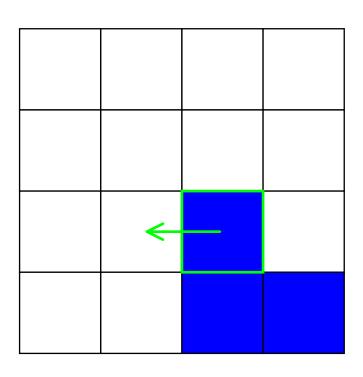
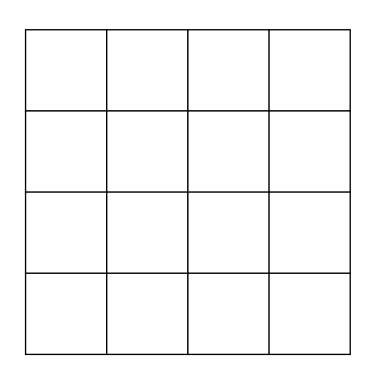
..::SOLUTION:...: Solvable in 1 moves (blocks positions: {(2, 2): <Color: blue>, (3, 2): <Color: blue>, (3, 3): <Color: blue>})

INITIAL STATE: (MOVE 1)
Perform: move_left at position: (2, 2):

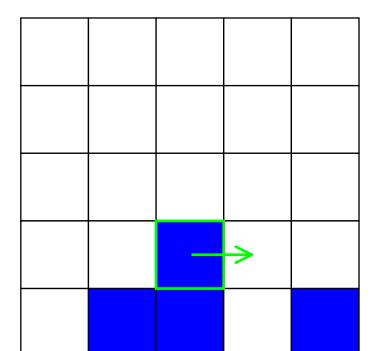


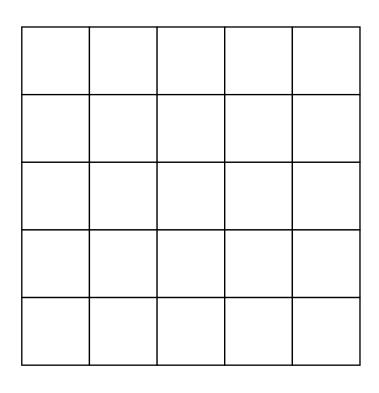




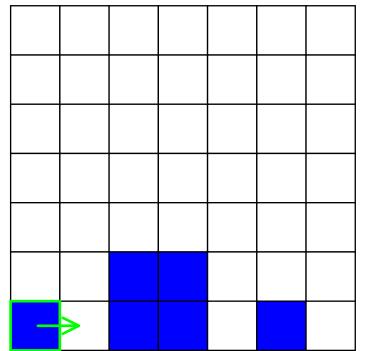
..::SOLUTION:...: Solvable in 1 moves (blocks positions: {(3, 2): <Color: blue>, (4, 1): <Color: blue>, (4, 2): <Color: blue>, (4,

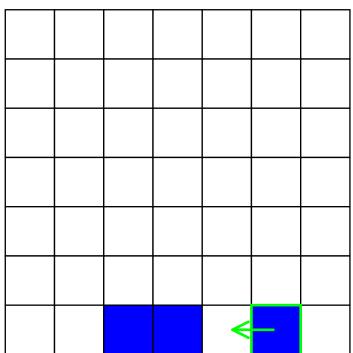
INITIAL STATE: (MOVE 1)
Perform: move_right at position: (3, 2):

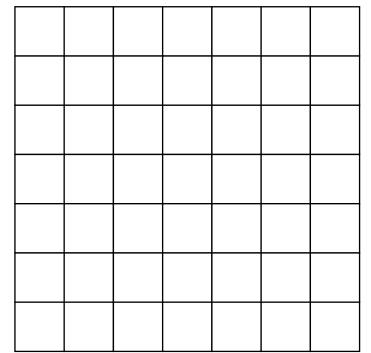




..::SOLUTION:..: Solvable in 2 moves (blocks positions: {(5, 2): <Color: blue>, (5, 3): <Color: blue>, (6, 0): <Color: blue>, (6, 2): <Color: blue>, (6, 3): <Color: blue>, (6, 5): <Color: blue>, (6, 5): <Color: blue>, (6, 0): <Color: blue>, (6, 2): <Color: blue>, (6, 3): <Color: blue>, (6, 3): <Color: blue>, (6, 5): <Color: blue>, (6, 5): <Color: blue>, (6, 2): <Color: blue>, (6, 3): <Color: blue>, (6, 5): <Co



