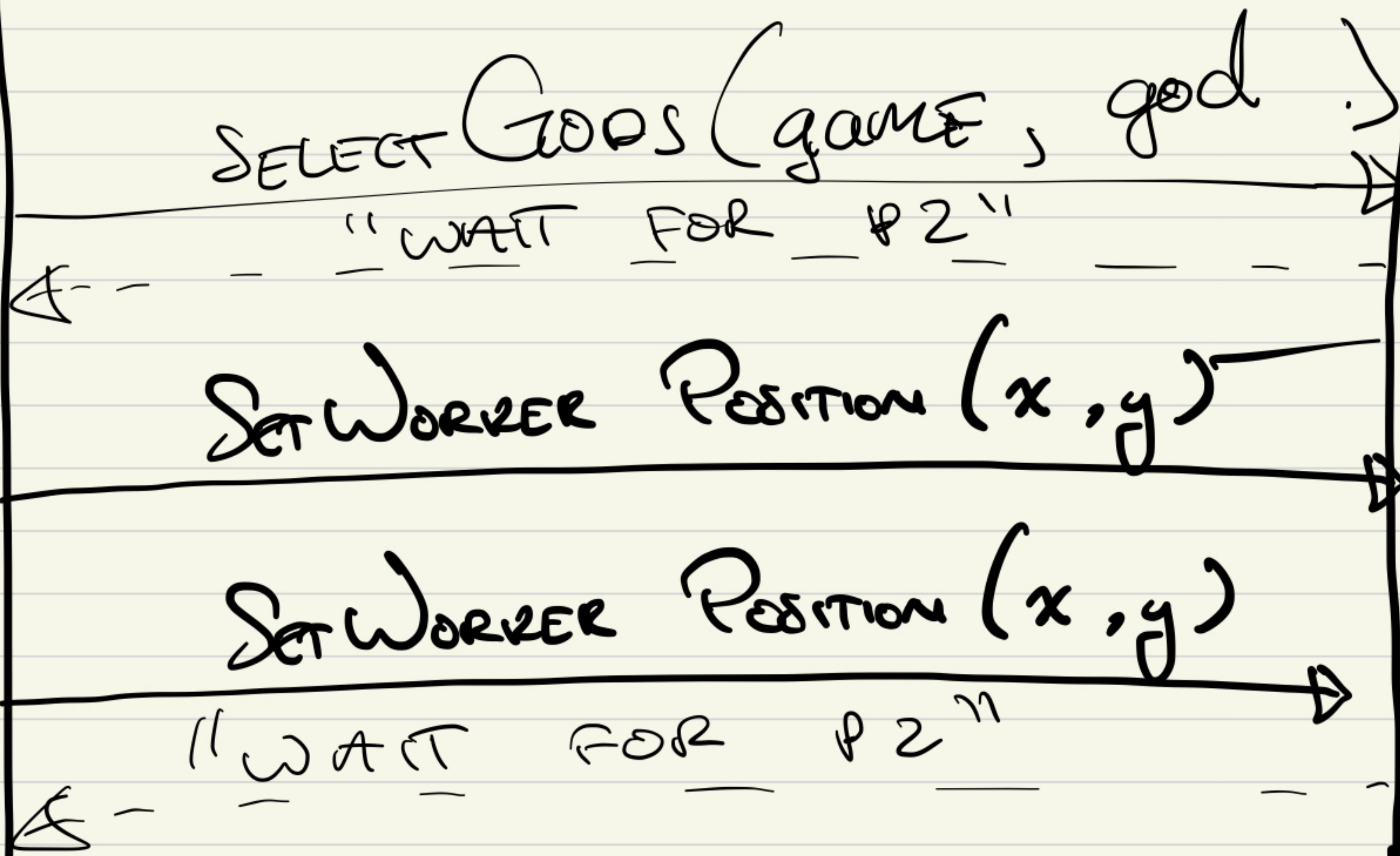
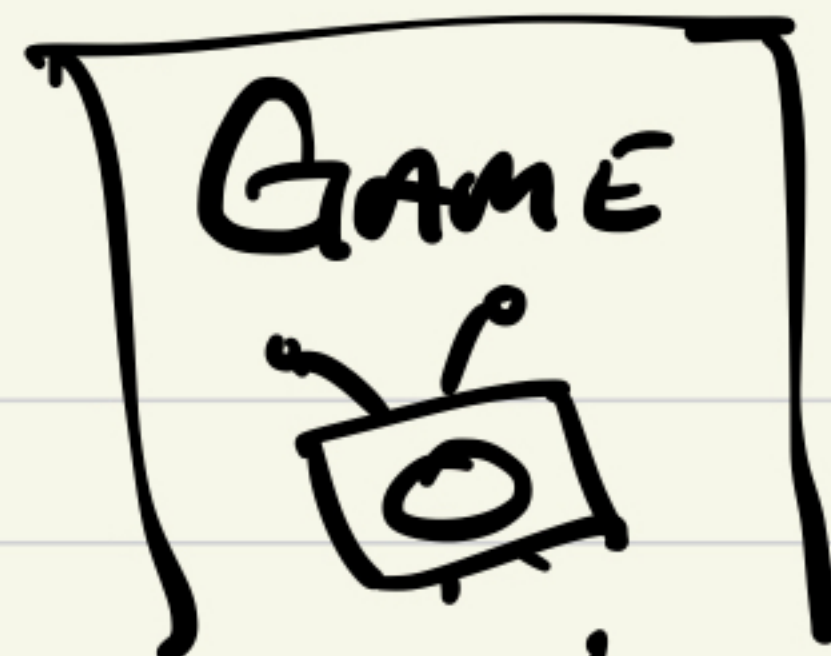




