Battlesnake Rules:

Initialization of the game:

The game starts with a map, where coordinate is on the left bottom corner and on the upper right corner.

All snakes and 3 apples will be randomly assigned a position on the map and start at length 1.

Over the first 2 moves, the coiled-up snakes will stretch out to their full length of 3 tiles.

At each turn, the game engine will:

1. Eliminates all snakes who did not set their next move.
2. Eliminates all snakes which new head position is out of bounds.
3. Removes tails of snakes who should not be stretched out.
4. Checks for snake collisions and eliminates all snakes which collided with another snake’s body, or with another bigger snake’s head.

(Colliding with a snake which is about to be eliminated still implies elimination)

1. Updates health and removes snakes whose health reached 0.
2. If there are less than 3 apples on the board, adds one on a random open tile.