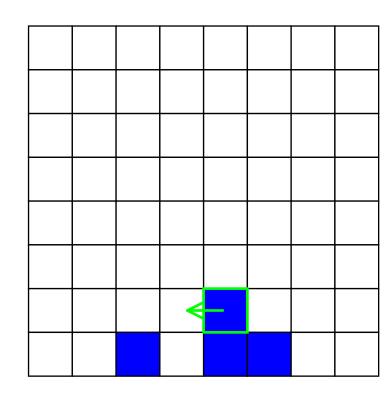


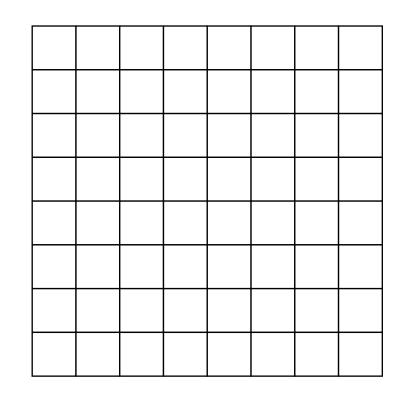


..::SOLUTION::..: Solvable in 2 moves (blocks positions: {(6, 0): <Color: blue>, (6, 2): <Color: blue>, (6, 4): <Color: blue>, (7, 0): <Color: blue>, (7, 2): <Color: blue>, (7, 4): <Color: blue>,

INITIAL STATE: (MOVE 1)
Perform: move_right at position: (6, 0):

(MOVE 2)
Perform: move_left at position: (6, 4):

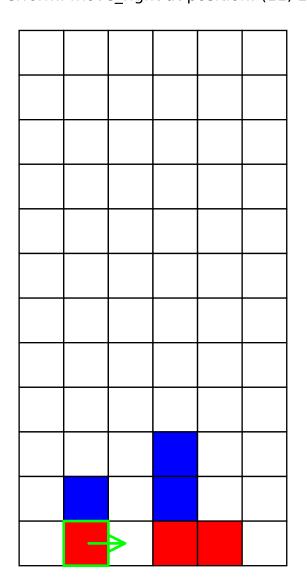


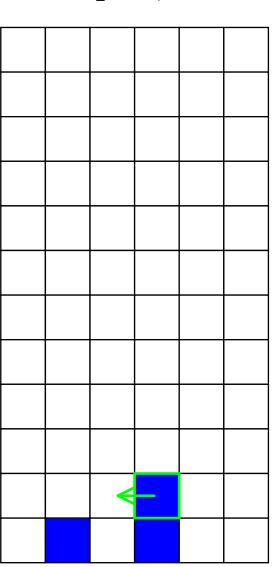


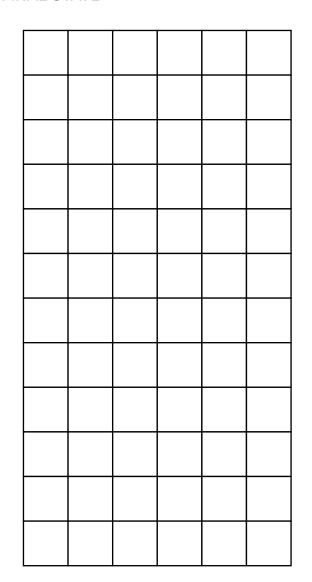
..::SOLUTION:...: Solvable in 2 moves (blocks positions: {(9, 3): <Color: blue>, (10, 1): <Color: blue>, (10, 3): <Color: blue>, (11, 1): <Color: red>, (11, 3): <Color: red>, (11, 4): <Color: blue>, (11, 1): <Color: blue>,

INITIAL STATE: (MOVE 1)
Perform: move_right at position: (11, 1):

(MOVE 2)
Perform: move_left at position: (10, 3):