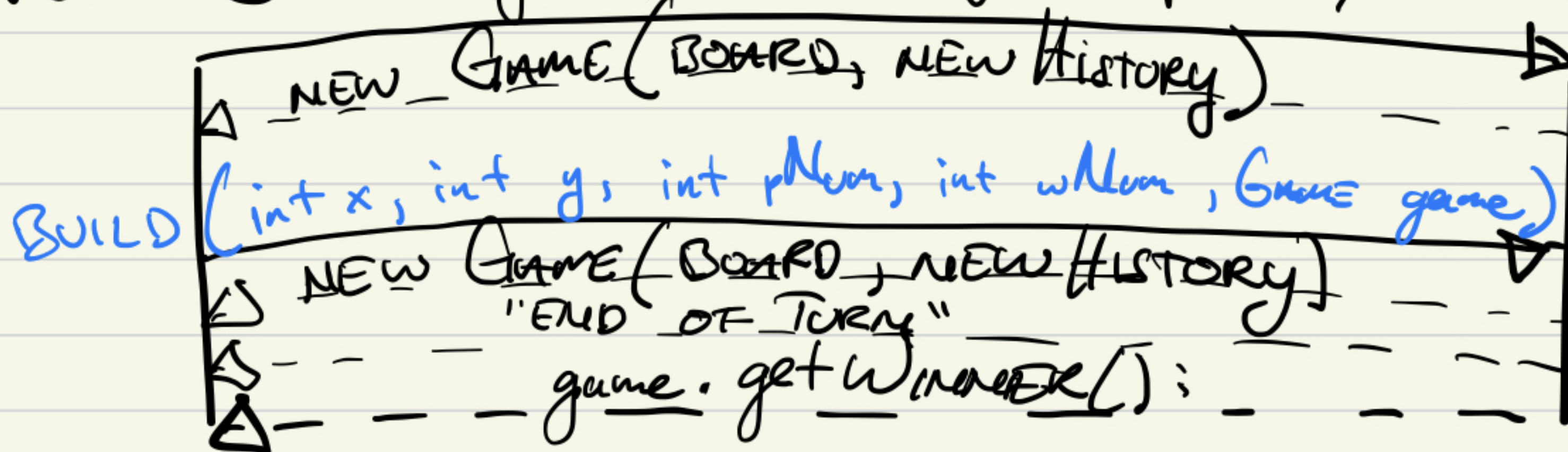
[Game Start]



LOOP

endGame (Player p) == FALSE →

MOVE (Game game, int x, int y, int pNum, int wNum)



endGame (Player p) == TRUE