

0 0 0 32

0 0 0 0

Enter move

s

0 0 0 0

0 2 0 2

0 0 8 8

0 2 4 32

Enter move

w

**merge up**

0 4 8 2

0 0 4 8

0 0 0 32

0 0 4 0

Enter move

a

4 8 2 0

4 8 0 0

32 0 0 2

4 0 0 0

Enter move

w

8 16 2 2

32 0 0 0

4 0 0 2

0 0 0 0

Enter move

d

**merge right**

4 8 16 4

0 0 0 32

0 0 4 2

0 0 0 0

Enter move

```
64    4    8    4
2     32   2    8
Enter move
a
```

```
4     8     8     4
2     4     2     4
64    4     8     4
2     32    2     8
Enter move
a
```

merge left

```
4     16    4     4
2     4     2     4
64    4     8     4
2     32    2     8
Enter move
a
```

```
4     16    8     2
2     4     2     4
64    4     8     4
2     32    2     8
Enter move
s
```

merge down

```
4     0     8     4
2     16    2     2
64    8     8     8
2     32    2     8
Enter move
a
```

```
4     8     4     2
2     16    4     0
64    16    8     0
2     32    2     8
Enter move
```

2	4	0	0
---	---	---	---

0	0	0	2
---	---	---	---

Enter move

d

8	4	32	8
---	---	----	---

0	4	16	8
---	---	----	---

2	0	2	4
---	---	---	---

0	0	0	2
---	---	---	---

Enter move

a

8	4	32	8
---	---	----	---

4	16	8	0
---	----	---	---

4	4	0	0
---	---	---	---

2	0	4	0
---	---	---	---

Enter move

w

8	4	32	8
---	---	----	---

8	16	8	0
---	----	---	---

2	4	4	4
---	---	---	---

0	0	0	0
---	---	---	---

Enter move

d

8	4	32	8
---	---	----	---

0	8	16	8
---	---	----	---

0	2	4	8
---	---	---	---

0	0	0	2
---	---	---	---

Enter move

s

4	0	0	0
---	---	---	---

0	4	32	8
---	---	----	---

0	8	16	16
---	---	----	----

8	2	4	2
---	---	---	---

Enter move

**merge (3 nums)**

0 2 16 8  
0 0 4 32  
0 0 0 8  
0 0 2 2

Enter move

d

0 2 16 8  
0 2 4 32  
0 0 0 8  
0 0 0 4

Enter move

d

0 2 16 8  
2 2 4 32  
0 0 0 8  
0 0 0 4

Enter move

d

0 2 16 8  
4 4 4 32  
0 0 0 8  
0 0 0 4

Enter move

s

0 4 0 8  
0 0 0 32  
0 2 16 8  
4 4 4 4

Enter move

d

0 0 4 8  
0 4 0 32  
0 2 16 8  
0 0 8 8

Enter move

**merge (4 nums)**

64 4 8 4

2 32 2 8

Enter move

a

4 8 8 4

2 4 2 4

64 4 8 4

2 32 2 8

Enter move

a

**merge possible,  
game not over**

4 16 4 4

2 4 2 4

64 4 8 4

2 32 2 8

Enter move

a

4 16 8 2

2 4 2 4

64 4 8 4

2 32 2 8

Enter move

s

4 0 8 4

2 16 2 2

64 8 8 8

2 32 2 8

Enter move

a

4 8 4 2

2 16 4 0

64 16 8 0

2 32 2 8

Enter move

Enter move

a

16	2	0	2
2	16	8	2
4	8	32	8
8	32	4	2

Enter move

s

16	2	2	0
2	16	8	4
4	8	32	8
8	32	4	2

Enter move

a

16	4	0	4
2	16	8	4
4	8	32	8
8	32	4	2

Enter move

a

16	8	0	4
2	16	8	4
4	8	32	8
8	32	4	2

Enter move

a

16	8	4	2
2	16	8	4
4	8	32	8
8	32	4	2

**merge not possible,  
game over**

Game Lost

...Program finished with exit code 0

Press ENTER to exit console.



0	0	0	0
0	0	0	2
0	0	0	0
0	0	2	0

Enter move (w/a/s/d)

a

0	0	0	0
2	0	0	2
0	0	0	0
2	0	0	0

Enter move (w/a/s/d)

s

0	4	0	0
0	0	0	0
0	0	0	0
4	0	0	2

Enter move (w/a/s/d)

f

Invalid entry, enter valid move

0	4	0	0
0	0	0	0
0	0	0	0
4	0	0	2

Enter move (w/a/s/d)