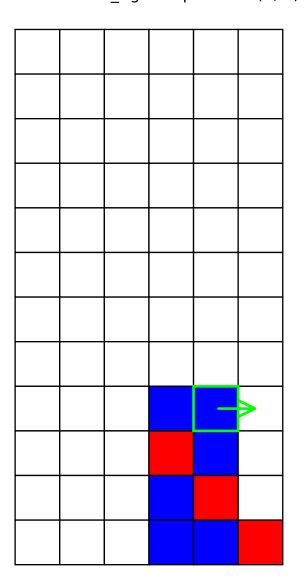


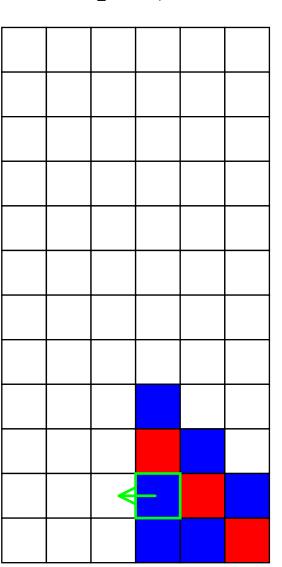


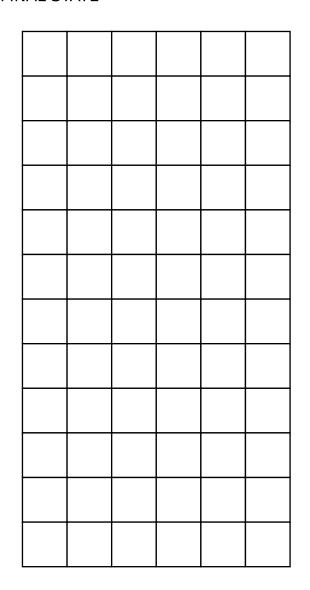
.:::SOLUTION::..: Solvable in 2 moves (blocks positions: {(8, 3): <Color: blue>, (8, 4): <Color: blue>, (9, 3): <Color: red>, (9, 4): <Color: blue>, (10, 3): <Color: blue>, (10, 4): <Color: blue>, (

INITIAL STATE: (MOVE 1)
Perform: move_right at position: (8, 4):

(MOVE 2)
Perform: move_left at position: (10, 3):

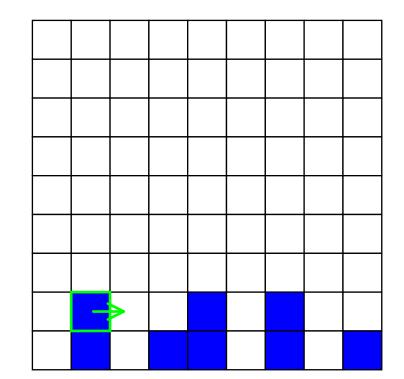




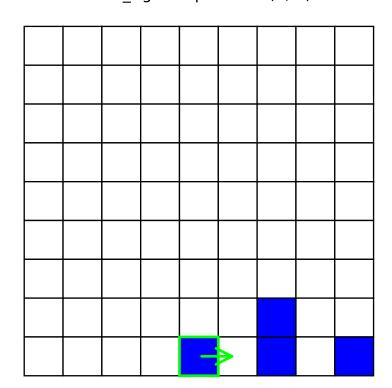


..::SOLUTION:...: Solvable in 3 moves (blocks positions: {(7, 1): <Color: blue>, (7, 4): <Color: blue>, (8, 1): <Color: blue>, (8, 3): <Color: blue>, (8, 4): <Color: blue>, (8, 6): <Color: blue>, (8, 8): <Color: blue>})

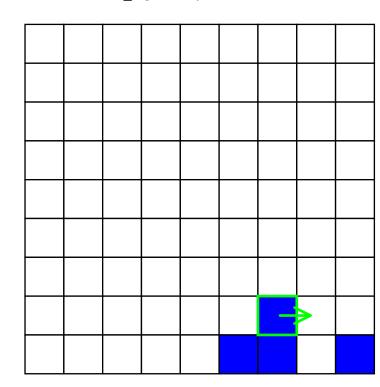
INITIAL STATE: (MOVE 1)
Perform: move_right at position: (7, 1):

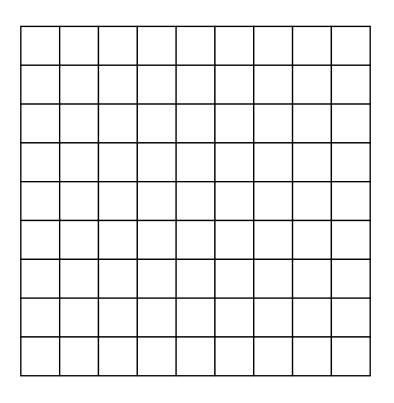


(MOVE 2)
Perform: move_right at position: (8, 4):



