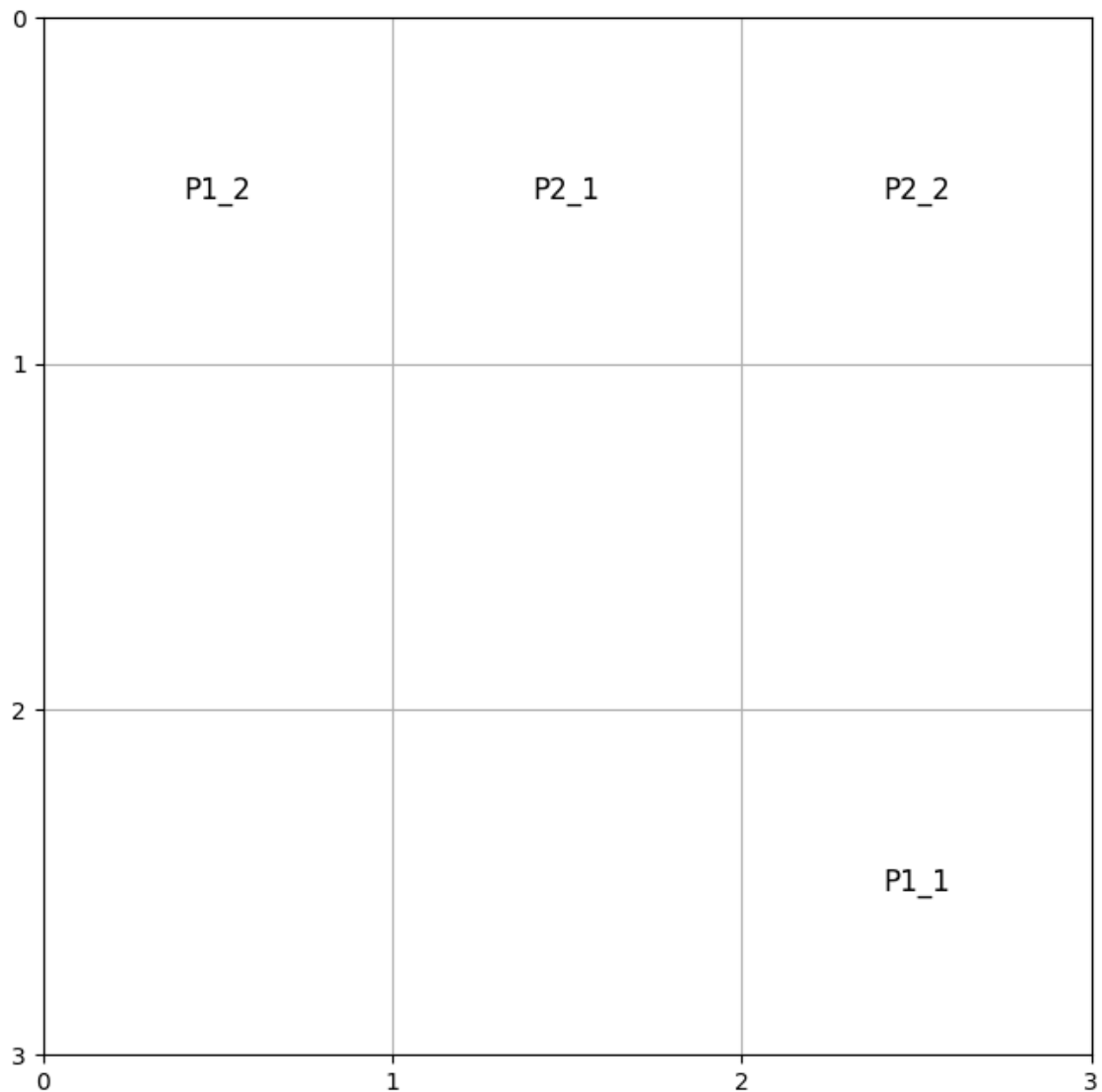
P2_1: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 111 (Config 111): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(1, 2), (2, 2), (0, 1), (0, 0), (1, 1), (2, 0)], Can Jump: True

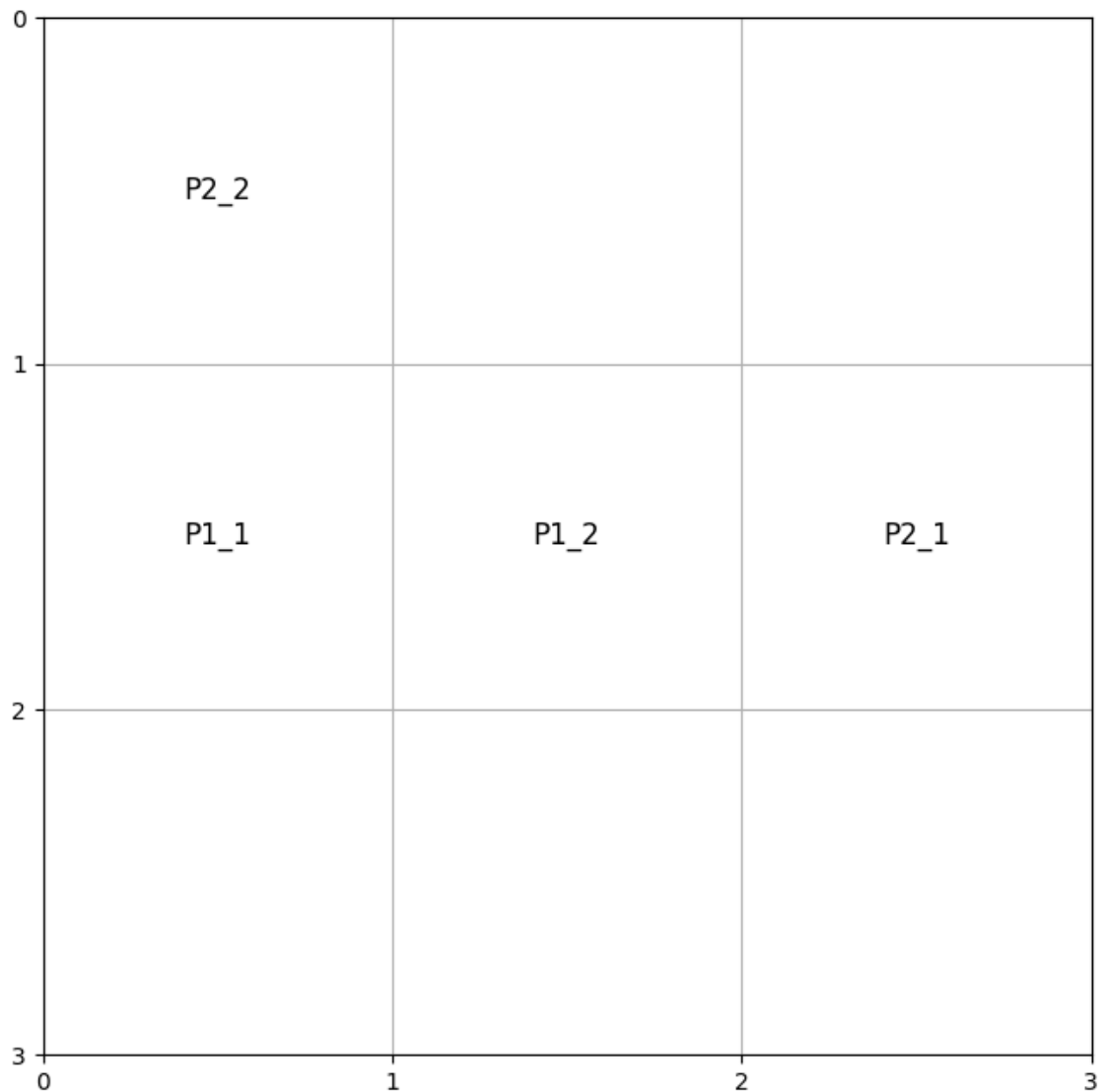
P2_1: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

P1_2: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 112 (Config 112): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

