

Level 4



You will need more tunnels

- Either the width or the height of the minable rectangle is now guaranteed to be **divisible by 3**
- The other dimension is any integer between 3 and 199 (inclusive)
- The given dig limit is now **1 greater than** an optimal solution
- Correct solutions must either be **optimal or 1 cell worse** than optimal



Valid Tunnel Layout Checklist

- ✓ Each cell inside the minable rectangle must either be a tunnel, or be adjacent to a tunnel
- ✓ Your tunnels may branch at any point, but must be connected to the outpost as well as to each other
- ✓ Diagonals do not count as adjacent or connected
- ✓ Bedrock cannot be dug
- ✓ Your tunnels must not have more cells than the dig limit



Input			format identical to previous level
Name		Description	Example
N		Number of asteroids	2
repeated N times	Minable rectangle size and dig limit	The width and height of the minable rectangle followed by the dig limit, separated by a spaces	4 6 11 ##S### #:::~# #:::~# #:::~# #:::~# #:::~# #:::~# #####
	Character representation	A paragraph of characters ‘#’ represents bedrock ‘.’ represents a minable cell ‘S’ represents the outpost	9 5 19 #####S## #:::~::~# #:::~::~# #:::~::~# #:::~::~# #:::~::~# #:::~::~# #####
	Empty line between asteroids		

Output			format identical to previous level
Name		Description	Example
Character representation (repeated N times)		A paragraph of characters ‘#’ represents bedrock ‘.’ represents a minable cell ‘S’ represents the outpost ‘X’ represents a tunnel cell	<pre> ##S### #~X::~# #~XXX# #~X::~# #~X::~# #~XXX# #~X::~# ##### #####S## #~X::X::X:~# #~X::X::X:~# #~X::X::X:~# #~XXXXXXXXX# #~:~:~:~:~:~# ##### </pre>
Empty lines between asteroids are recommended but optional			

Happy Mining!



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