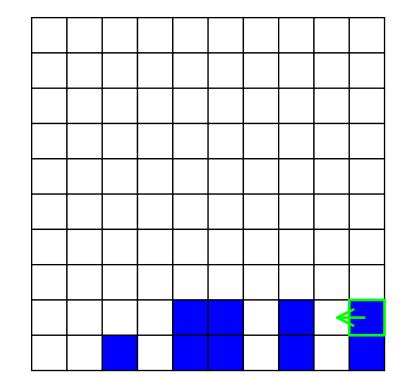
(MOVE 3)
Perform: move_right at position: (7, 6):



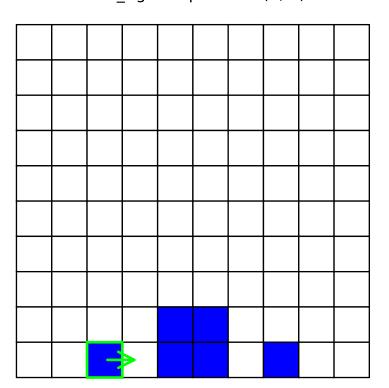


..::SOLUTION:...: Solvable in 3 moves (blocks positions: {(8, 4): <Color: blue>, (8, 5): <Color: blue>, (8, 7): <Color: blue>, (9, 2): <Color: blue>, (9, 4): <Color: blue>, (9, 5): <Color: blue>, (9, 7): <Color: blue>, (9, 9): <Color: blue>, (9, 9): <Color: blue>, (9, 4): <Color: blue>, (9, 5): <Color: blue>, (9, 7): <Color: blue>, (9, 9): <Color: blue>, (9, 9): <Color: blue>, (9, 1): <Color: blue>, (9, 1): <Color: blue>, (9, 1): <Color: blue>, (10, 1): <Col

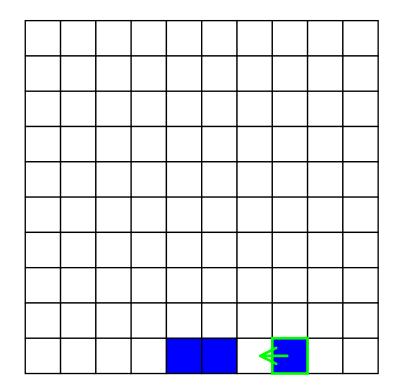
INITIAL STATE: (MOVE 1)
Perform: move_left at position: (8, 9):

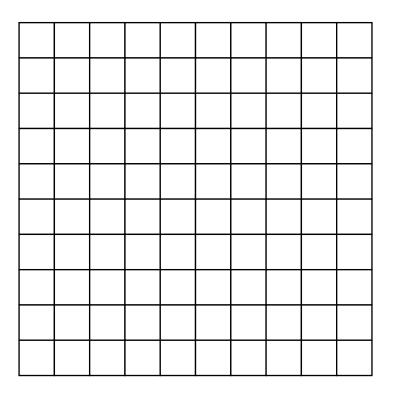


(MOVE 2)
Perform: move_right at position: (9, 2):



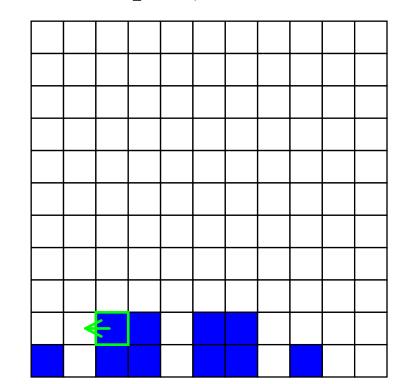
(MOVE 3)
Perform: move_left at position: (9, 7):



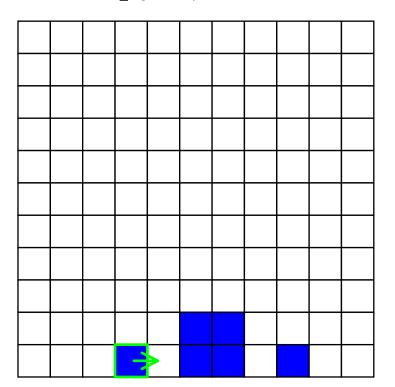


..::SOLUTION:...: Solvable in 3 moves (blocks positions: {(9, 2): <Color: blue>, (9, 3): <Color: blue>, (9, 5): <Color: blue>, (10, 0): <Color: blue>, (10, 2): <Color: blue>, (10, 3): <Color: blue>, (10, 5): <Color: blue>, (10, 6): <Color: blue>, (20, 6): <Color: blue>, (20, 2): <Color: blue>,

