









0.0, 0.0	1.0, 0.0	2.0, 0.0	3.0, 0.0	4.0, 0.0	5.0, 0.0	6.0, 0.0	7.0, 0.0
0.0, 1.0	1.0, 1.0	2.0, 1.0	3.0, 1.0	4.0, 1.0	5.0, 1.0	6.0, 1.0	7.0, 1.0 
0.0, 2.0	1.0, 2.0	2.0, 2.0	3.0, 2.0	4.0, 2.0	5.0, 2.0	6.0, 2.0	7.0, 2.0
0.0, 3.0	1.0, 3.0	2.0, 3.0 	3.0, 3.0 	4.0, 3.0 	5.0, 3.0	6.0, 3.0	7.0, 3.0
0.0, 4.0 	1.0, 4.0 	2.0, 4.0	3.0, 4.0	4.0, 4.0 	5.0, 4.0	6.0, 4.0	7.0, 4.0 
0.0, 5.0	1.0, 5.0	2.0, 5.0	3.0, 5.0	4.0, 5.0	5.0, 5.0	6.0, 5.0	7.0, 5.0
0.0, 6.0	1.0, 6.0	2.0, 6.0	3.0, 6.0	4.0, 6.0	5.0, 6.0	6.0, 6.0	7.0, 6.0
0.0, 7.0	1.0, 7.0	2.0, 7.0	3.0, 7.0	4.0, 7.0	5.0, 7.0	6.0, 7.0	7.0, 7.0

Gold Player +1: 0.0

Gold Player -1: 0.0

Remaining 134.0

down s: 's'

attack_up s: '1'

right s: 'd'

left s: 'a'