◎ Goal

In this league, you have **1 turn** to get both your agents behind the best cover then shoot the opposing enemy with the least protection from cover.

✔ Rules

The game is played on a **grid**.

Each player controls a team of **agents**.

Objective 3: Taking Cover

Your agents can shoot enemy agents! In this next league, you will have to deal with **cover**.

🛡 Cover

Each tile of the **grid** is given to your program through the standard input. For each column of each row you are given a `tileType`. It can now have one of **three** possible values:

- **0** an empty tile.
- **1** a tile containing **low cover.**
- **2** a tile containing **high cover.**

Tiles with **cover** are impassable, and agents will automatically path around them when perform a MOVE action.

An agent that benefits from a cover will gain damage reduction against enemy shots. Low Covers provide **50%** protection, and High Covers provide **75%** protection.

For instance, an agent within optimal range and a soaking power of 24 will only deal 6 wetness to an enemy behind High Cover.

To benefit from a cover, the agent must be orthogonally adjacent to it, and the enemy shot must come from the opposite side of the cover tile. The cover is ignored if both agents are adjacent to the cover.

In the case where multiple covers can be considered, only the **highest** cover will count.
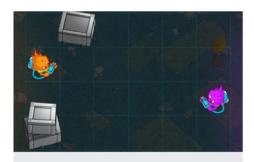
Examples:

An agent orthogonally adjacent to the left side of a low cover. Shooting this agent from a green tile will result in damage reduction.
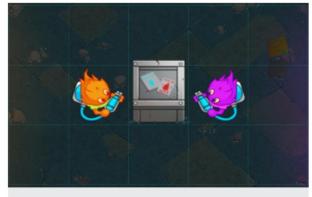

In the case where a shot can be affected by two covers, only the highest one counts.

An agent that is not orthogonally adjacent to any cover, thus not benefitting from their damage reduction.

The orange agent benefits from a low cover while the purple agent does not benefit from any cover.

Neither of these agents benefit from the cover from each other since they are both adjacent to it.

Run & Gun

From this league onwards, your agents may perform **both** a `MOVE` and `SHOOT` action on the same turn. Separate both actions by a semicolon and the assigned agent will first perform the `MOVE` then immediately attempt to `SHOOT` from the new position.

Example: `1; MOVE 6 3; SHOOT 4`

In this league, you will have agents on either side of the screen. They will both be confronted by two enemy agents in range. They will also be **1** `MOVE` away from tiles with cover. To beat this league, you must move both agents behind the highest available cover and have them shoot the enemy within range behind the lowest cover.

🐞 Debugging tips

• Hover over the grid to see extra information on the tile under your mouse.
• Assign the special `MESSAGE text` action to an agent and that text will appear above your agent.
• Press the gear icon on the viewer to access extra display options.
• Use the keyboard to control the action: space to play/pause, arrows to step 1 frame at a time.

Click to expand

🗔 **Game Protocol**

Initialization Input