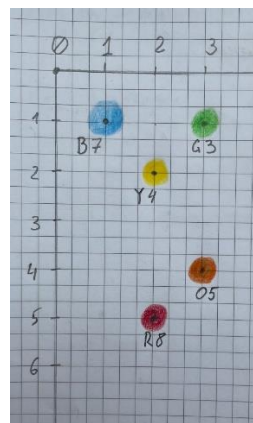
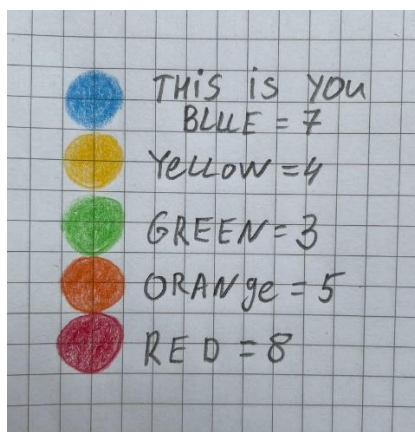


## Osmos

On the map depicted below, there are biological cells. These cells are predators. When two cells meet, the biggest one consumes another one. The volume inside the victim is the winner's prize. Numbers on the map are volumes.

In our game, just one cell can move -- Blue (this is your cell). It requires one amount of volume to move one square horizontally or vertically.

You need to implement a program inspired by the "Osmos" game. Let Blue decide what step to take next and which cell to attack. Beware! If Blue arrives at its victim exhausted, there may not be enough volume inside it to win the competition.



[About "Osmos" game](#)

[Gameplay video](#)