

Table 4

X	Y	Action
1	1	0
2	1	1
2	1	3
2	2	1
2	2	4
2	2	3
1	2	1
1	2	3
1	1	1
1	1	6

- 1. Start at (1,1). Choose from:
 - a. (2,1). Choose from:
 - i. (3,1). Breeze detected. Return
 - ii. (2,2). Gold found. **Go Home.**
 - b. (1,2). Not expanded.

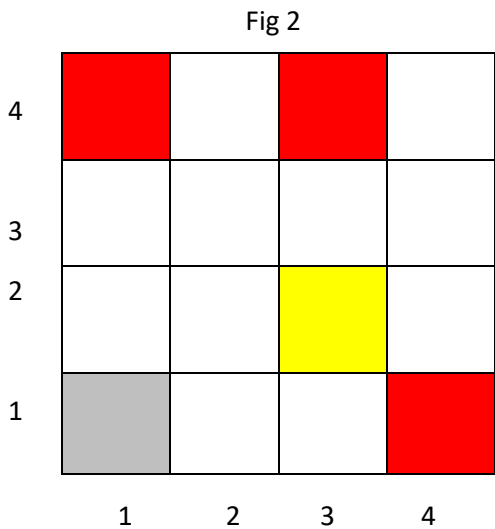
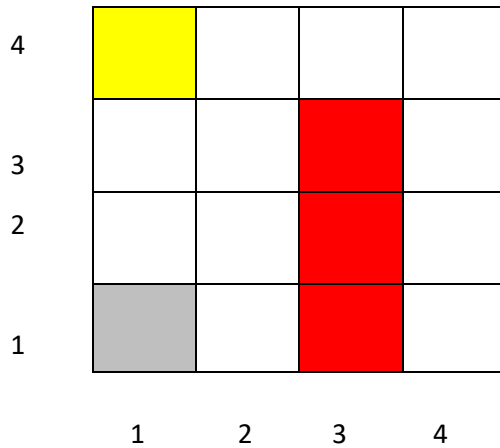


Table 5

X	Y	Action
1	1	0
2	1	1
2	1	3
2	2	1
2	2	3
1	2	1
1	2	3
1	1	1
1	1	3
2	1	1
3	1	1
3	1	2
3	1	2
3	1	2
3	2	1
3	2	4
3	2	3
2	2	1
1	2	1
1	2	3
1	1	1
1	1	6

- 2. Start at (1,1). Choose from:
 - a. (2,1). Choose from:
 - i. (3,1). Breeze detected. Return
 - ii. (2,2). Choose from:
 - 1. (3,2). Gold found. **Go Home.**
 - 2. (2,3). No expansion.

Fig 3



1. Start at (1,1). Choose from:
 - a. (2,1). Breeze detected. Return.
 - b. (1,2). Choose from:
 - i. (2,2). Breeze detected. Return.
 - ii. (1,3). Choose from
 1. (2,3). Breeze detected. Return
 2. (1,4). Gold found. **Go Home.**

Action Key:

0	1	2	3	4	5	6
Nil	Fwd	Rotate Right	Rotate Left	Grab	Shot	Climb

Table 6

X	Y	Action
1	1	0
2	1	1
2	1	2
2	1	2
1	1	1
1	1	2
1	2	1
1	2	2
1	2	2
1	2	3
2	2	1
2	2	2
2	2	2
1	2	1
1	2	2
1	3	1
1	3	2
1	3	2
1	2	1
1	2	3
2	2	1
2	2	3
2	3	1
2	3	3
1	3	1
1	3	2
1	3	2
1	3	3
1	4	1
1	4	4
1	4	2
1	4	2
1	3	1
1	2	1
1	1	1
1	1	6