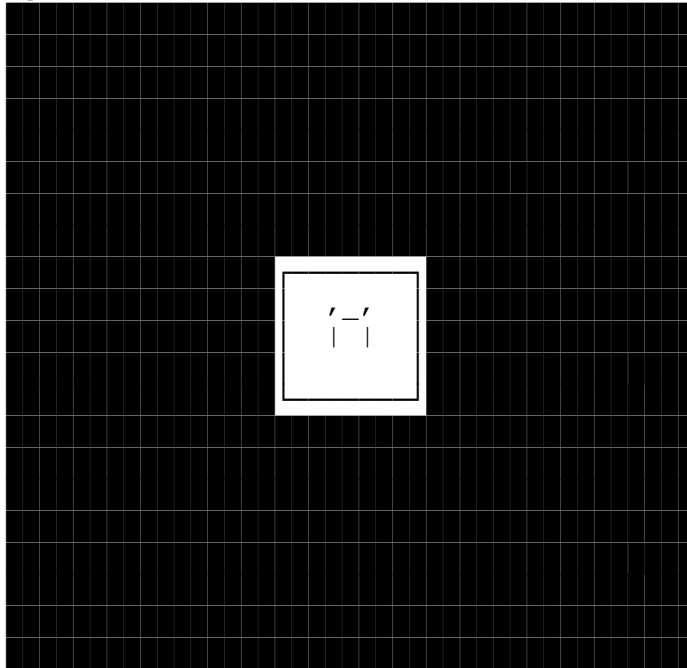
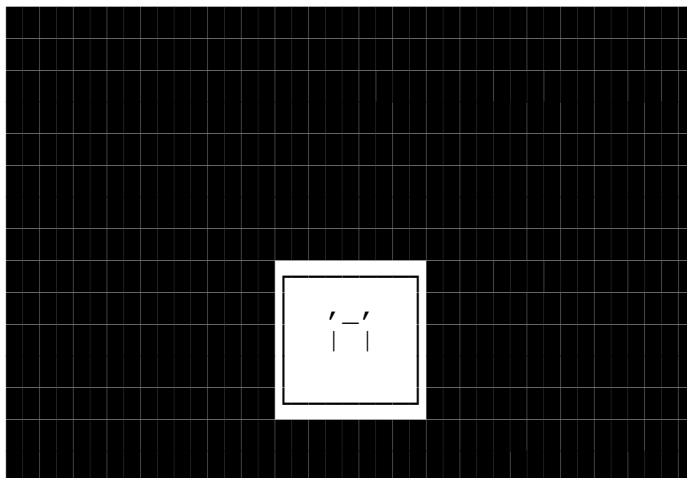
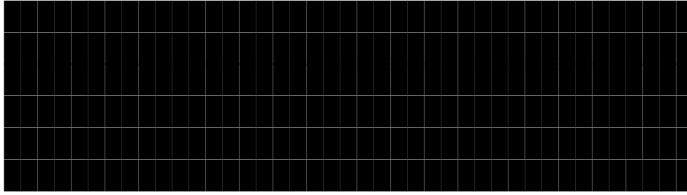


Enter your name:
Egor

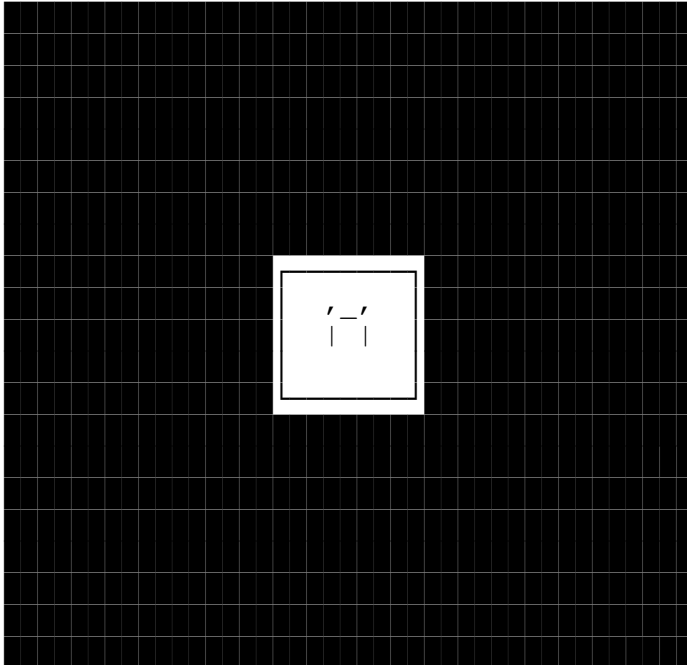


Name: Egor
Energy: ##### 20
Grenade: ##### 10
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
3
1. Long-range unidirectional scanner
2. Mine detector
2
There are 2 mines around



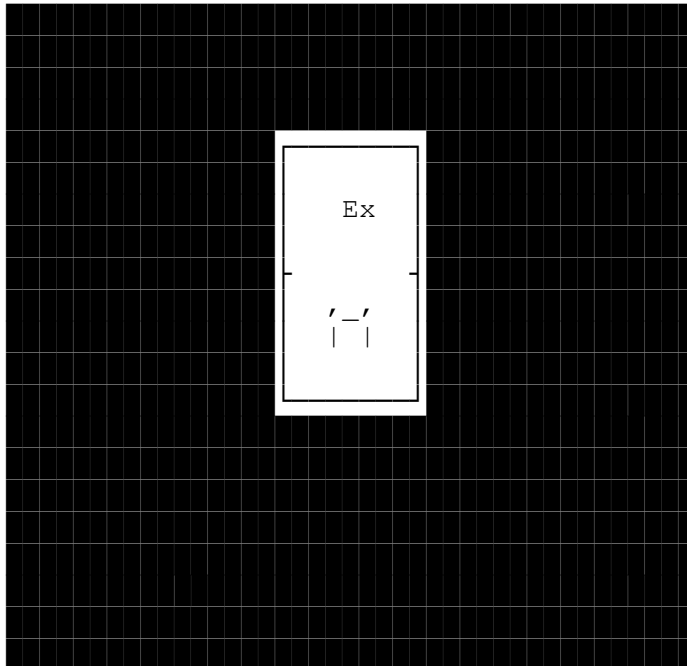


Name: Egor
Energy: ##### 17
Grenade: ##### 10
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
3
1. Long-range unidirectional scanner
2. Mine detector
1
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
3
To the left, the nearest object/world wall is at a distance of 0 cells

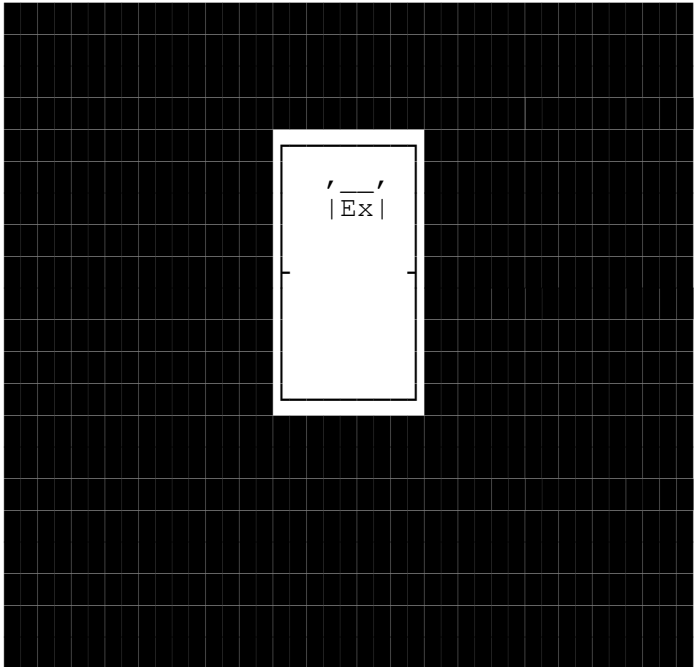


Name: Egor
Energy: ##### 15
Grenade: ##### 10
Death: false

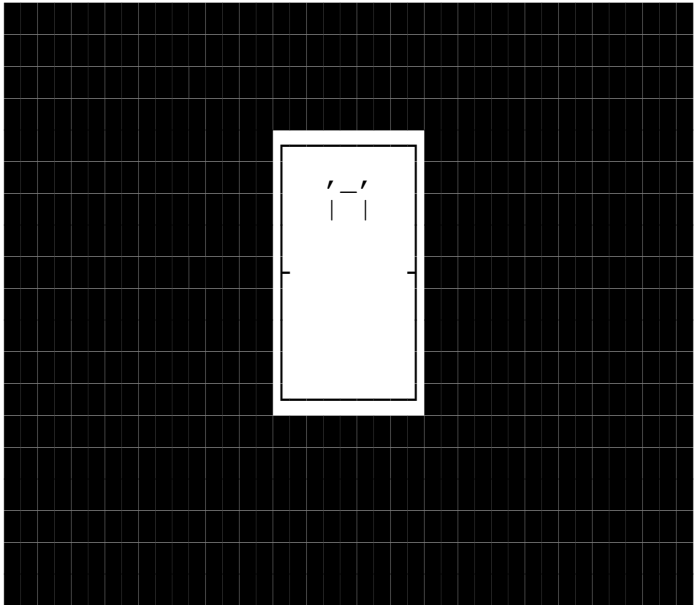
```
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
2
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
1
Success
```



```
Name: Egor
Energy: #####          15
Grenade: #####      9
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
1
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
1
Success
```