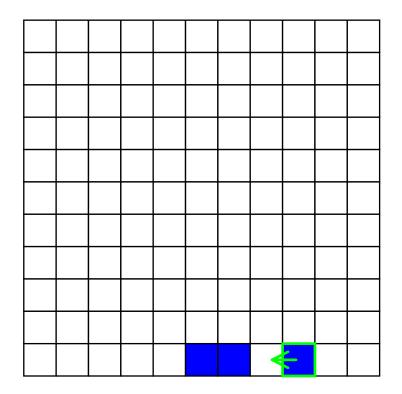
INITIAL STATE: (MOVE 1)
Perform: move_left at position: (9, 2):

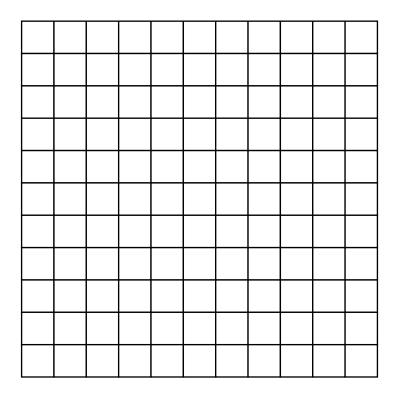


(MOVE 2)
Perform: move_right at position: (10, 3):



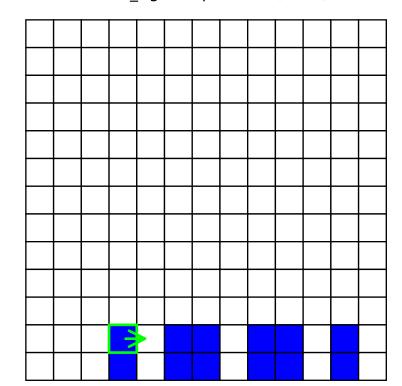
(MOVE 3)
Perform: move_left at position: (10, 8):



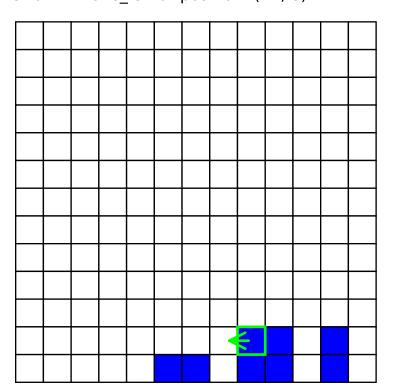


..::SOLUTION:...: Solvable in 3 moves (blocks positions: {(11, 3): <Color: blue>, (11, 5): <Color: blue>, (11, 6): <Color: blue>, (11, 9): <Color: blue>, (11, 11): <Color: blue>, (12, 3): <Color: blue>, (12, 5): <Color: blue>, (12, 6)

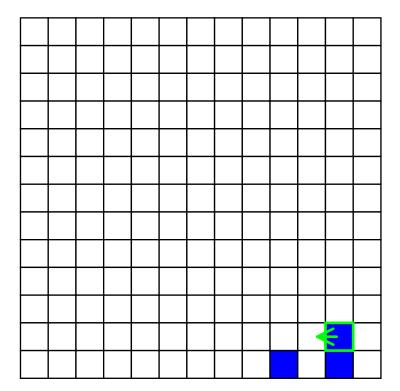
INITIAL STATE: (MOVE 1)
Perform: move_right at position: (11, 3):

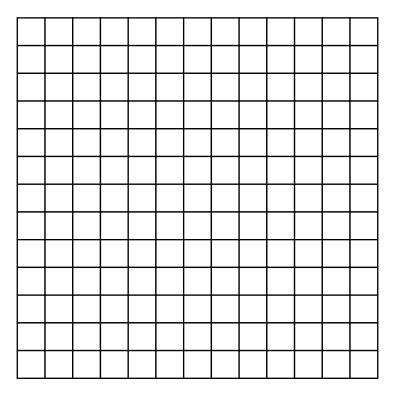


(MOVE 2)
Perform: move_left at position: (11, 8):



(MOVE 3)
Perform: move_left at position: (11, 11):

