

move/mark = 3

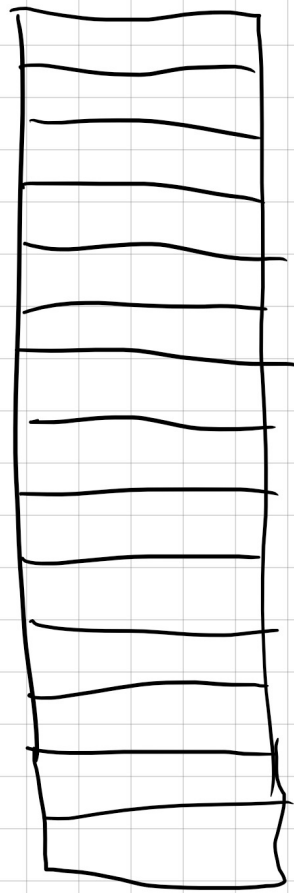
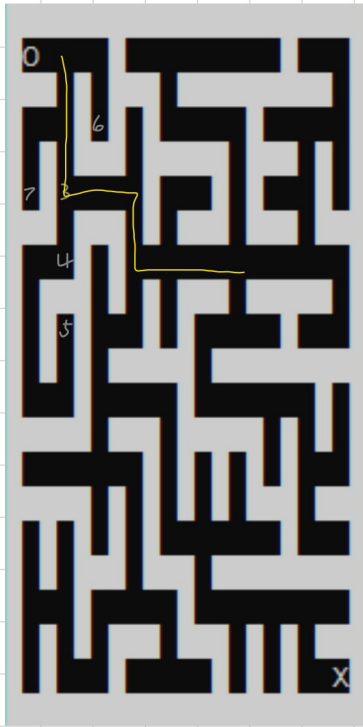
look = 1

push/pop Mem = 4

peek/clear = 2

Jump to = 5

Jump at = 4



walk in other Dir.  
with Last space (or pick random  
if both same)

reach Intersect:  
Is mem empty?

Yes

Push to Mem

Step back  
and place Mark

Peek + Backtrace

Peek + Backtrace  
until mem empty

Is it dead end?

Limits:

to do:

go to Last  
mem and  
place mark

Very efficient ground coverage,  
at the cost of resource  
Intensive work  
full mem

1) add exception for  
2) create end condition [will work until it dies, kinda like a bee]