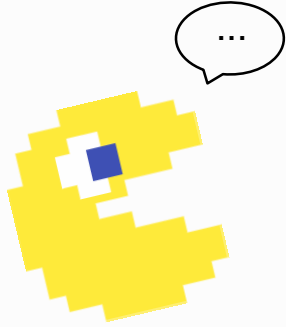


LEVEL 6





Pacman: I have almost collected all the coins, but i'm running out of time. I need the shortest path to collecting the rest if i still want to make it within the time.

Your task: Find the shortest path that collects all the remaining coins.



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- You are given a game board that follows the same rules as in the previous levels.

There are a less than 10 coins left on the board.

There are still lots of ghosts that Pacman is not allowed to get caught by.

- **Find a movement sequence for Pacman that will collect all the coins on the board in the least amount of steps possible.**

If multiple paths could collect all the coins in the same amount of steps, take the path that would come first [when sorted by alphabet](#).

Hint: all the ghosts movement patterns have the same length



	Level 6	
	Input	Output
Example	7 WWWWWW WCGEECW WEWWWEW WCPEECW WEWWWEW WGECCCW WWWWWW 4 3 2 2 3 5 RLLLL 6 2 5 UDUUU 25000	LUUDDDDRRRRUUUU

The input and output format is identical to level 5.





A Pac-Man maze game with a black background and blue maze walls. The text "GOOD LUCK" is displayed in the center in a white, pixelated font. The maze is divided into four quadrants by a central horizontal and vertical corridor. In the top-left quadrant, Pac-Man is at the left edge, and four ghosts (cyan, yellow, blue, and red) are at the top. In the top-right quadrant, three ghosts (red, yellow, and pink) are at the top. In the bottom-left quadrant, a cyan ghost is at the bottom-left, and a yellow Pac-Man is at the bottom. In the bottom-right quadrant, a red ghost is on the right edge, and a yellow Pac-Man is at the top. Dotted lines indicate the current paths of Pac-Man and the ghosts.

GOOD LUCK