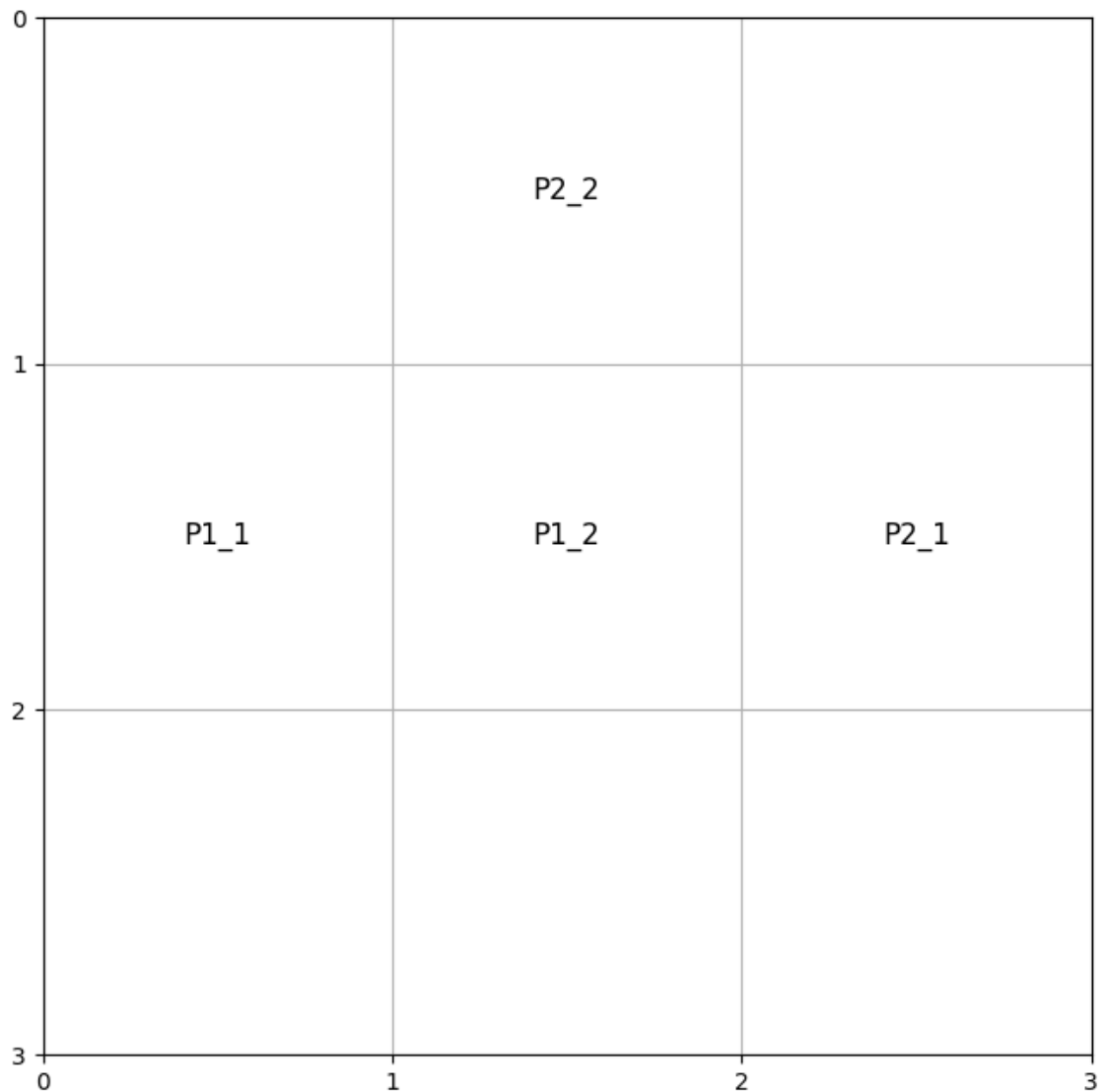
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

Game 113 (Config 113): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

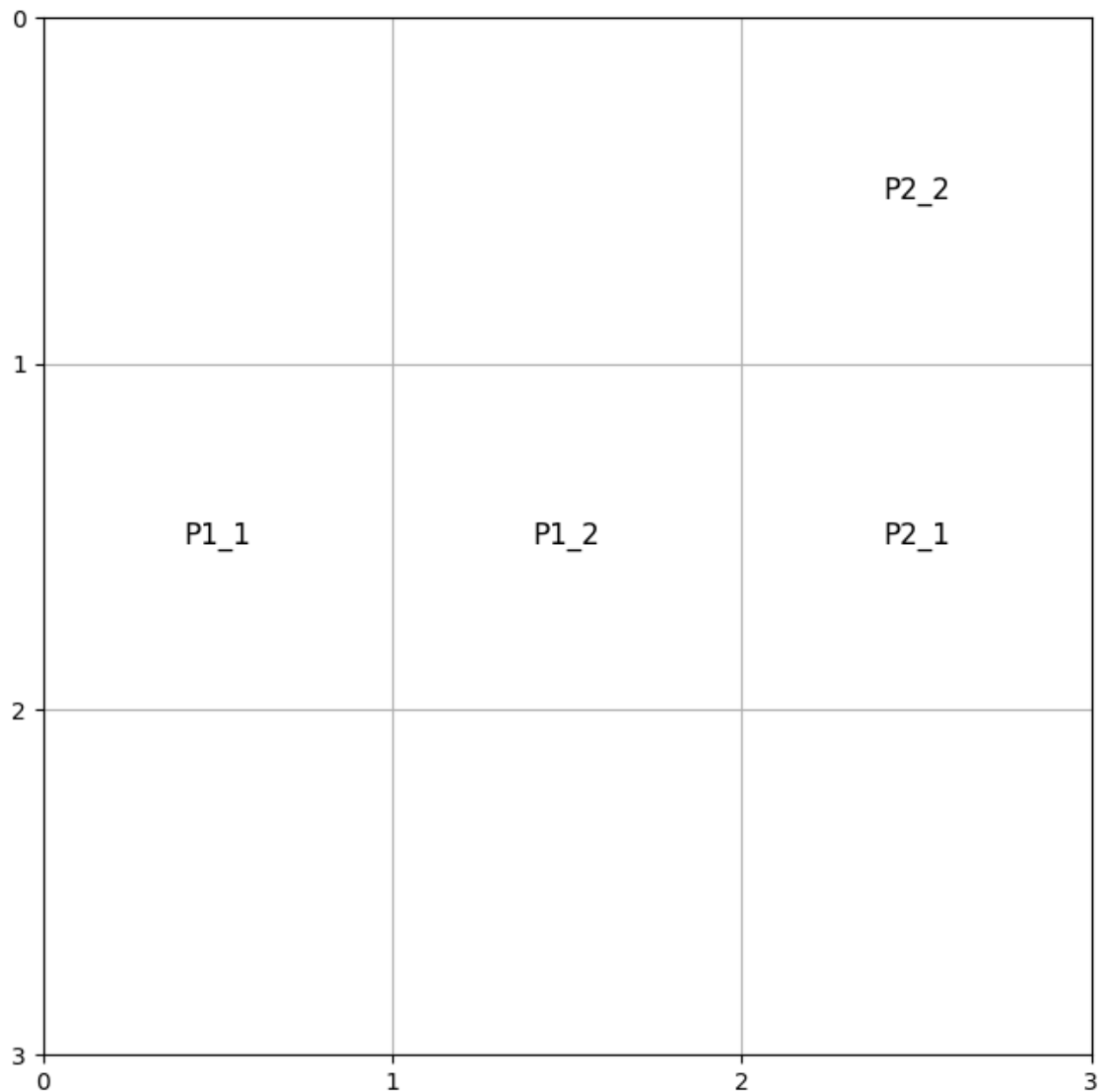
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 114 (Config 114): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