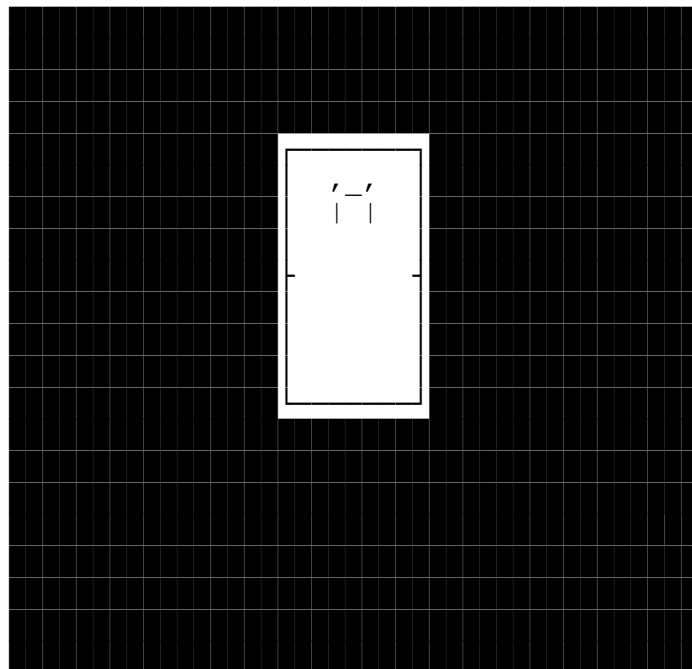


Name: Egor
Energy: ##### 15
Grenade: ##### 9
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Take Excavator
5. Show map
4
Success



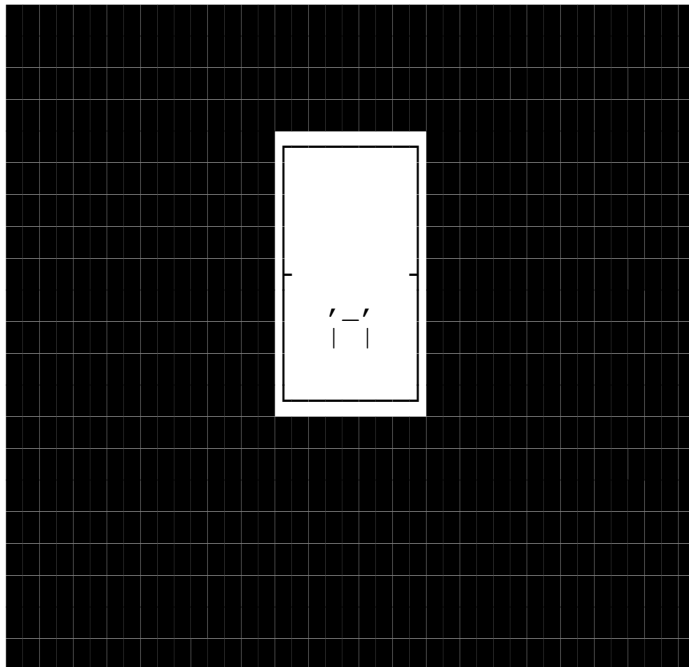


Name: Egor
Energy: ##### 15
Grenade: ##### 9
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
3
1. Long-range unidirectional scanner
2. Mine detector
3. Excavator
2
There are 3 mines around

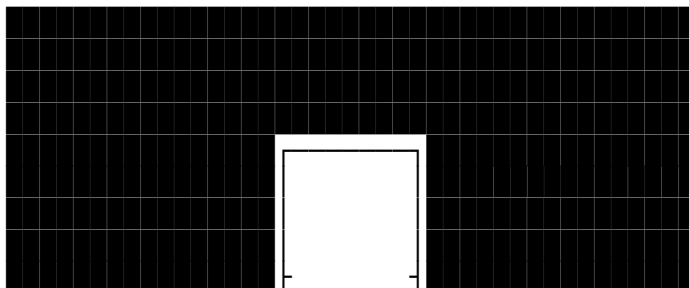


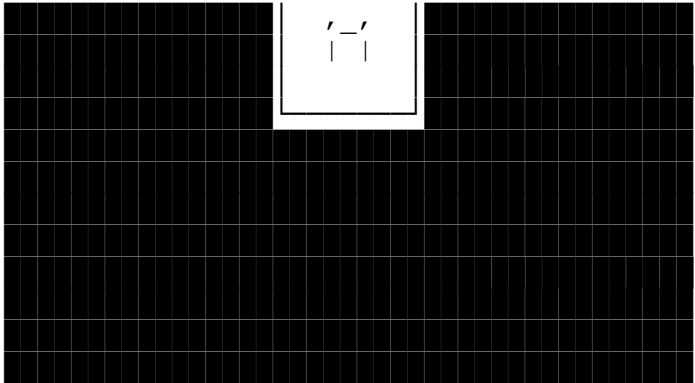
Name: Egor
Energy: ##### 12
Grenade: ##### 9
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
1
Choose a direction:
1. Top
2. Bottom

3. Left
4. Right
2
Success

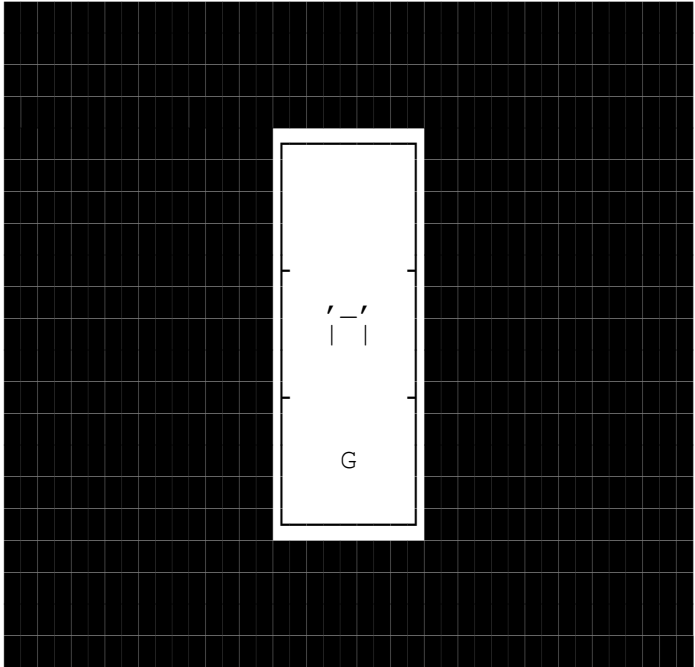


Name: Egor
Energy: ##### 12
Grenade: ##### 9
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
1
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
2
Wall bottom