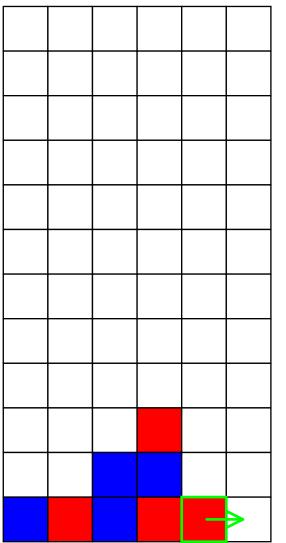


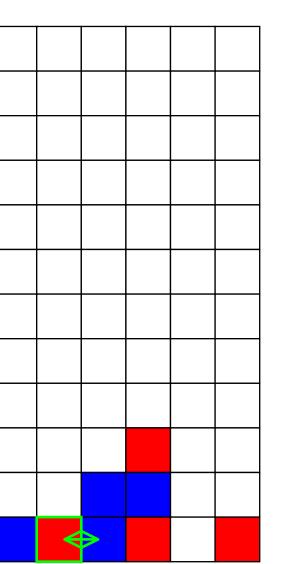


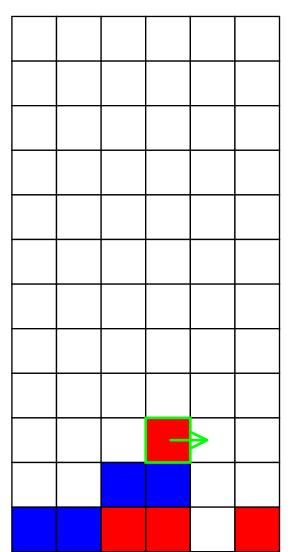
..::SOLUTION:...: Solvable in 3 moves (blocks positions: {(8, 3): <Color: blue>, (9, 3): <Color: blue>, (10, 3): <Color: red>, (11, 1): <Color: red>, (11, 2): <Color: blue>, (11, 3): <Color: red>, (11, 4): <Color: red>}) INITIAL STATE: (MOVE 1)
Perform: move_left at position: (8, 3): (MOVE 2)
Perform: move_left at position: (9, 3): (MOVE 3)
Perform: move_left at position: (10, 3): FINAL STATE

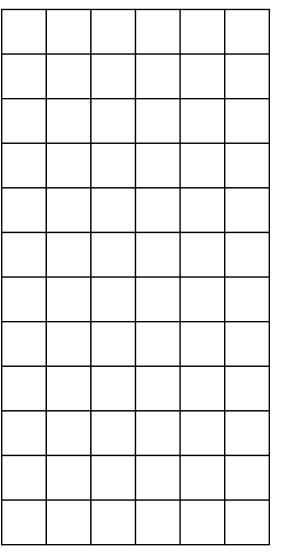
..::SOLUTION::..: Solvable in 3 moves (blocks positions: {(9, 3): <Color: red>, (10, 2): <Color: blue>, (11, 0): <Color: blue>, (11, 1): <Color: red>, (11, 2): <Color: blue>, (11, 3): <Color: red>, (11, 4): <Color: red>})

INITIAL STATE: (MOVE 1)
Perform: move_right at position: (11, 4):
Perform: move_right at position: (11, 4):
Perform: move_right at position: (9, 3):
Perform: move_right at position: (11, 4):









..::SOLUTION:...: Solvable in 3 moves (blocks positions: {(8, 3): <Color: red>, (9, 2): <Color: gray>, (9, 3): <Color: gray>, (10, 2): <Color: blue>, (10, 3): <Color: red>, (11, 2): <Color: red>, (11, 3): <Color: blue>, (11, 4): <Color: blue>, (11, 5): <

INITIAL STATE: (MOVE 1)

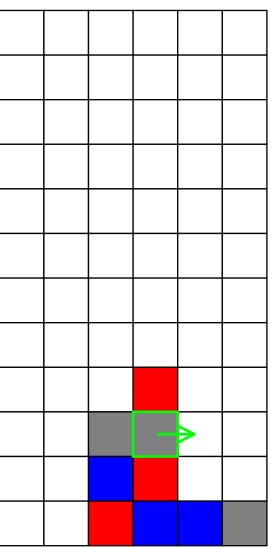
Perform: move_right at position: (9, 3):

