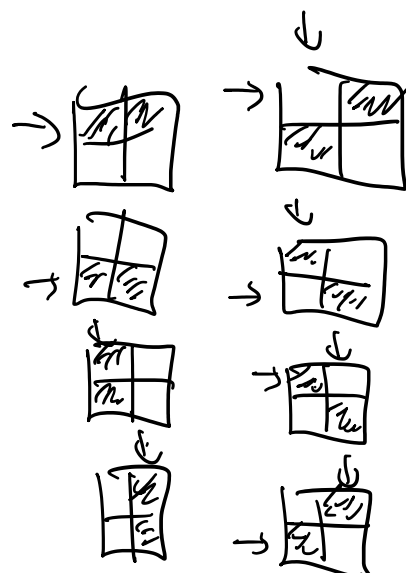


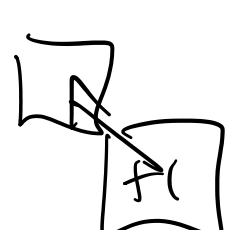
-4 2
1



Flip 0/2/4
out of 4

we can flip any even # of cells!!

0 A 6

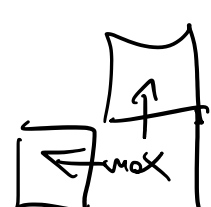


score: +2