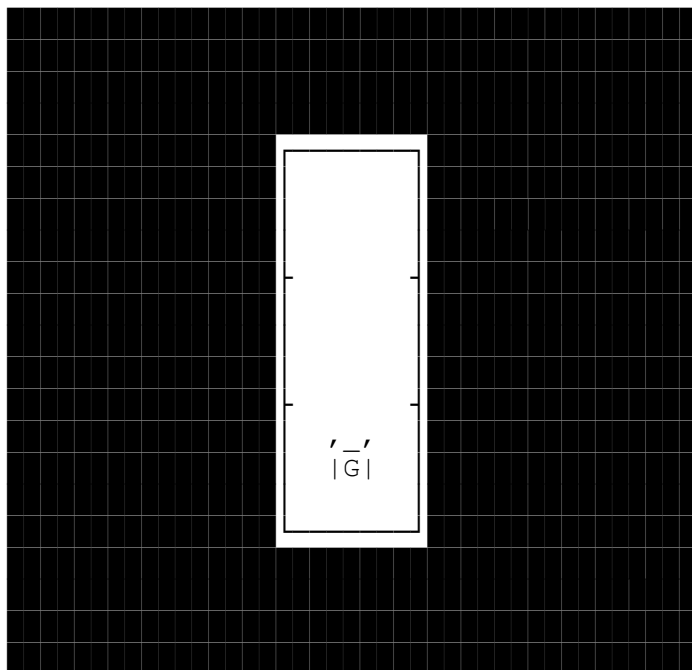


Name: Egor
Energy: ##### 12
Grenade: ##### 9
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
2
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
2
Success



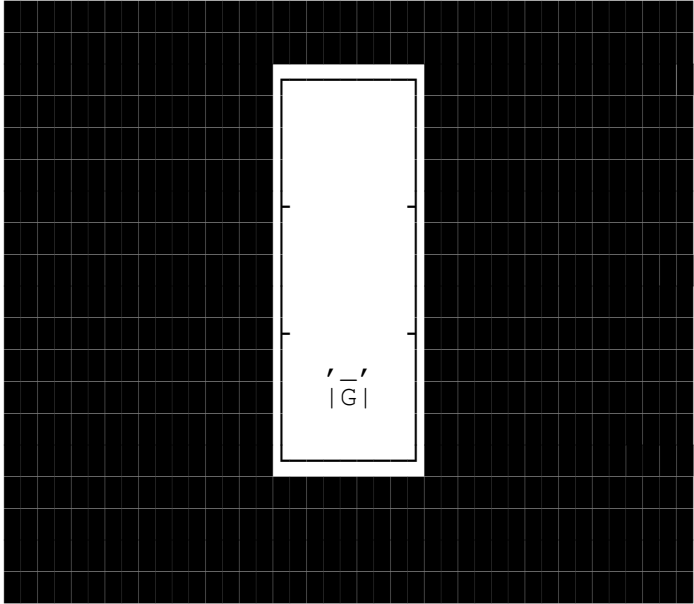
Name: Egor

```
Energy: ##### 12
Grenade: ##### 8
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
1
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
2
Success
```

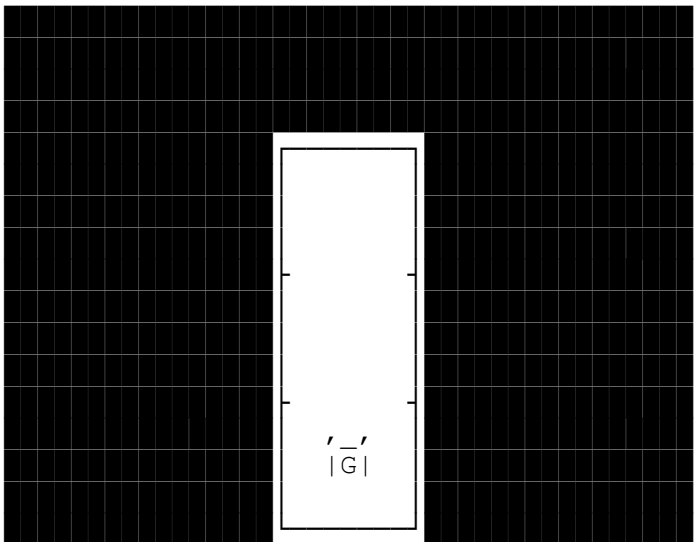


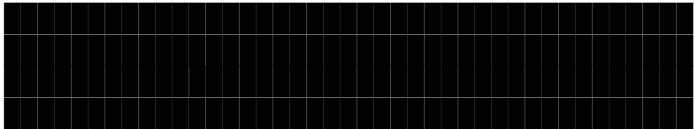
```
Name: Egor
Energy: ##### 12
Grenade: ##### 8
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Take grenade
5. Show map
4
Success
```



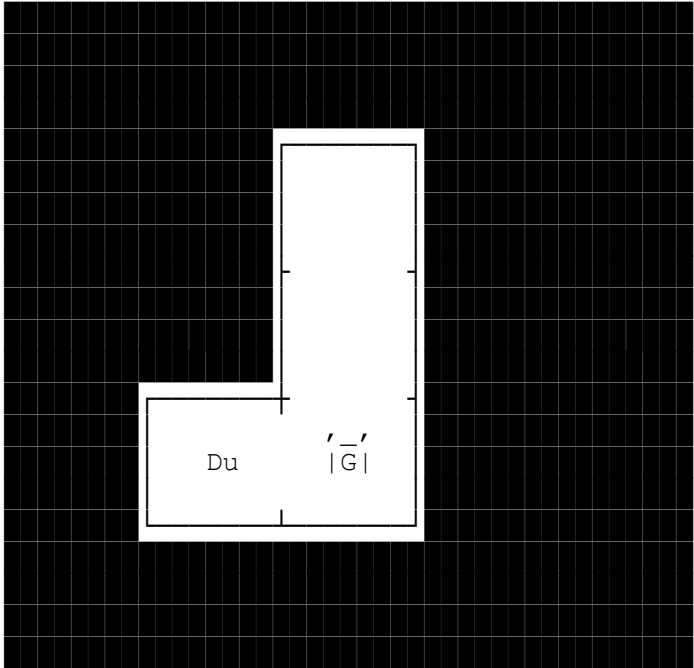


Name: Egor
Energy: ##### 12
Grenade: ##### 10
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Take grenade
5. Show map
3
1. Long-range unidirectional scanner
2. Mine detector
3. Excavator
2
There are 0 mines around



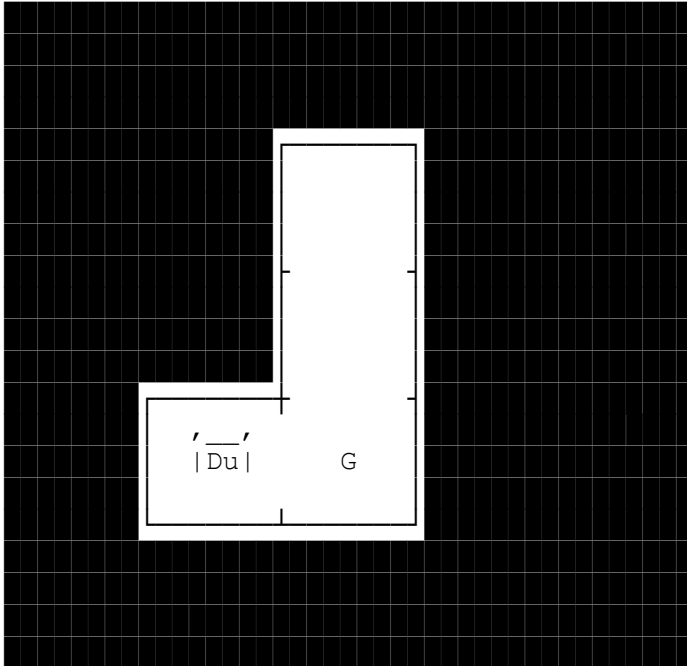


Name: Egor
Energy: ##### 9
Grenade: ##### 10
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Take grenade
5. Show map
2
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
3
Success

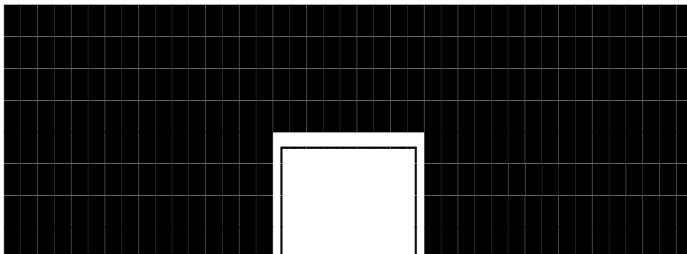


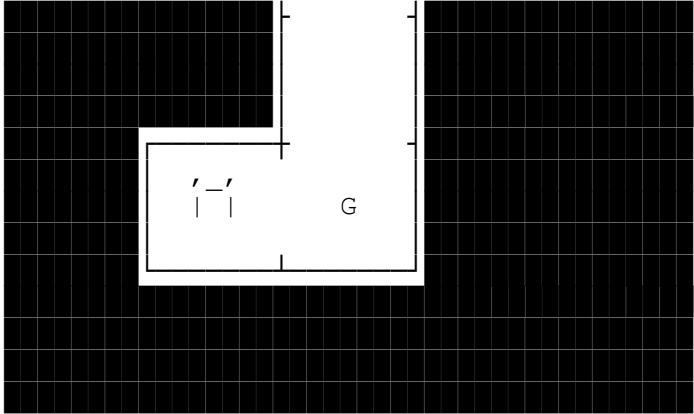
Name: Egor
Energy: ##### 9
Grenade: ##### 9
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool

```
4. Take grenade
5. Show map
1
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
3
Success
```