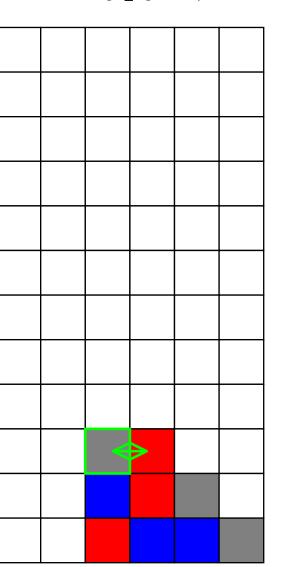
(MOVE 2)

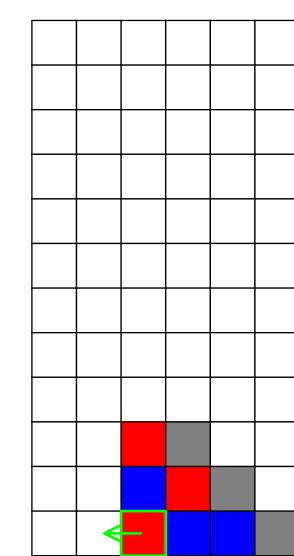
Perform: move_left at position: (11, 2):

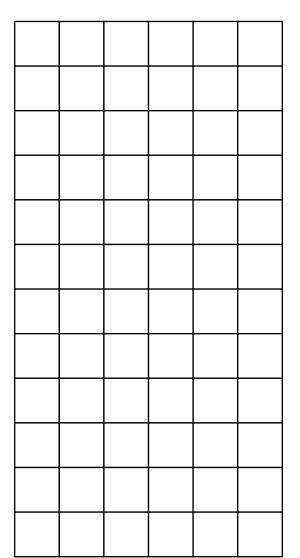
FINAL STATE

FINAL STATE









..::SOLUTION:...: Solvable in 4 moves (blocks positions: {(10, 3): <Color: blue>, (10, 4): <Color: blue>, (11, 4): <Color: blue>, (11, 4): <Color: blue>, (11, 6): <Color: blue>, (11, 7): <Color: blue>, (11, 7): <Color: blue>, (11, 9): <Color: blue>, (11, 10): <Color: blue>, (11, 4): <Color: blue>, (11, 6): <Color: blue>, (11, 7): <Color: blue>, (11, 6): <Color: bl (MOVE 2)
Perform: move_left at position: (10, 6): (MOVE 3)
Perform: move_left at position: (10, 10): (MOVE 4)
Perform: move_left at position: (10, 9): INITIAL STATE: (MOVE 1)
Perform: move_left at position: (10, 3): FINAL STATE

..::SOLUTION:...: Solvable in 4 moves (blocks positions: {(9, 1): <Color: red>, (10, 1): <Color: red>, (11, 0): <Color: red>, (11, 1): <Color: red>, (11, 1): <Color: red>, (11, 2): <Color: red>, (11, 3): <Color: blue>, (11, 3): <Color: red>, (11, 4): <Color: red>, (11, 5): <Color: red>, (11, 1): <Color: red>, (11, 1): <Color: red>, (11, 1): <Color: red>, (11, 1): <Color: red>, (11, 2): <Color: red>, (11, 2): <Color: red>, (11, 3): <Color: red>, (11, 4): <Color: red>, (11, 5): <Color: red>, (11, 1): <Color: red>, (11, 1): <Color: red>, (11, 2): <Color: red>, (11, 2): <Color: red>, (11, 3): <Color: red>, (11, 4): <Color: red>, (11, 5): <Color: red>, (11, 1): <Color: red>, (11, 1): <Color: red>, (11, 2): <Color: red>, (11, 3): <Color: red>, (11, 4): < (MOVE 2)
Perform: exchange_right at position: (11, 0): (MOVE 3)
Perform: move_right at position: (11, 1): (MOVE 4)
Perform: exchange_right at position: (11, 2): INITIAL STATE: (MOVE 1) Perform: move_right at position: (9, 1): FINAL STATE

..::SOLUTION:...: Solvable in 4 moves (blocks positions: {(8, 3): <Color: blue>, (9, 5): <Color: blue>, (10, 0): <Color: blue>, (11, 0): <Color: blue>, (11, 0): <Color: blue>, (11, 2): <Color: blue>, (11, 3): <Color: blue>, (11, 4): <Color: red>, (11, 6): <Color: blue>, (11, 10): <Color: blue>, (MOVE 2)
Perform: move_right at position: (10, 0): (MOVE 3)
Perform: move_left at position: (10, 5): INITIAL STATE: (MOVE 1)
Perform: move_left at position: (10, 3): (MOVE 4)
Perform: move_left at position: (10, 4): FINAL STATE