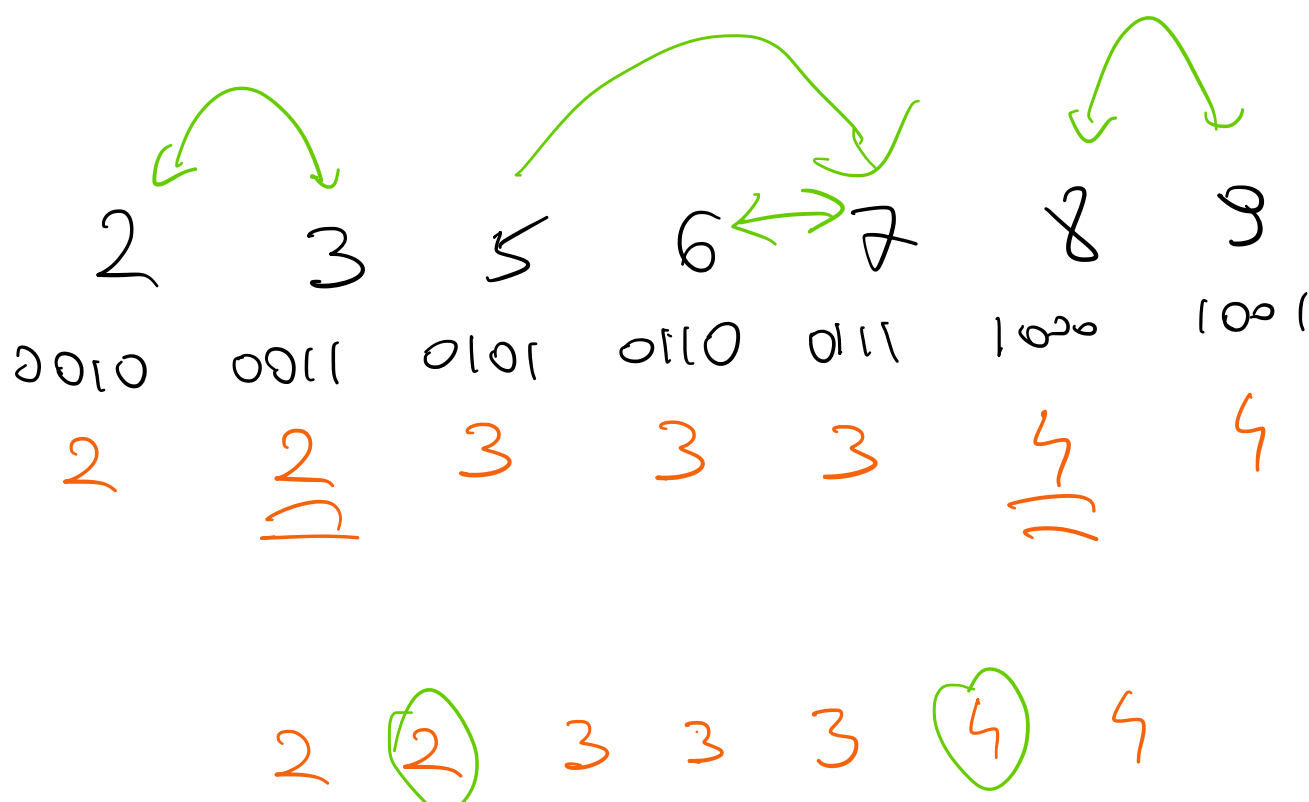
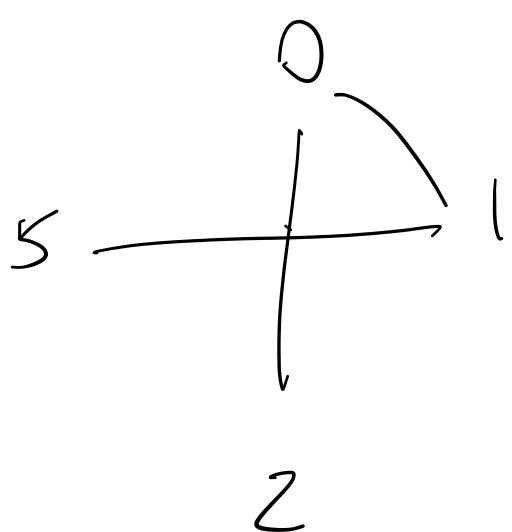
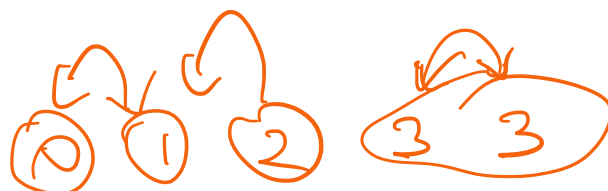
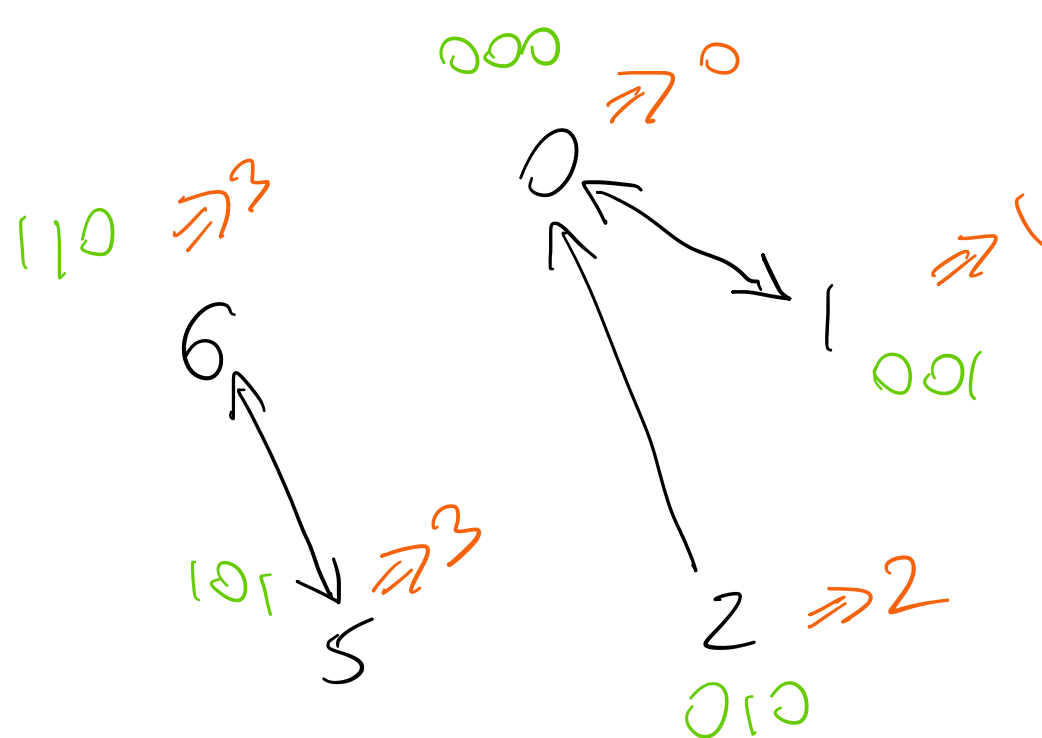
x

x+2

2



x max(x,y)-1



1 00 11 → 00 100 01 11 ← 01 0 11