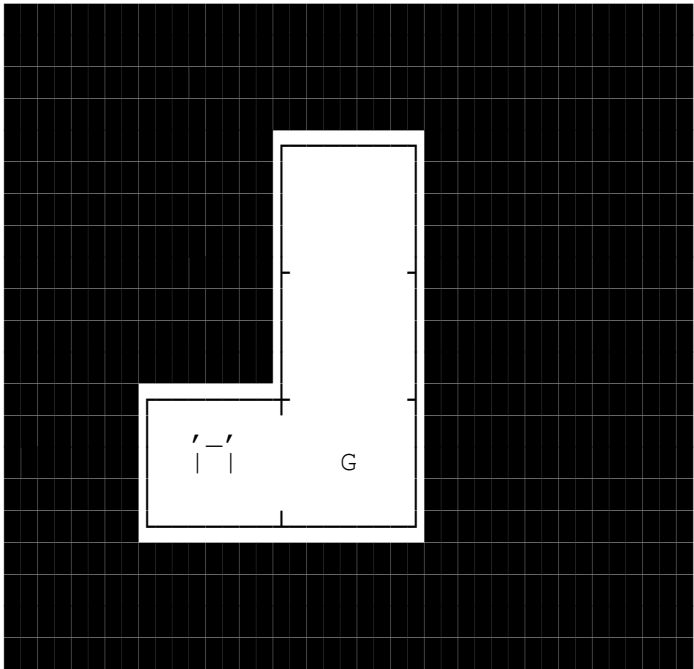


```
Name: Egor
Energy: #####          9
Grenade: #####      9
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Take DischargeUnit
5. Show map
4
Success
```



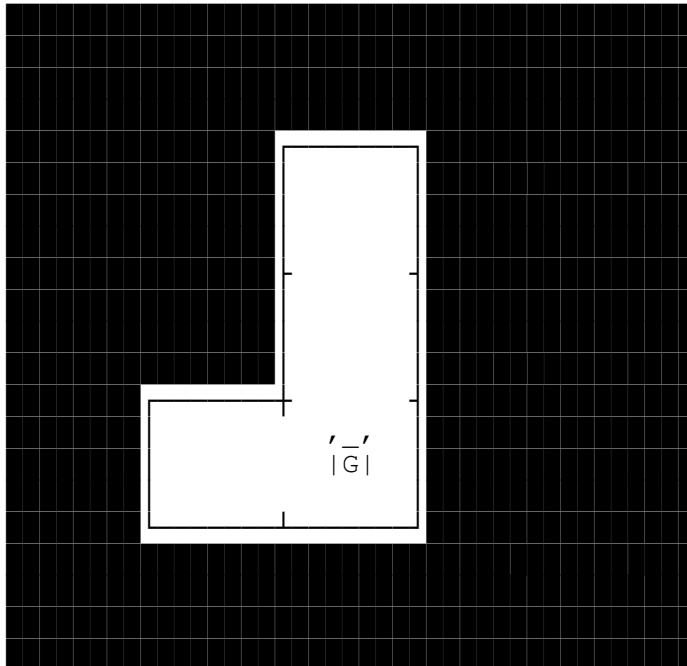


Name: Egor
Energy: ##### 9
Grenade: ##### 9
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
3
1. Long-range unidirectional scanner
2. Mine detector
3. Excavator
4. DischargeUnit
2
There are 3 mines around



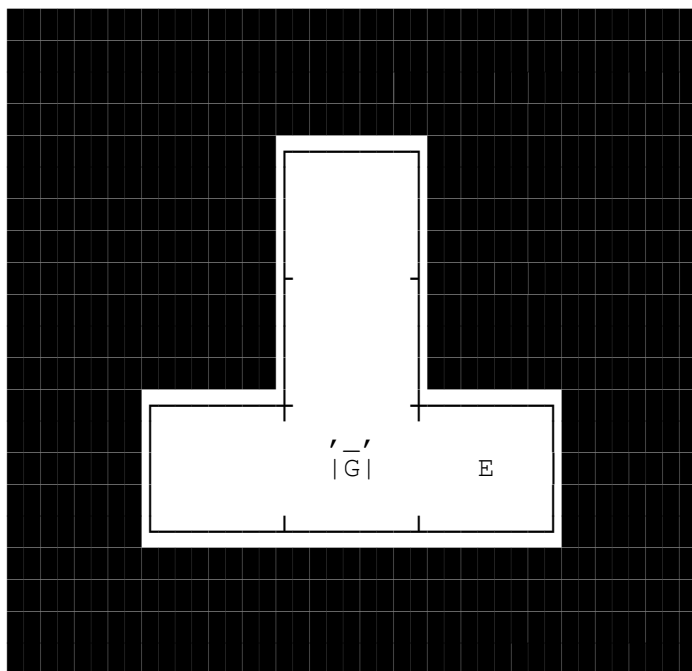
Name: Egor

```
Energy: ##### 6
Grenade: ##### 9
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
1
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
4
Success
```

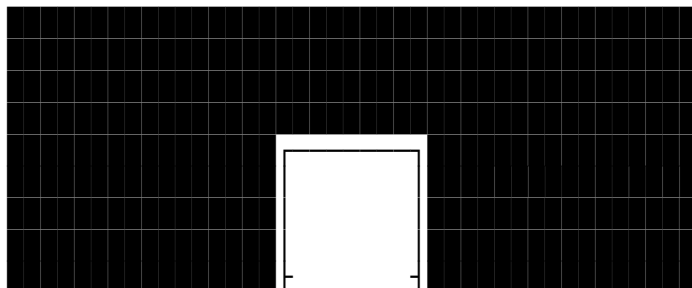


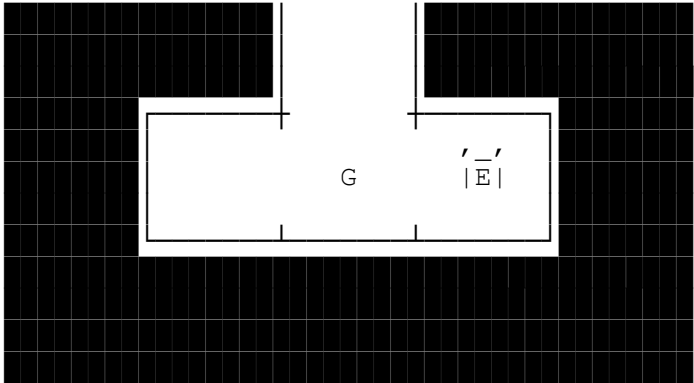
```
Name: Egor
Energy: ##### 6
Grenade: ##### 9
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Take grenade
5. Show map
2
Choose a direction:
1. Top
2. Bottom
3. Left
```

4. Right
4
Success

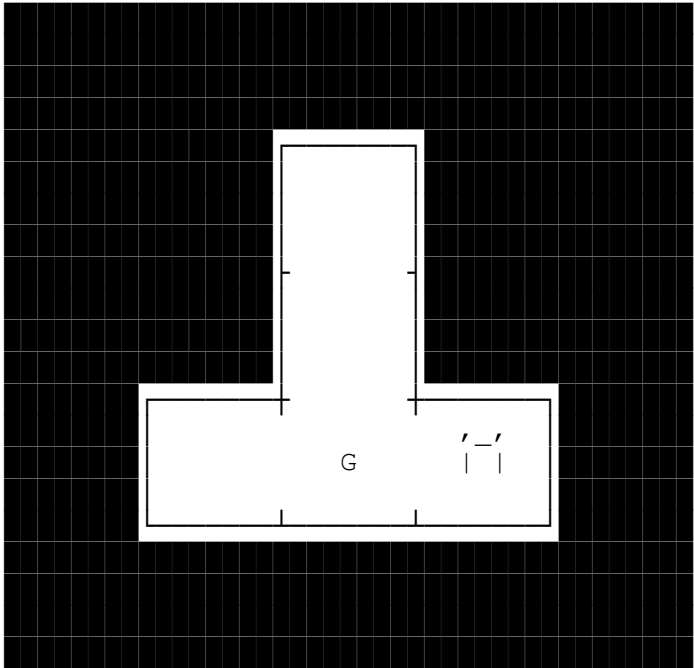


Name: Egor
Energy: ##### 6
Grenade: ##### 8
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Take grenade
5. Show map
1
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
4
Success