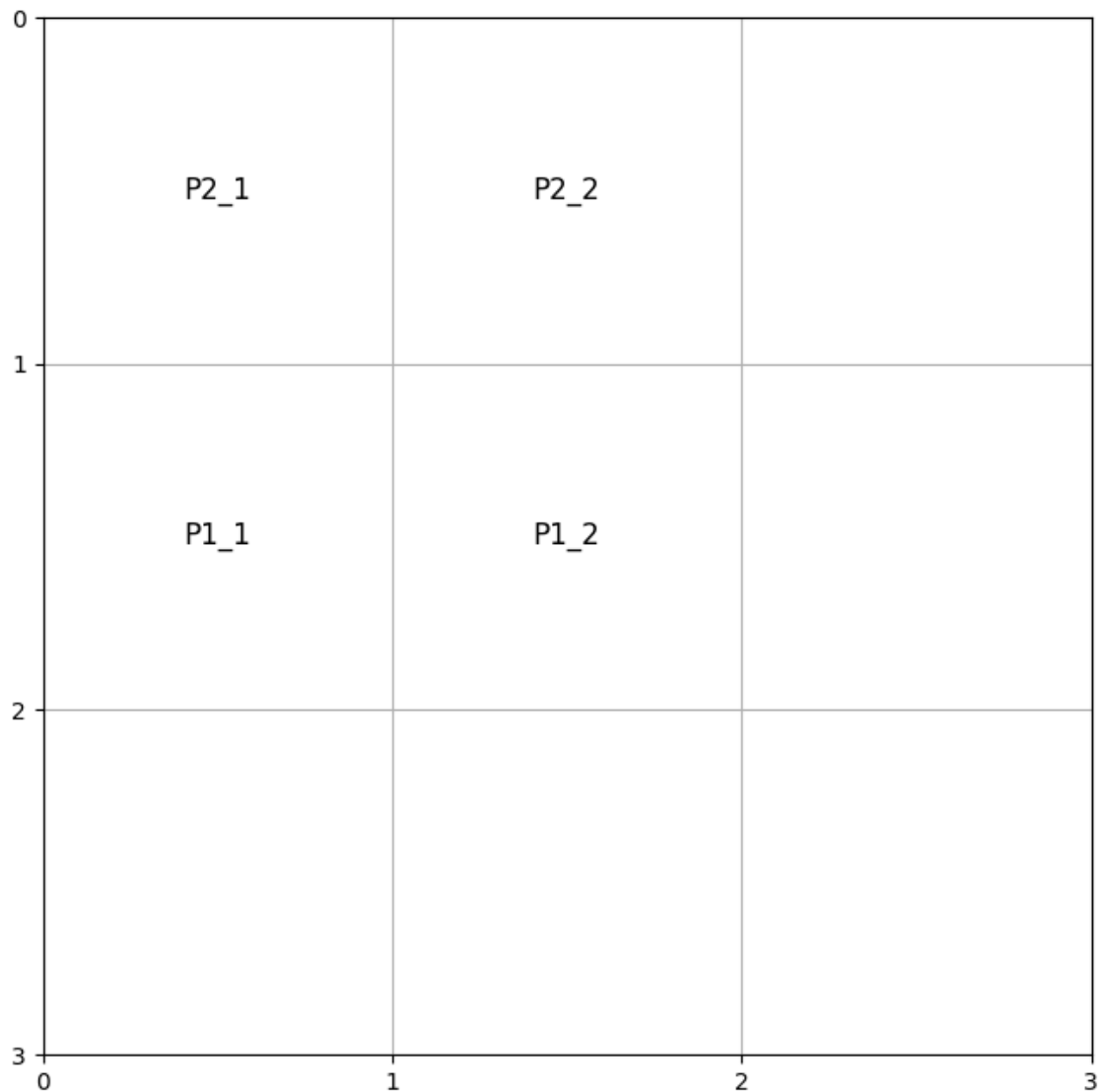
P2_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 115 (Config 115): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

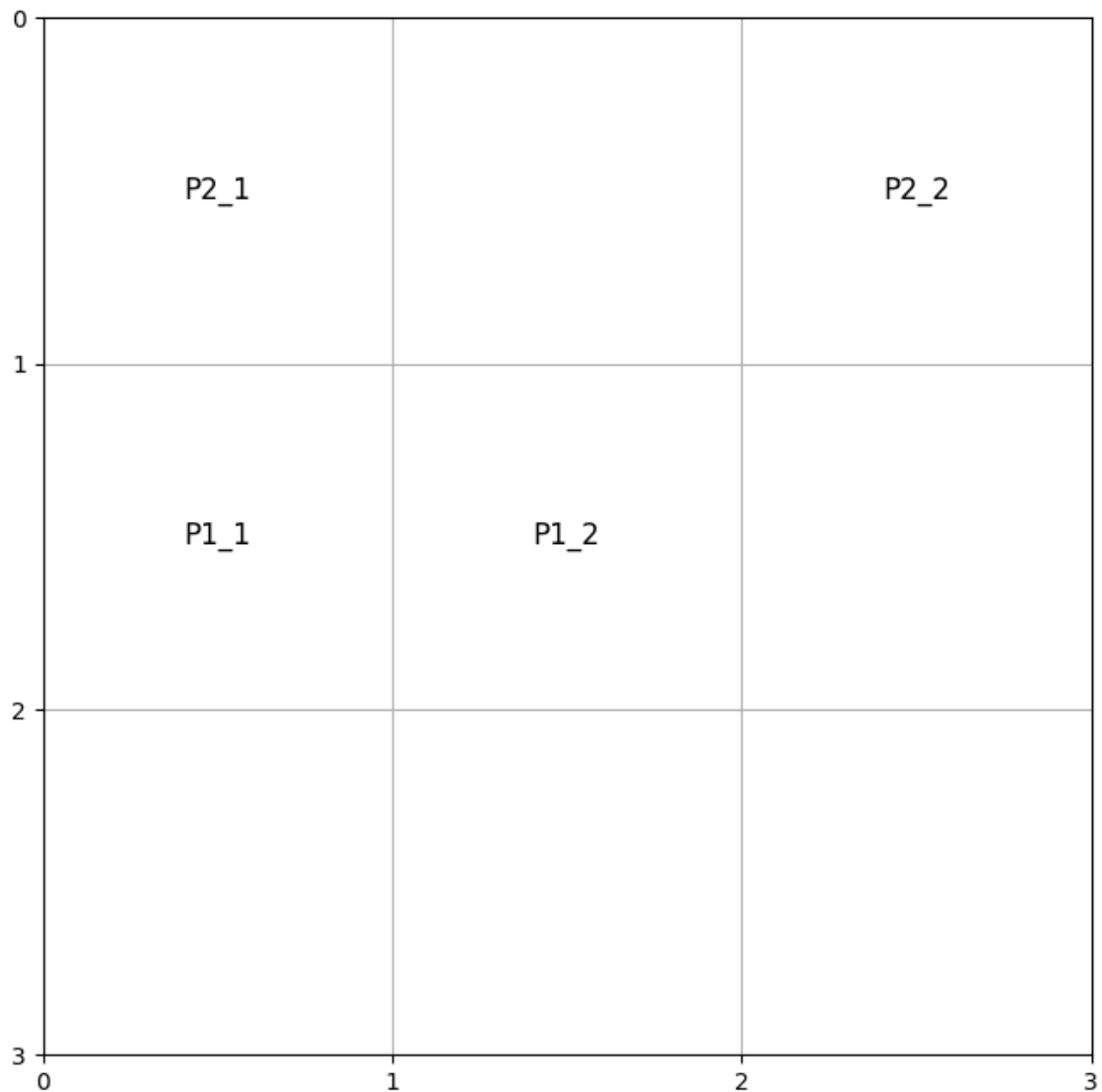
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