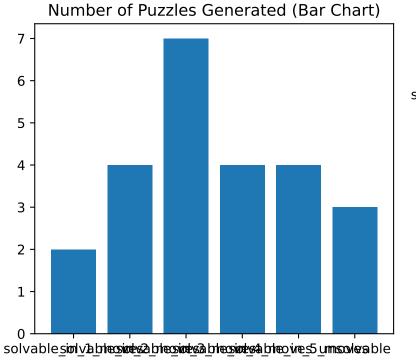
..::SOLUTION:...: Solvable in 4 moves (blocks positions: {(7, 1): <Color: gray>, (8, 3): <Color: gray>, (9, 1): <Color: plue>, (10, 1): <Color: plue>, (10, 3): <Color: red>, (10, 4): <Color: red>, (10, 4): <Color: plue>, (11, 1): <Color: plue>, (11, 3): <Color: plue>, (11, 4): <Color: plue>, (11, 1): <Color: plue>, (11, 1): <Color: plue>, (11, 3): <Color: plue>, (11, 4): <Color: plue>, (10, 4): <Color: plue>, (10, 4): <Color: plue>, (11, 1): <Color: plue>, ((MOVE 2)
Perform: move_left at position: (7, 3): (MOVE 3)
Perform: move_left at position: (10, 3): (MOVE 4)
Perform: move_right at position: (10, 1): INITIAL STATE: (MOVE 1)
Perform: move_left at position: (10, 1): FINAL STATE

..::SOLUTION:...: Solvable in 5 moves (blocks positions: {(4, 3): <Color: blue>, (4, 5): <Color: blue>, (5, 2): <Color: blue>, (5, 3): <Color: blue>, (5, 5): <Color: blue>}) (MOVE 3)
Perform: move_left at position: (4, 2): INITIAL STATE: (MOVE 1)
Perform: move_left at position: (4, 3): (MOVE 2)
Perform: move_right at position: (5, 3): (MOVE 4)
Perform: move_left at position: (4, 5): (MOVE 5)
Perform: move_left at position: (4, 4): FINAL STATE

..::SOLUTION:...: Solvable in 5 moves (blocks positions: {(9, 2): <Color: blue>, (10, 0): <Color: blue>, (11, 0): <Color: blue>, (11, 1): <Color: blue>, (11, 2): <Color: blue>, (11, 3): <Color: blue>, (11, 4): <Color: blue>, (11, 5): <Color: blue>}) (MOVE 3)
Perform: exchange_right at position: (11, 2): (MOVE 4)
Perform: move_left at position: (11, 4): (MOVE 5)
Perform: move_right at position: (10, 0): INITIAL STATE: (MOVE 1) (MOVE 2)
Perform: move_right at position: (10, 3): Perform: move_right at position: (9, 2): FINAL STATE

..::SOLUTION:...: Solvable in 5 moves (blocks positions: {(6, 3): <Color: blue>, (7, 3): <Color: gray>, (8, 3): <Color: red>, (9, 3): <Color: gray>, (11, 1): <Color: gray>, (11, 2): <Color: gray>, (11, 3): <Color: blue>, (11, 4): <Color: blue>, (11, 5): <Color: red>}) (MOVE 4)
Perform: move_left at position: (11, 1): (MOVE 5)
Perform: move_left at position: (11, 2): INITIAL STATE: (MOVE 1)
Perform: move_left at position: (6, 3): (MOVE 2)
Perform: move_left at position: (7, 3): (MOVE 3)
Perform: move_right at position: (8, 3): FINAL STATE

..::SOLUTION:...: Solvable in 5 moves (blocks positions: {(5, 3): <Color: red>, (6, 3): <Color: blue>, (10, 5): <Color: gray>, (10, 5): <Color: red>, (11, 1): <Color: red>, (11, 3): <Color: gray>, (11, 4): <Color: blue>, (11, 5): <Color: red>}) (MOVE 4)
Perform: exchange_right at position: (10, 3): INITIAL STATE: (MOVE 1)
Perform: move_left at position: (5, 3): (MOVE 2)
Perform: move_left at position: (10, 5): (MOVE 3)
Perform: move_right at position: (6, 3): (MOVE 5)
Perform: move_right at position: (10, 3): FINAL STATE



Number of Puzzles Generated (Pie Chart)