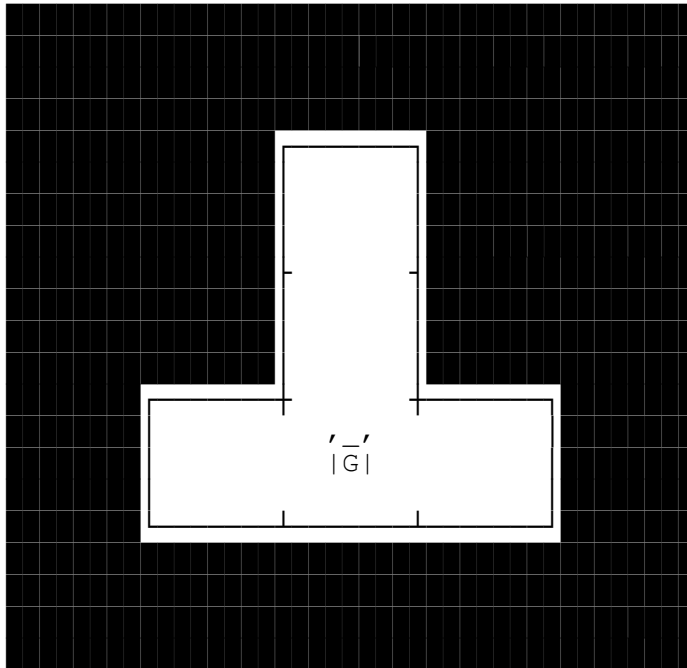


Name: Egor
Energy: ##### 6
Grenade: ##### 8
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Take energy
5. Show map
4
Success



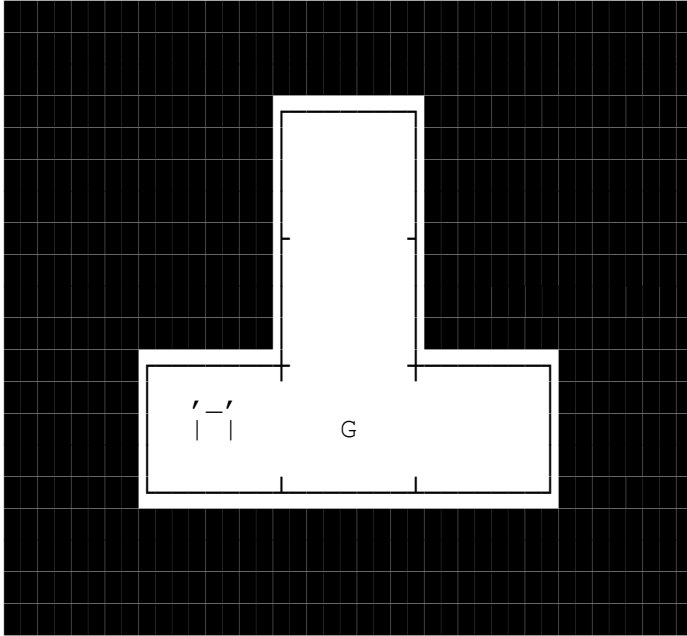
Name: Egor
Energy: ##### 16
Grenade: ##### 8
Death: false
Victory: false
1. Go

```
2. Throw grenade
3. Use tool
4. Show map
1
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
3
Success
```



```
Name: Egor
Energy: ##### 16
Grenade: ##### 8
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Take grenade
5. Show map
1
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
3
Success
```



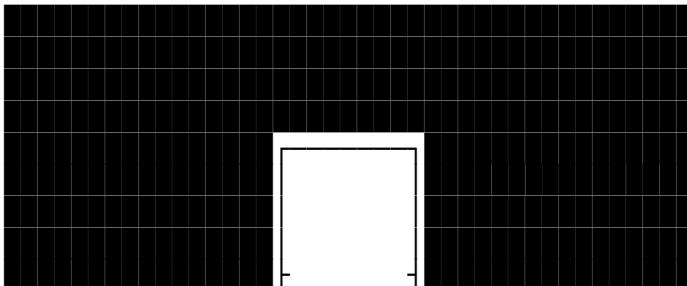


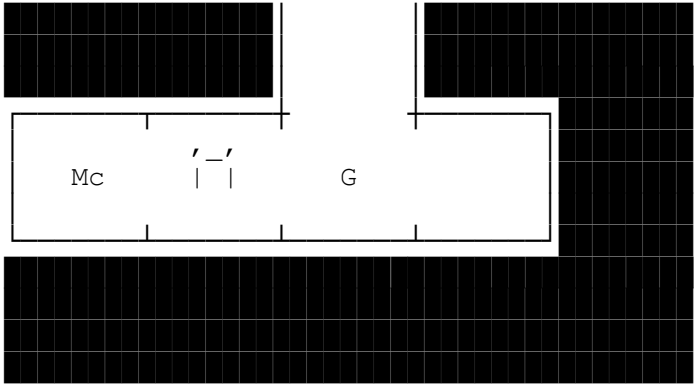
```

Name: Egor
Energy: #####          16
Grenade: #####          8
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
3

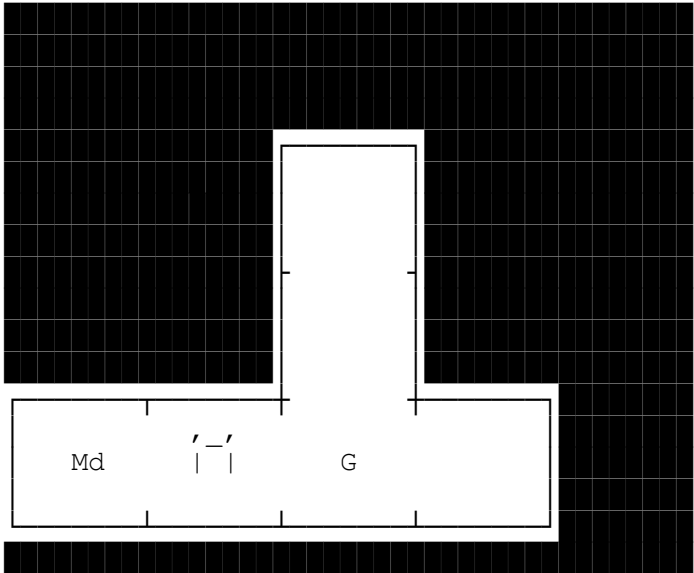
1. Long-range unidirectional scanner
2. Mine detector
3. Excavator
4. DischargeUnit
3
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
3
success

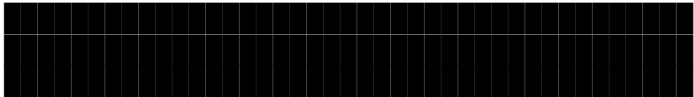
```



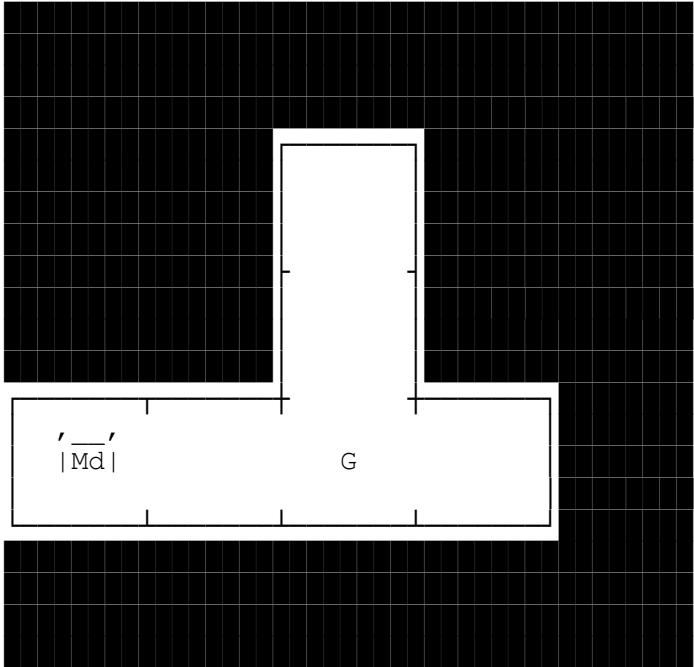


Name: Egor
Energy: ##### 8
Grenade: ##### 8
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
3
1. Long-range unidirectional scanner
2. Mine detector
3. Excavator
4. DischargeUnit
4
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
3
The mine was successfully discharged