Game 116 (Config 116): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

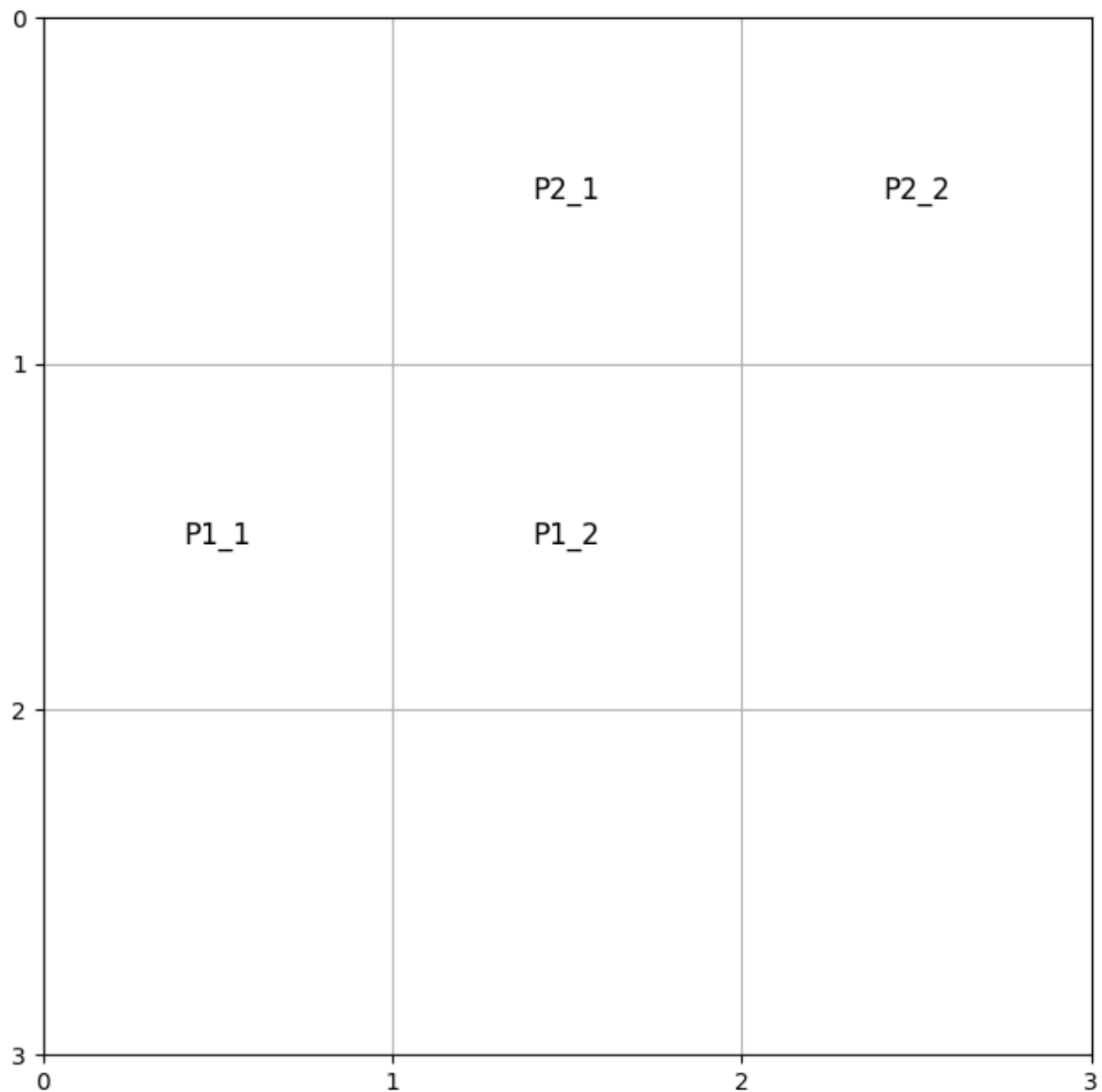
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 117 (Config 117): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

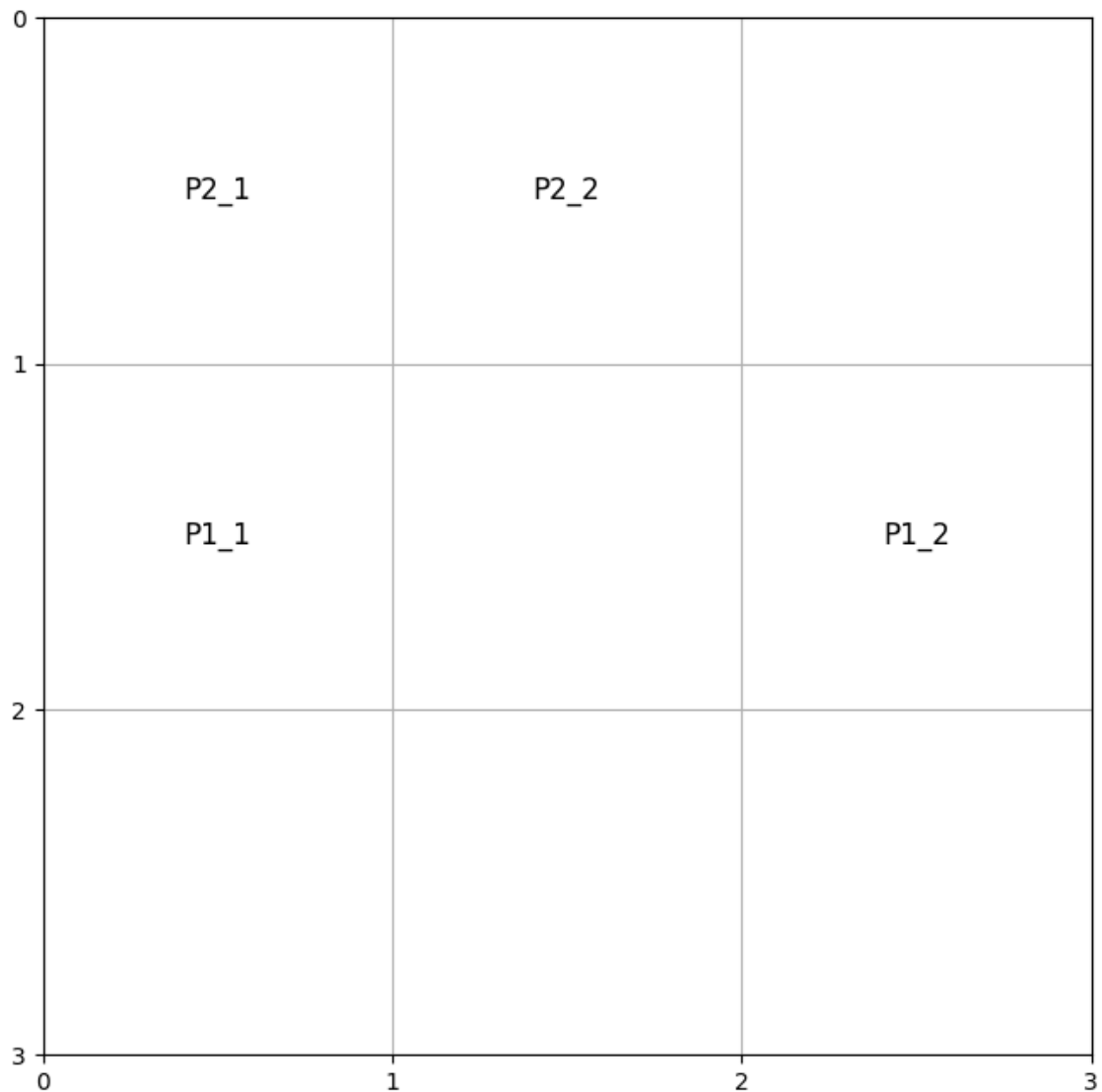
P2_1: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 118 (Config 118): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (1, 2), (0, 1), (2, 1)], Can Jump: True

