

This is a league based challenge.

For this challenge, multiple leagues for the same game are available. Once you have proven your skills against the first Boss, you will access a higher league and extra rules will be available.

NEW: In wooden leagues, your submission will only fight the boss in the arena. Complete the objective specified in each league at least 3 times out of 5 to advance to the next league.



Goal

In this league, move one of your agents to the coordinates (6,1), and the other to (6,3).

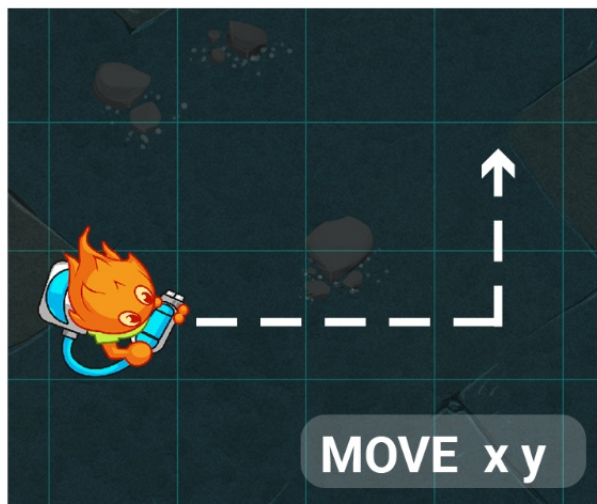


Rules

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

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

Objective 1: the `MOVE` action



Each one of your agents occupy a tile on the grid. They cannot occupy the same tile. Each agent has a unique `agentId`.

Each agent can perform one `MOVE` action per turn. By printing a `MOVE x y` action to the standard output, you can tell an agent to move one tile towards the given coordinates.

To assign an action to an agent, print to the standard output its `agentId` followed by the desired action, the two separated by a **semicolon**.

For example, the following line:

```
1; MOVE 12 3
```

will assign the `MOVE 12 3` to the agent with `agentId` = 1.

You must send exactly **1** line per agent on your team.

Grid and agent data are provided to your program through the standard input. Further details in the Game Protocol section.



Victory Conditions

In this league you have **two** agents on a small grid.

Your objective is to move one of your agents to the coordinates (6,1) and the other to (6,3).

Your objective is to move one of your agents to the coordinates (4,7), and the other to (7,7).

Defeat Conditions



- **20 turns** have passed.
- Your program does not provide a command in the allotted time or one of the commands is invalid.



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