Name: Egor
Energy: ##### 6
Grenade: ##### 8
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
1
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
3
Success

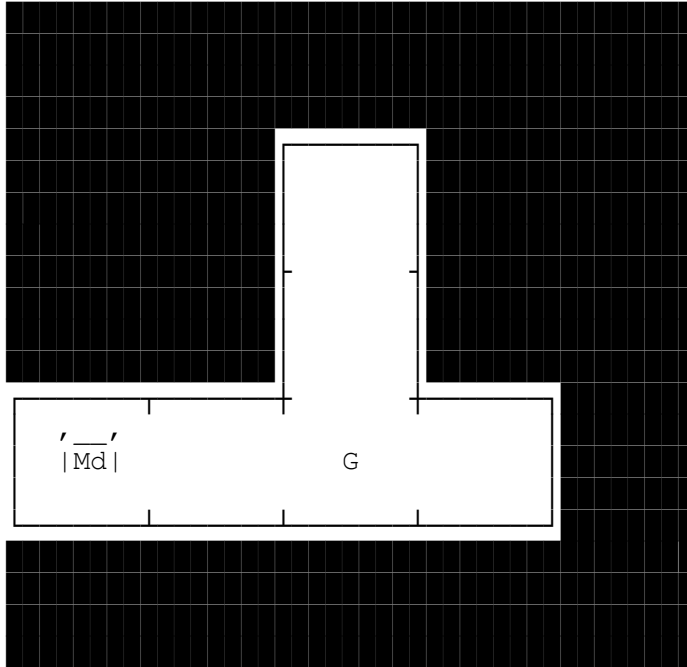


Name: Egor
Energy: ##### 6
Grenade: ##### 8
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
3

```

1. Long-range unidirectional scanner
2. Mine detector
3. Excavator
4. DischargeUnit
2
There are 0 mines around

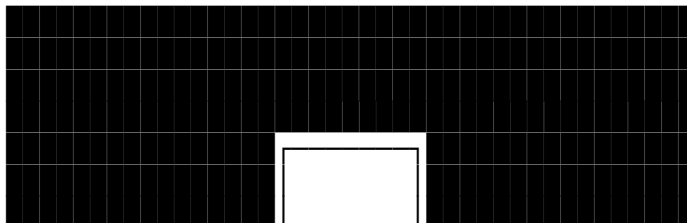
```

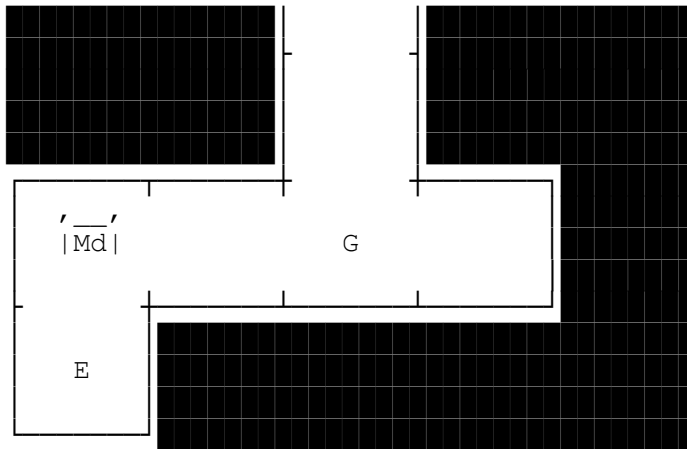


```

Name: Egor
Energy: ###
Grenade: ##### 8
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
2
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
2
Success

```

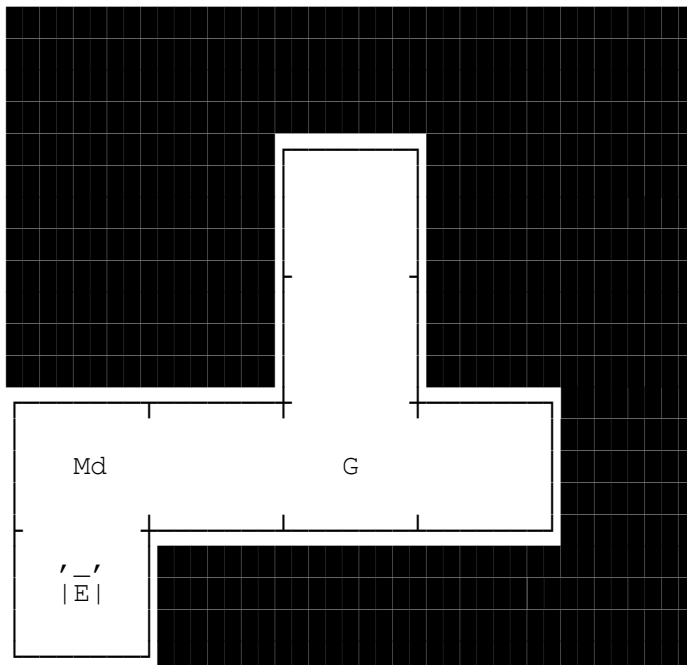




```

Name: Egor
Energy: ###
Grenade: ##### 7
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
1
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
2
Success

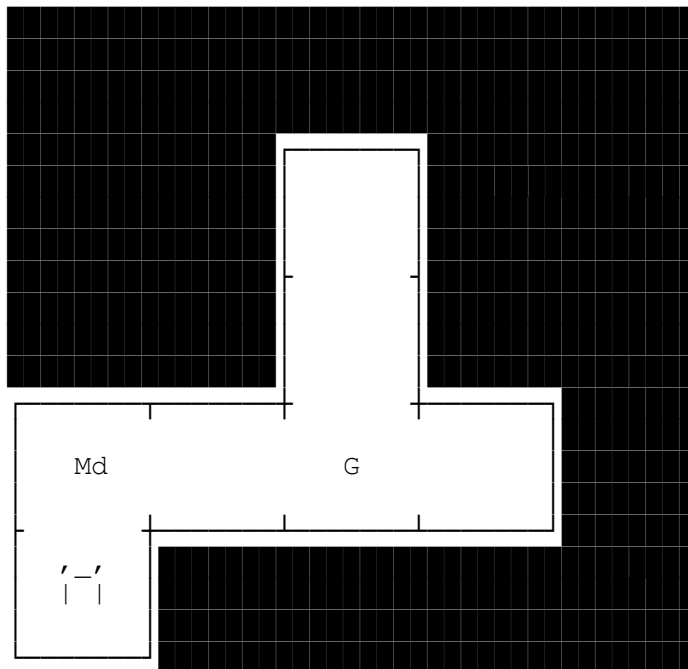
```



```

Name: Egor
Energy: ###                      3
Grenade: #####                  7
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Take energy
5. Show map
4
Success

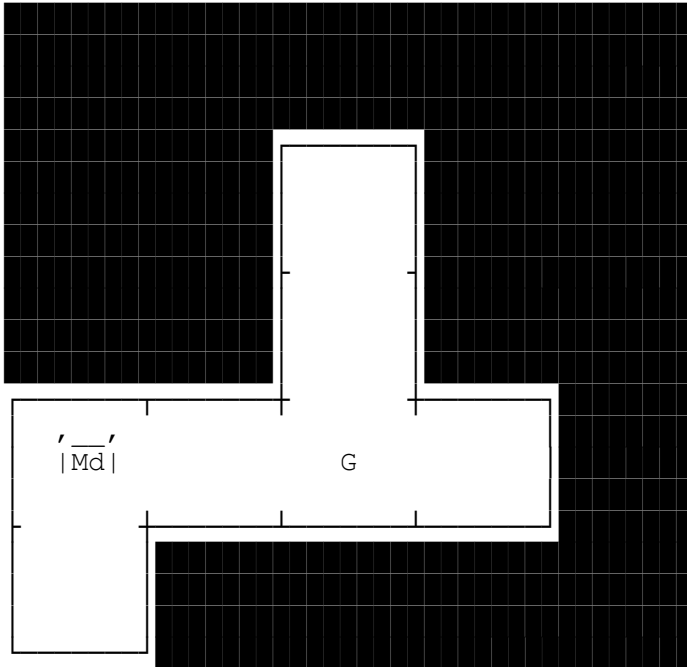
```