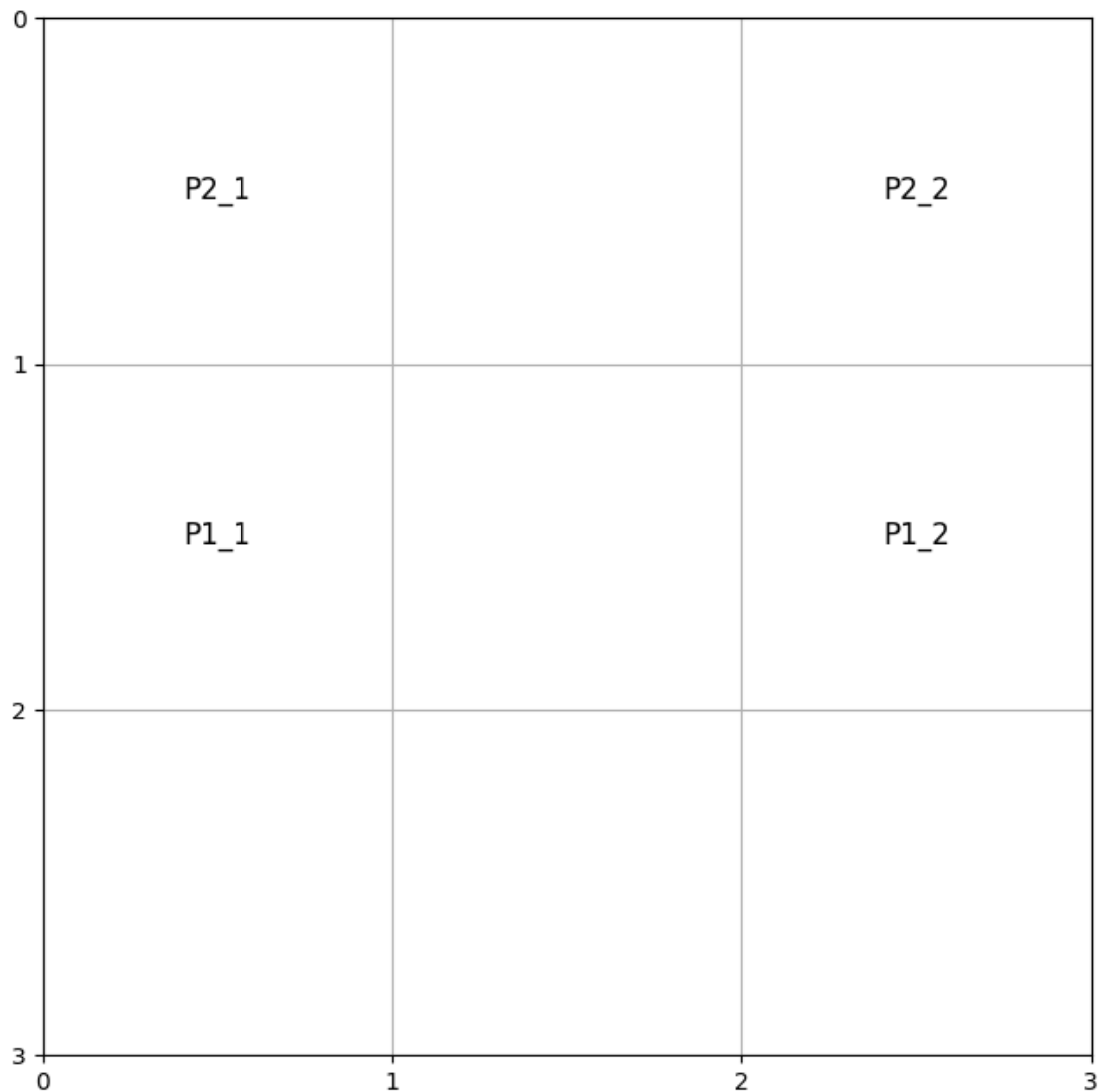
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 119 (Config 119): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

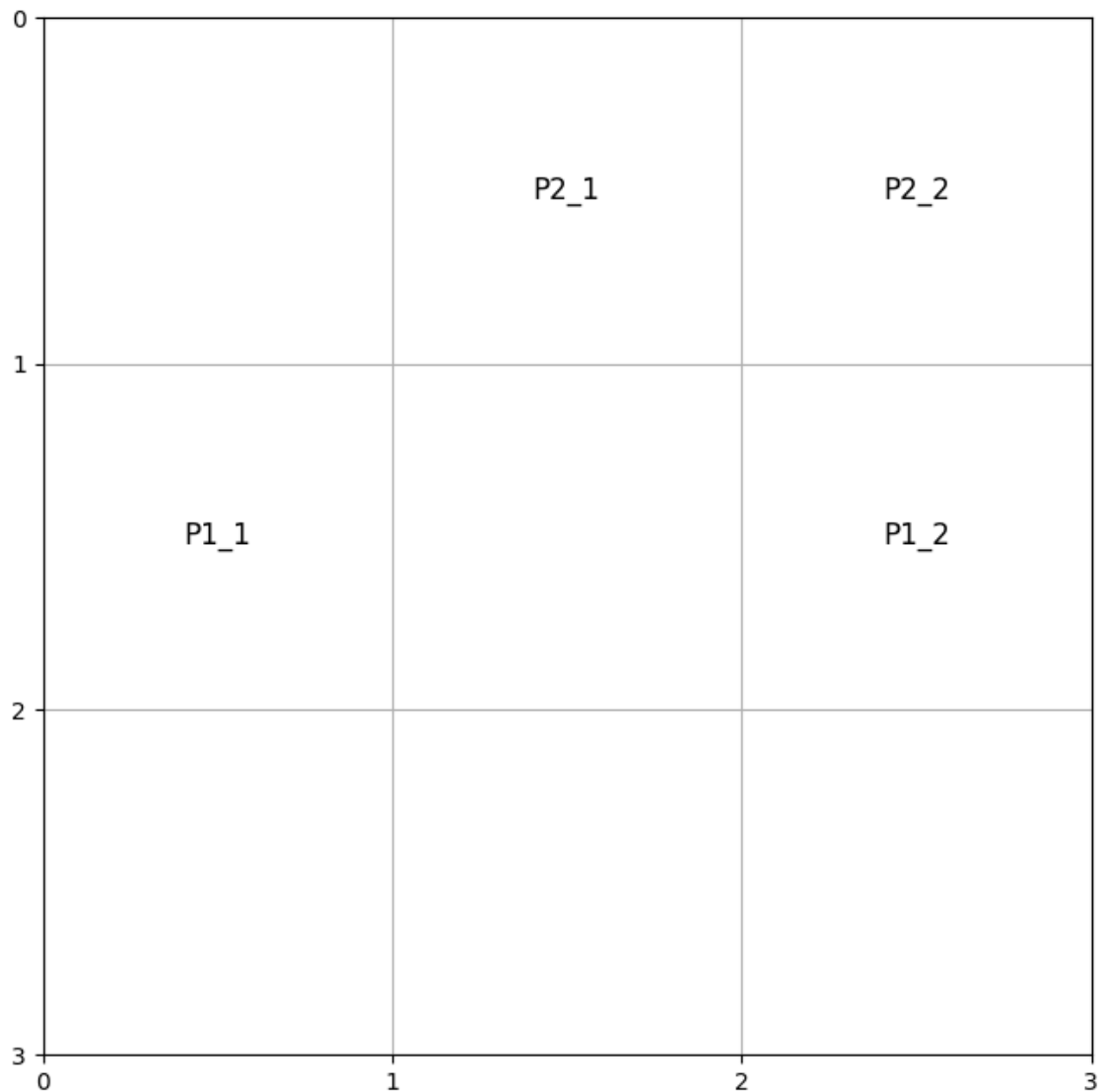
P2_1: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 120 (Config 120): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

