











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  Work hp: 10.0 carry: 0.0
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  Work hp: 10.0 carry: 0.0	3.0, 3.0  Hall hp: 30.0	4.0, 3.0  Hall hp: 30.0	5.0, 3.0	6.0, 3.0	7.0, 3.0
0.0, 4.0  Gold	1.0, 4.0  Barr hp: 20.0	2.0, 4.0	3.0, 4.0	4.0, 4.0  Rifl hp: 20.0	5.0, 4.0	6.0, 4.0	7.0, 4.0  Gold
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'