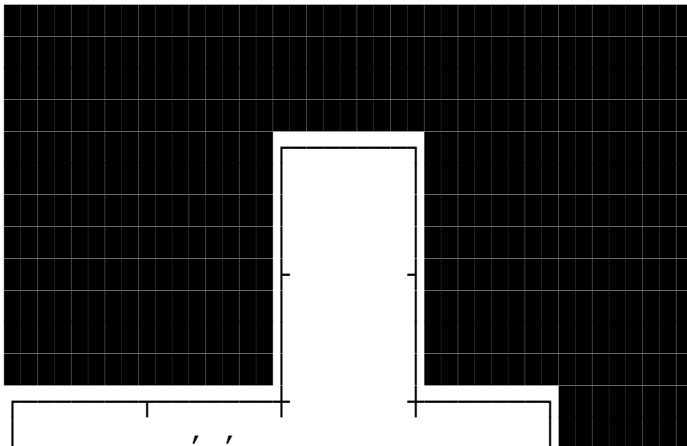
```

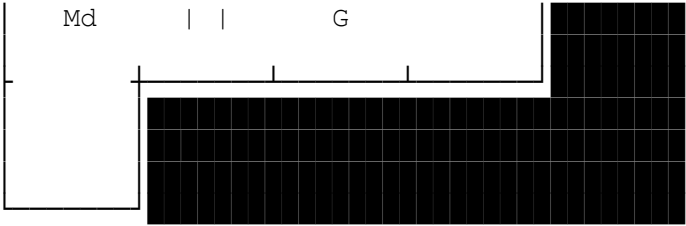
Name: Egor
Energy: #####                  13
Grenade: #####                  7
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
1
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
1
Success

```

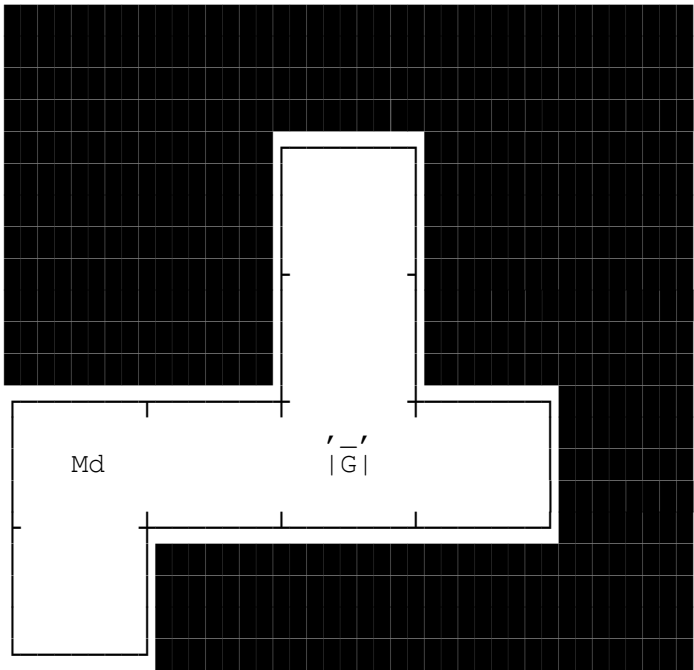


Name: Egor
 Energy: ##### 13
 Grenade: ##### 7
 Death: false
 Victory: false
 1. Go
 2. Throw grenade
 3. Use tool
 4. Show map
 1
 Choose a direction:
 1. Top
 2. Bottom
 3. Left
 4. Right
 4
 Success





Name: Egor
 Energy: ##### 13
 Grenade: ##### 7
 Death: false
 Victory: false
 1. Go
 2. Throw grenade
 3. Use tool
 4. Show map
 1
 Choose a direction:
 1. Top
 2. Bottom
 3. Left
 4. Right
 4
 Success

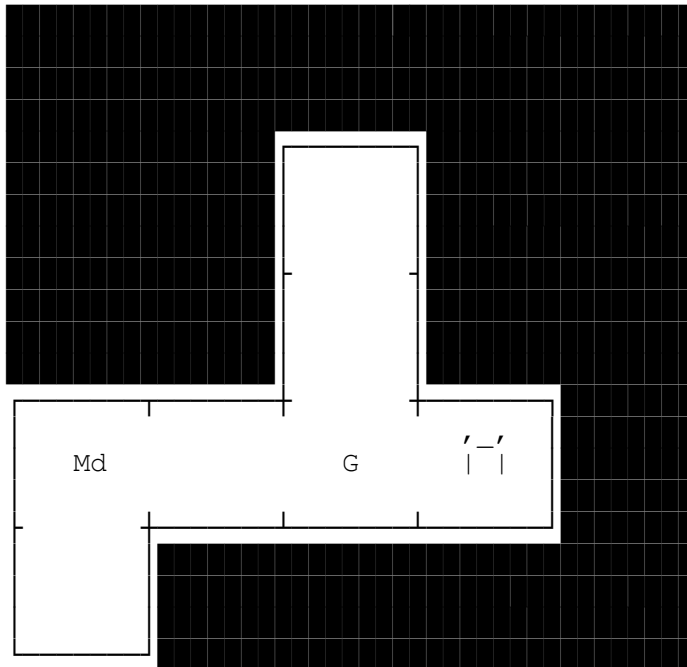


Name: Egor
 Energy: ##### 13
 Grenade: ##### 7
 Death: false
 Victory: false
 1. Go


```

2. Throw grenade
3. Use tool
4. Take grenade
5. Show map
1
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
4
Success

```

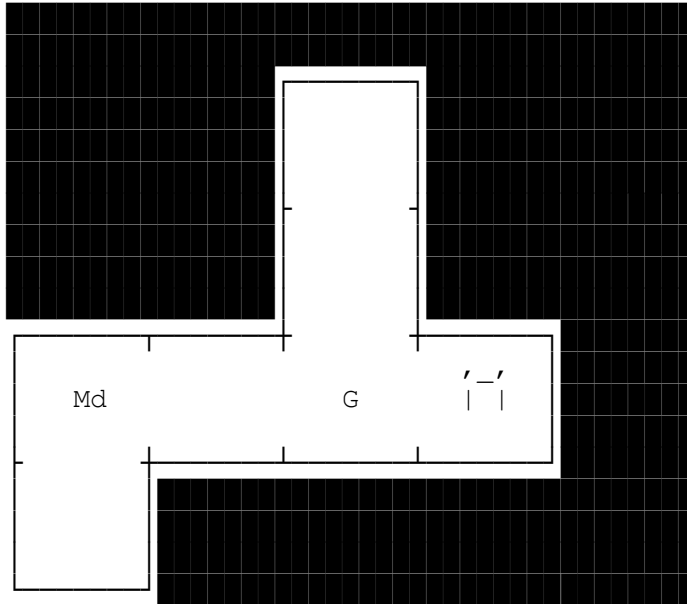


```

Name: Egor
Energy: ##### 13
Grenade: ##### 7
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
3
1. Long-range unidirectional scanner
2. Mine detector
3. Excavator
4. DischargeUnit
2
There are 2 mines around