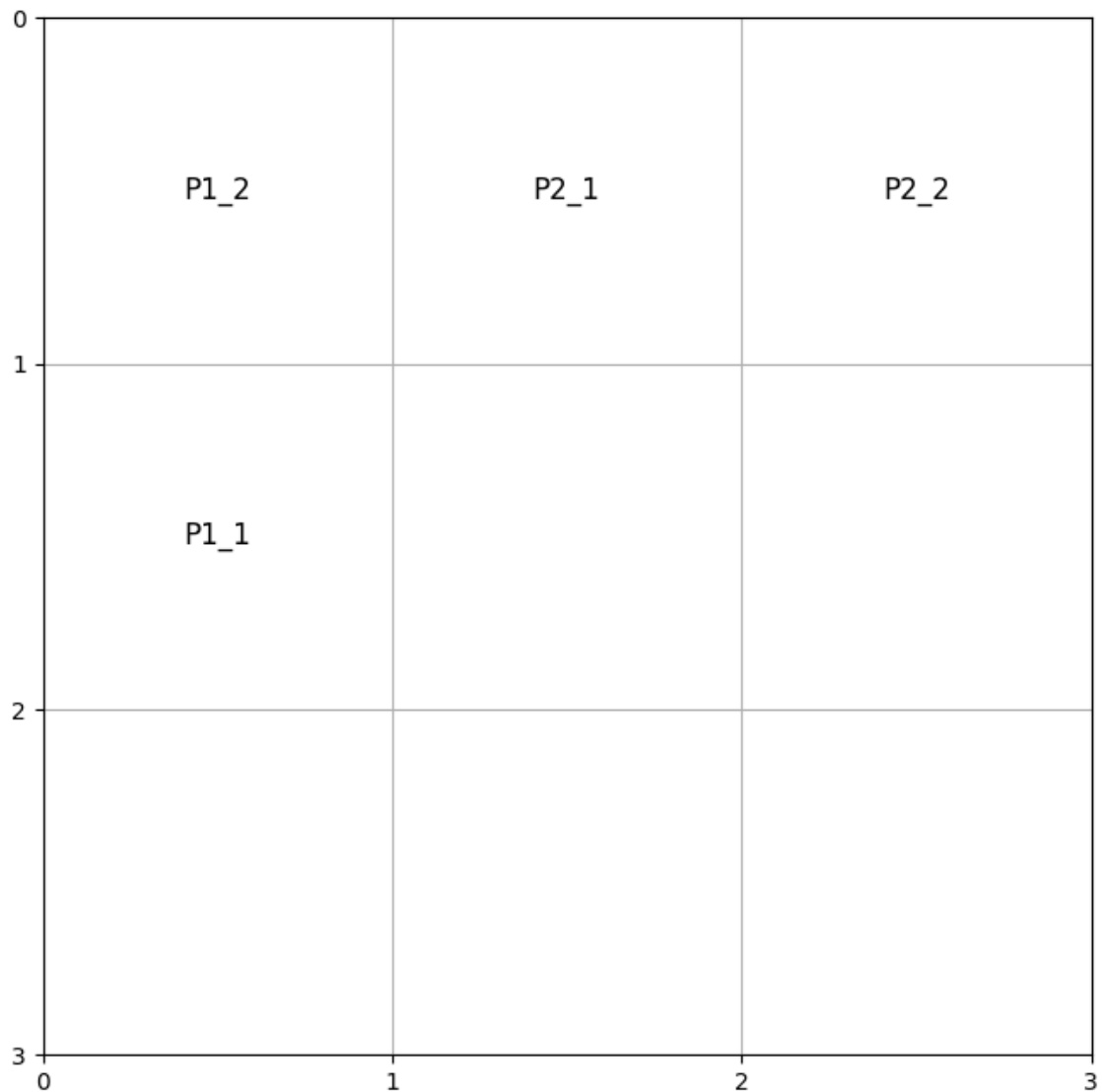
P2_1: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 121 (Config 121): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 0), (2, 0), (1, 1), (0, 1), (2, 1)], Can Jump: False

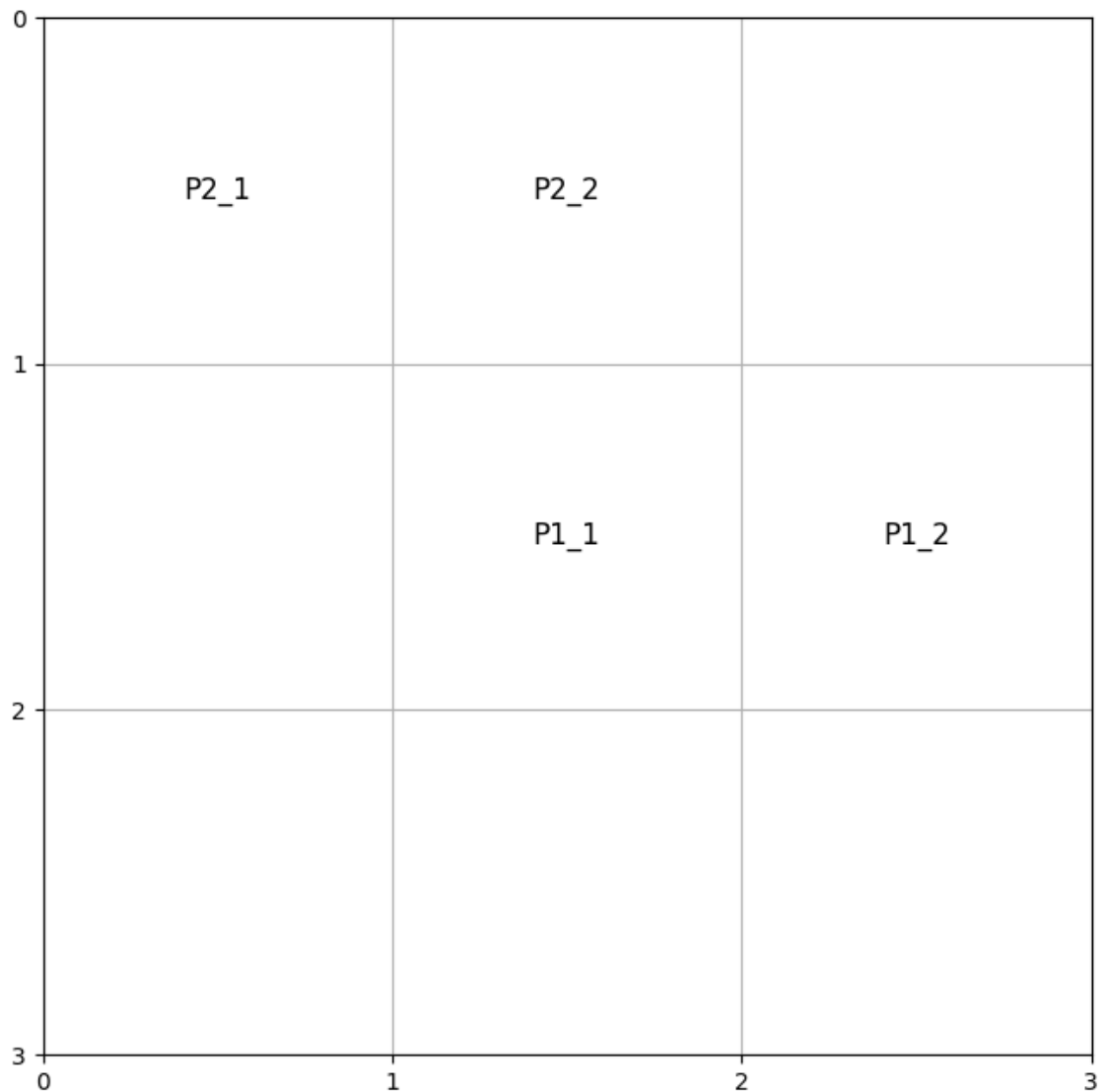
P2_1: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

P1_2: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 122 (Config 122): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

