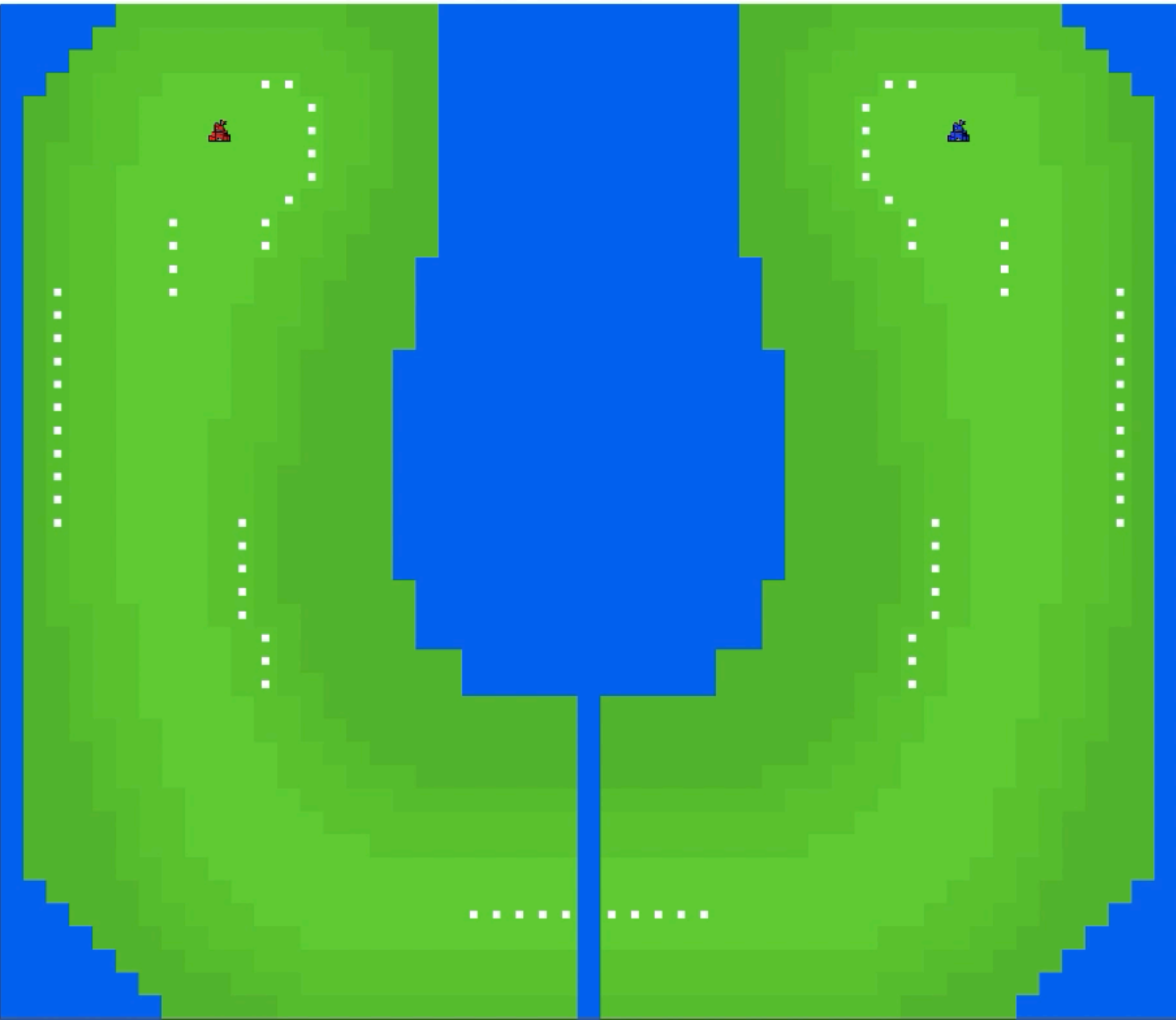






Round: 0/2791

UPS: 0 FPS: 40 X: 27 | Y: 41 | D: -5 | W: 1 | P: 0 | S: 0




```
//if there is no FC  
if (numOfFulfillments == 0) {  
    buildFC();  
}  
// build appropriate vaporizers  
if (numOfVaporizers == 0) {  
    tryBuildVape();  
}  
//otherwise become a gatherer  
myType = MinerType.GATHERER;  
return;
```



```
int tryBuildVape() throws GameActionException {  
    if (rc.getRoundNum() > 99999999) {  
        Direction dir = rc.getLocation().directionTo(hqLoc);  
        if (tryBuild(RobotType.VAPORATOR, dir)) {  
            numOfVaporizers++;  
        }  
        return 1;  
    } else {  
        return 0;  
    }  
}
```