```

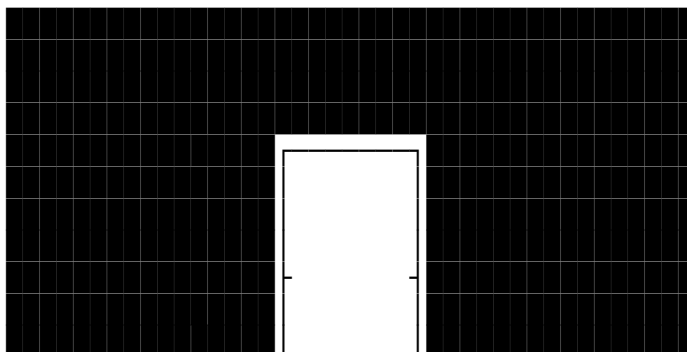


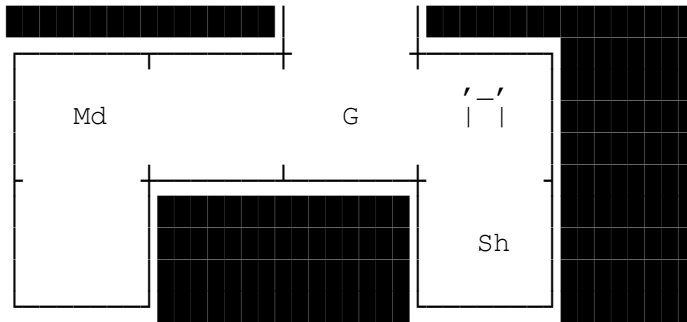


```

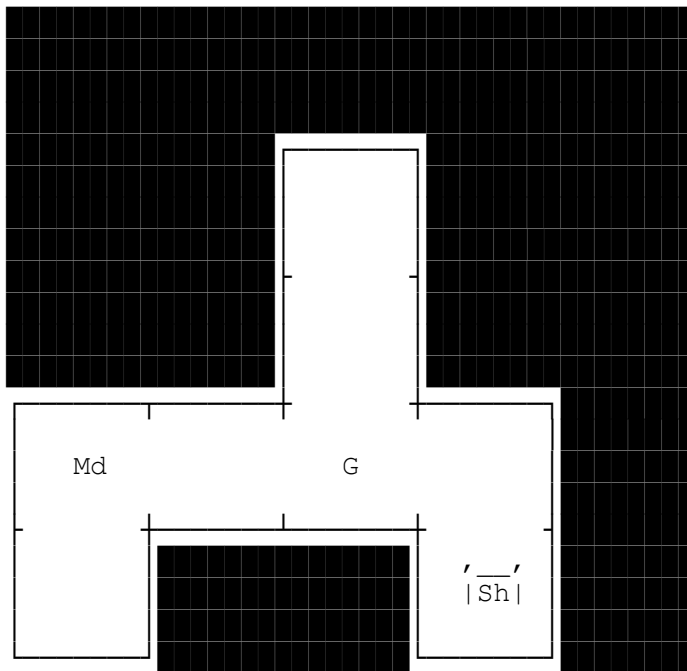
Name: Egor
Energy: #####          10
Grenade: #####        7
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
3
1. Long-range unidirectional scanner
2. Mine detector
3. Excavator
4. DischargeUnit
3
Choose a direction:
1. Top
2. Bottom
3. Left
4. Right
2
success

```





Name: Egor
 Energy: ## 2
 Grenade: ##### 7
 Death: false
 Victory: false
 1. Go
 2. Throw grenade
 3. Use tool
 4. Show map
 1
 Choose a direction:
 1. Top
 2. Bottom
 3. Left
 4. Right
 2
 Success

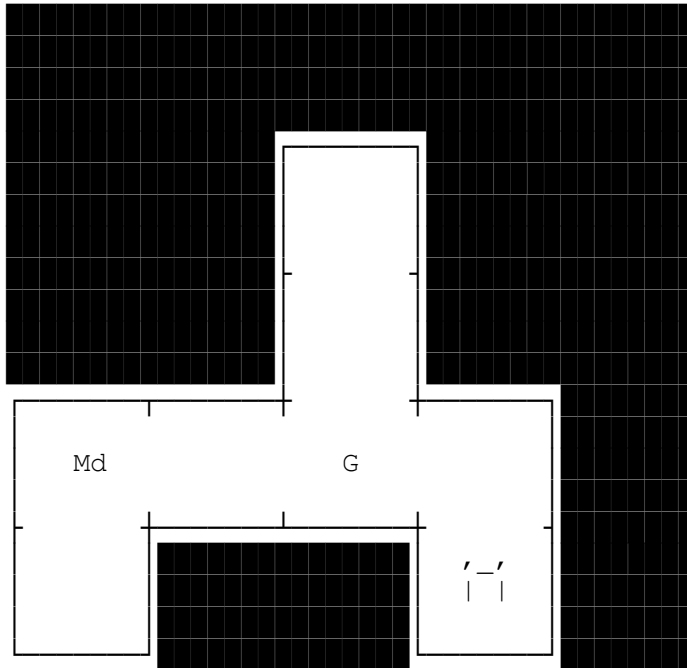


Name: Egor
 Energy: ## 2
 Grenade: ##### 7

```

Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Take Short-range omnidirectional scanner
5. Show map
4
Success

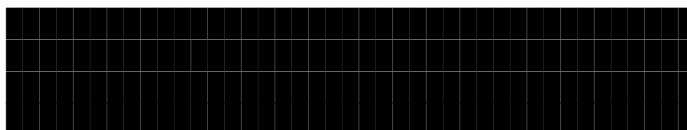
```

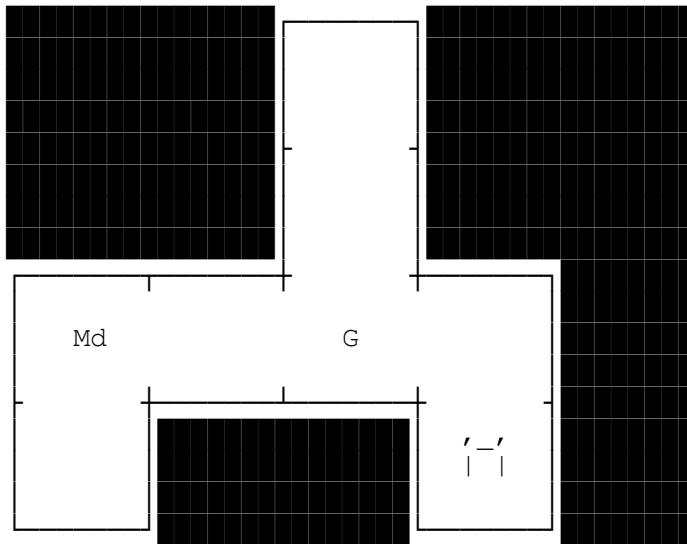


```

Name: Egor
Energy: ##
Grenade: ##### 7
Death: false
Victory: false
1. Go
2. Throw grenade
3. Use tool
4. Show map
3
1. Long-range unidirectional scanner
2. Mine detector
3. Excavator
4. DischargeUnit
5. Short-range omnidirectional scanner
2
Not enough energy

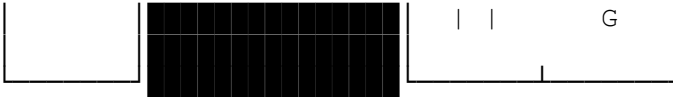
```



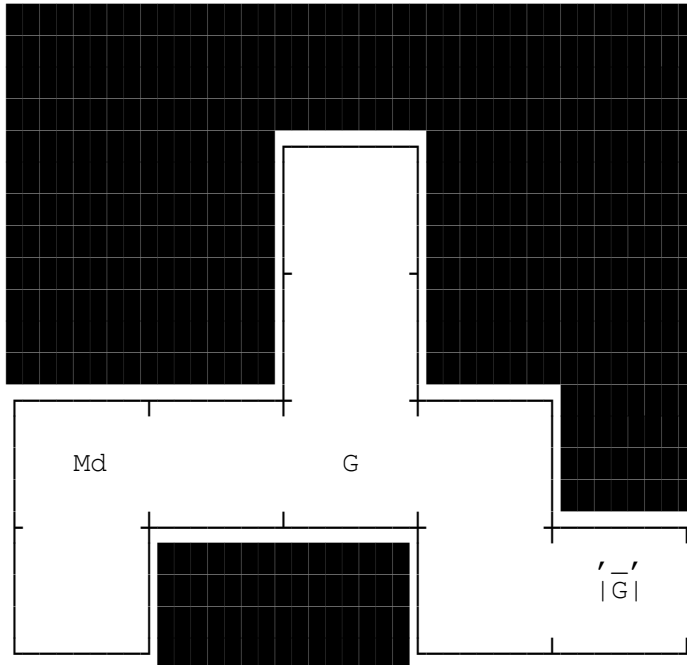


Name: Egor
 Energy: ##
 Grenade: ##### 7 2
 Death: false
 Victory: false
 1. Go
 2. Throw grenade
 3. Use tool
 4. Show map
 2
 Choose a direction:
 1. Top
 2. Bottom
 3. Left
 4. Right
 4
 Success





Name: Egor
 Energy: ## 2
 Grenade: ##### 6
 Death: false
 Victory: false
 1. Go
 2. Throw grenade
 3. Use tool
 4. Show map
 1
 Choose a direction:
 1. Top
 2. Bottom
 3. Left
 4. Right
 4
 Success



Name: Egor
 Energy: ## 2
 Grenade: ##### 6
 Death: false
 Victory: false
 1. Go
 2. Throw grenade
 3. Use tool
 4. Take grenade
 5. Show map

1

Choose a direction:

1. Top

2. Bottom

3. Left

4. Right

4

Victory

Leader board:

1) Name: Egor Time: 8 min 48 sec Map: 5 column by 5 row