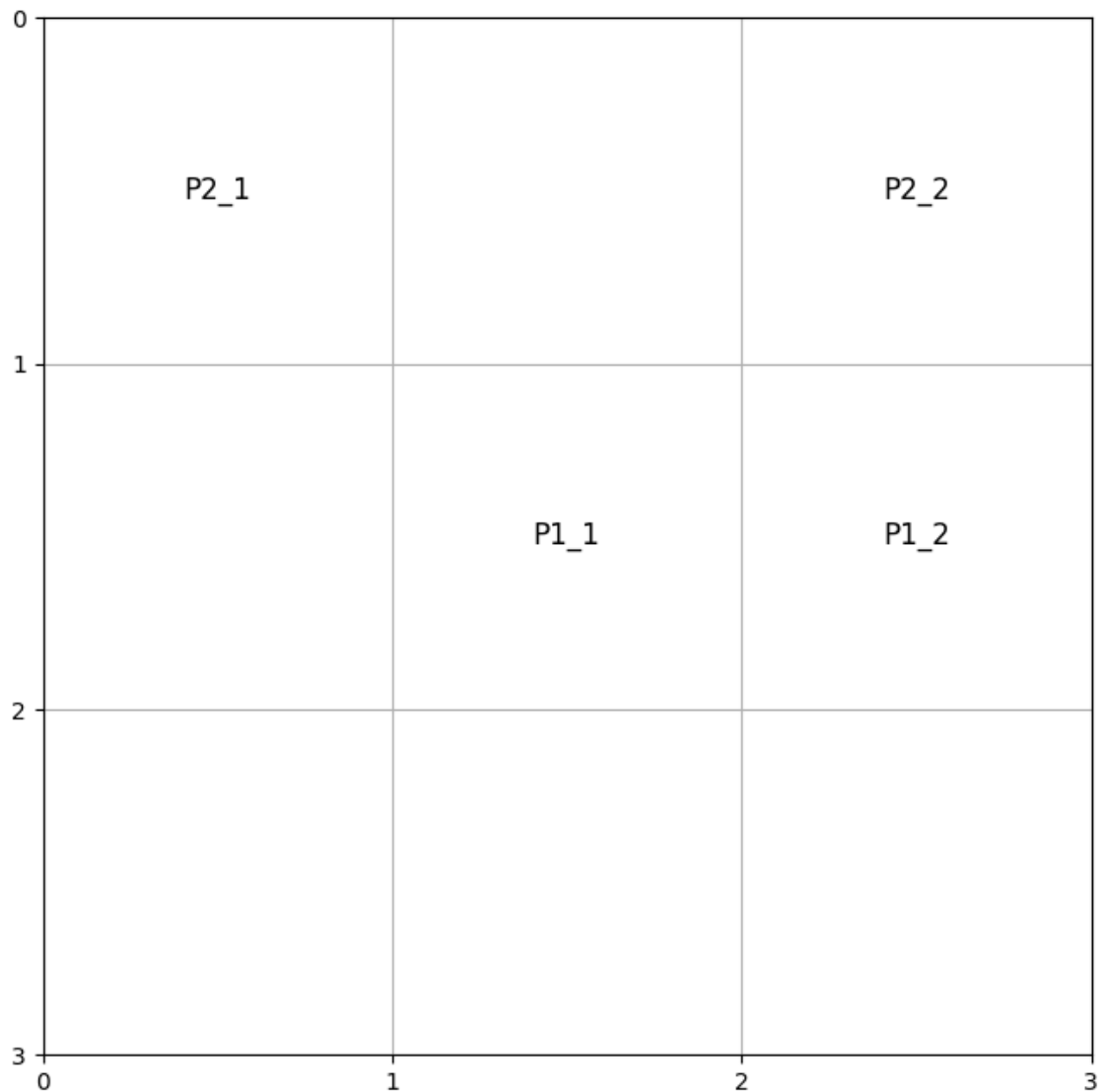
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

Game 123 (Config 123): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: False

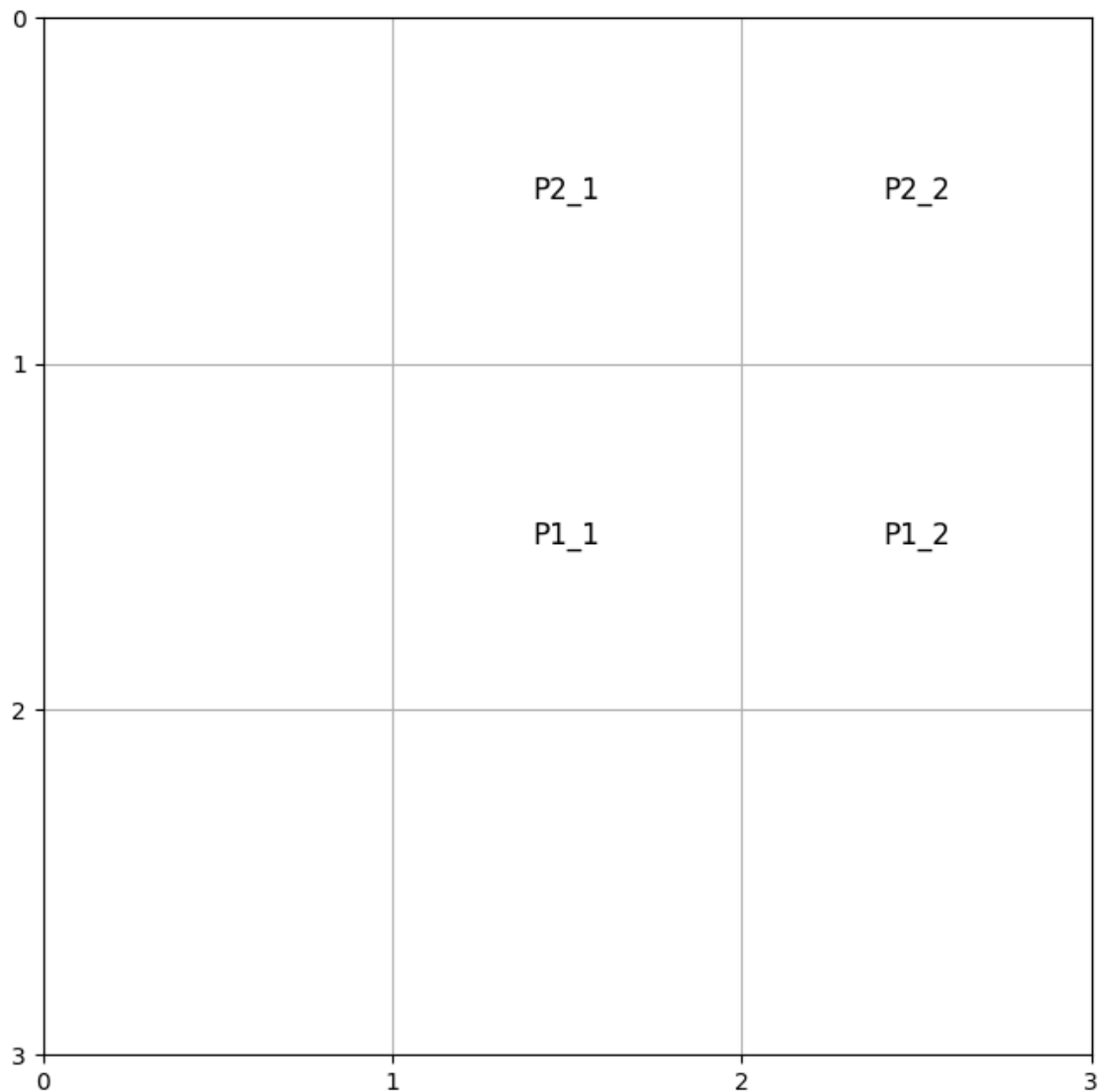
P2_1: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (0, 1), (2, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 124 (Config 124): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

