Level 4

Catalysts

Goal: Find the move that does not work!

Additional input: list of moves as
listSize { id fields }

listSize ... number of moves

id … id of the block being moved

steps … the number of steps that the specified block shall be moved (in positive / negative direction)

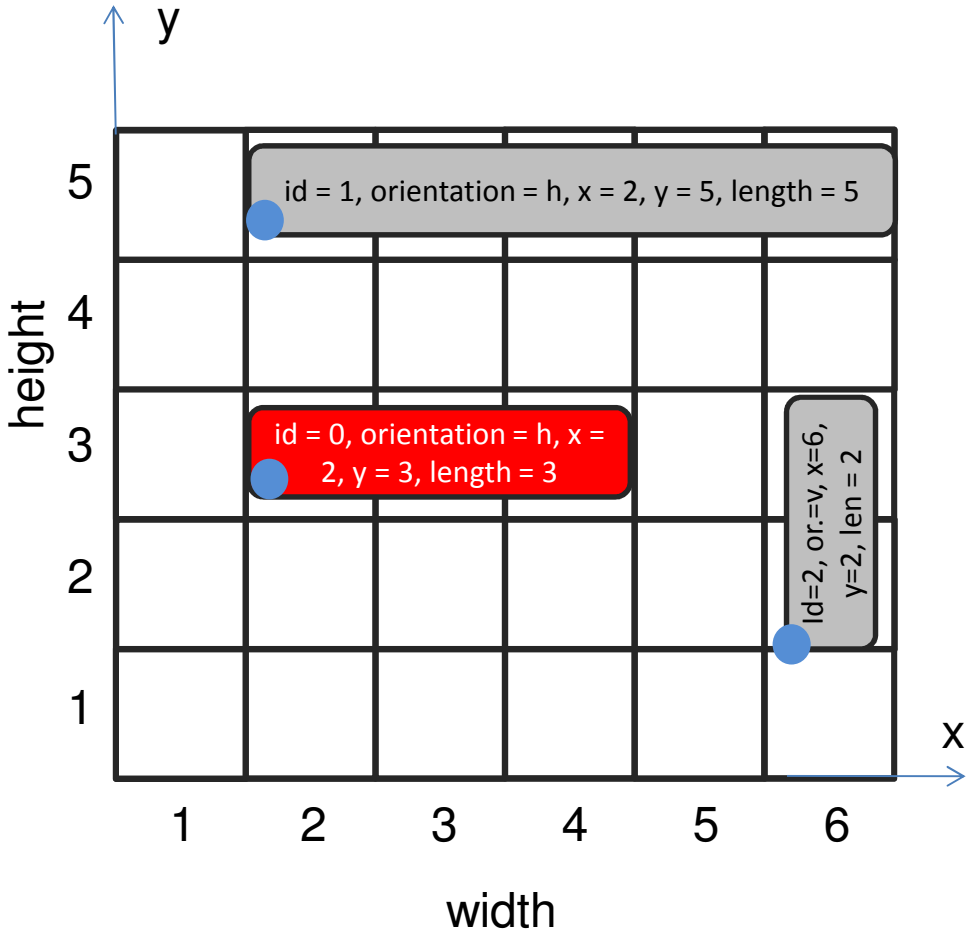
Input: InitialGameSetup AdditionalInput

Caution:

- Each move changes the matrix for the next move!

Output: the number of the move which causes the crash (zero-based, i.e. 0 for the first move). If no move crashes, the output is the total number of moves

Example: Input: 6 5 3 0 h 2 3 3 1 h 2 5 5 2 v 6 2 3
4 0 1 2 -1 **2 3** 0 1 Output: 2

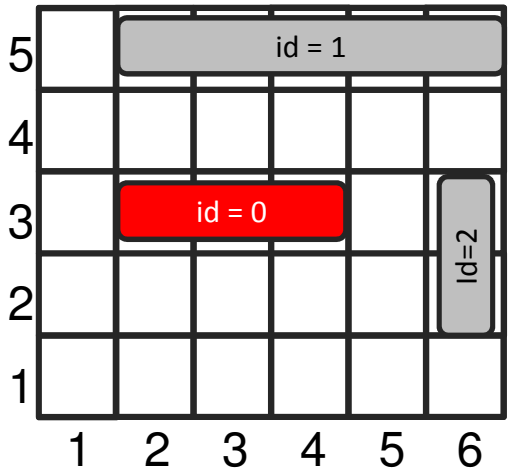


Level 4 Example

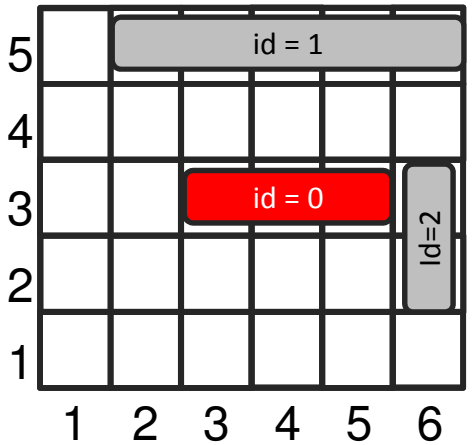
Catalysts

InitialGameSetup: 6 5 3 0 h 2 3 3 1 h 2 5 5 2 v 6 2 3

Initial Setup



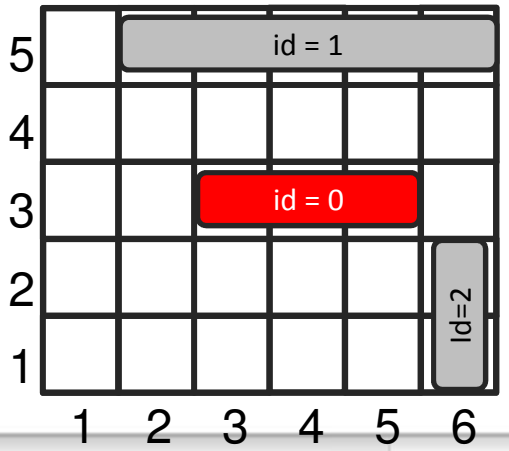
0 1 2 -1 2 3 0 1



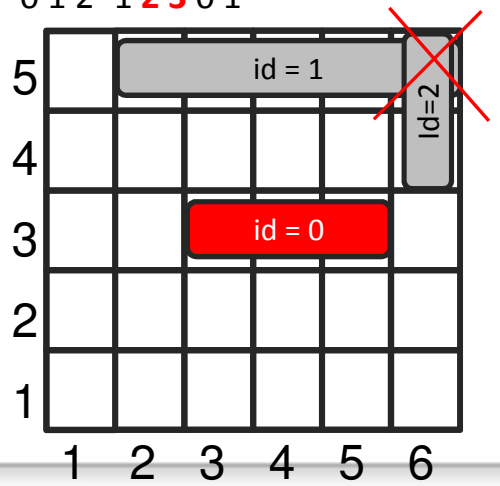
Step 0

0 1 **2 -1** 2 3 0 1

Step 1



0 1 2 -1 **2 3** 0 1



Step 2

➔ Output: 2