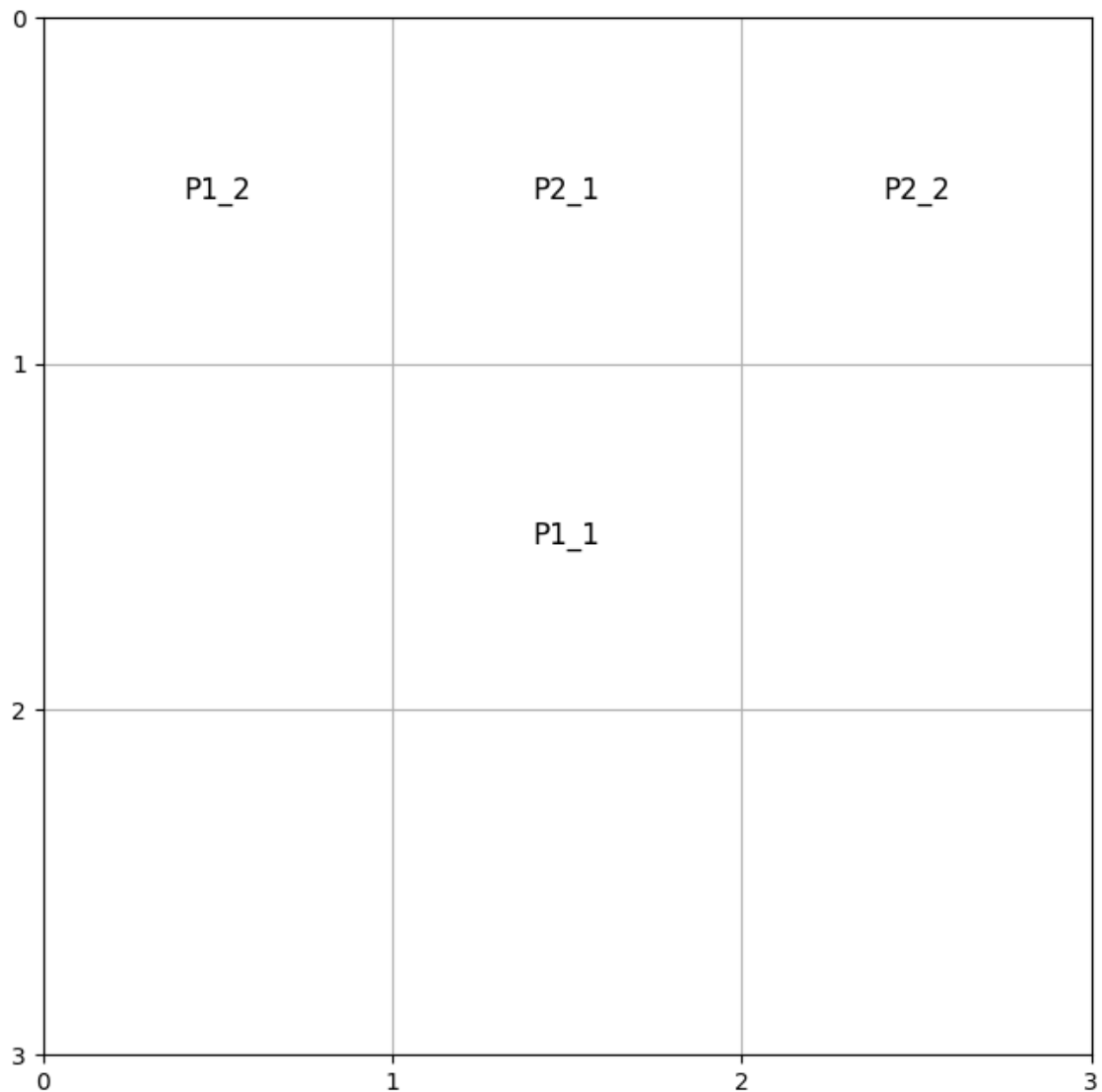
P2_1: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

P1_2: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False

Game 125 (Config 125): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 1), (2, 1), (1, 0), (1, 2), (0, 0), (0, 2), (2, 0), (2, 2)], Can Jump: True

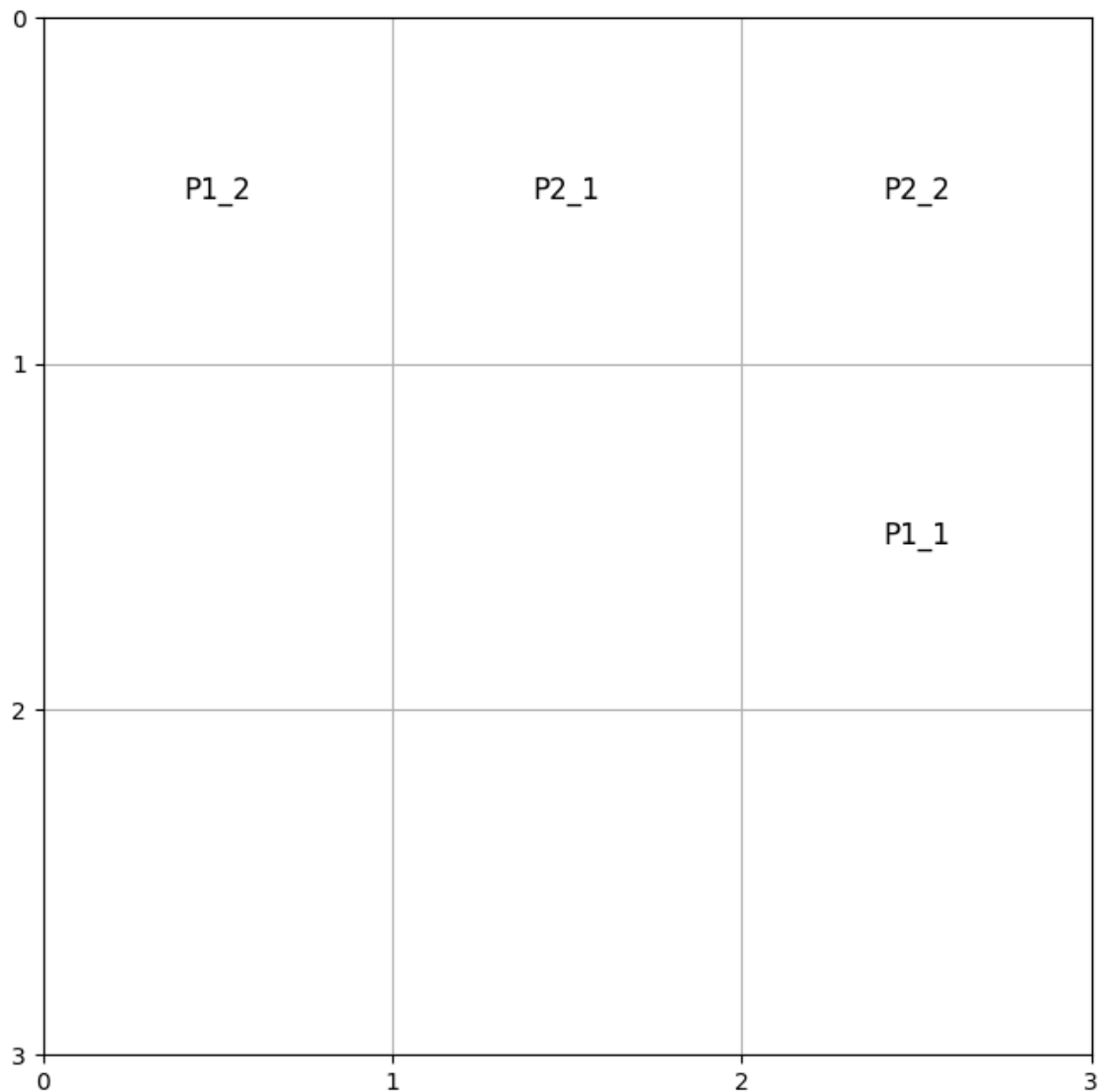
P2_1: Possible Moves: [(1, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: False

P1_2: Possible Moves: [(1, 0), (0, 0), (2, 1), (2, 2), (1, 1), (0, 2)], Can Jump: True

P2_2: Possible Moves: [(1, 2), (0, 2), (2, 1), (2, 0), (1, 1), (0, 0)], Can Jump: True

Game 126 (Config 126): Life (3x3 Board)

Grid Size: 3x3 ■ Sub-Square Size: 110x110 ■ Player 1: Gold ■ Player 2: Diamond ■



P1_1: Possible Moves: [(0, 2), (2, 2), (1, 1), (1, 0), (0, 1), (2, 1)], Can Jump: True

P2_1: Possible Moves: [(1, 1), (0, 1), (2, 0), (2, 2), (1, 0), (1, 2)], Can Jump: True

P1_2: Possible Moves: [(1, 0), (2, 1), (1, 1)], Can Jump: False

P2_2: Possible Moves: [(1, 2), (2, 1), (1, 1)], Can Jump: False