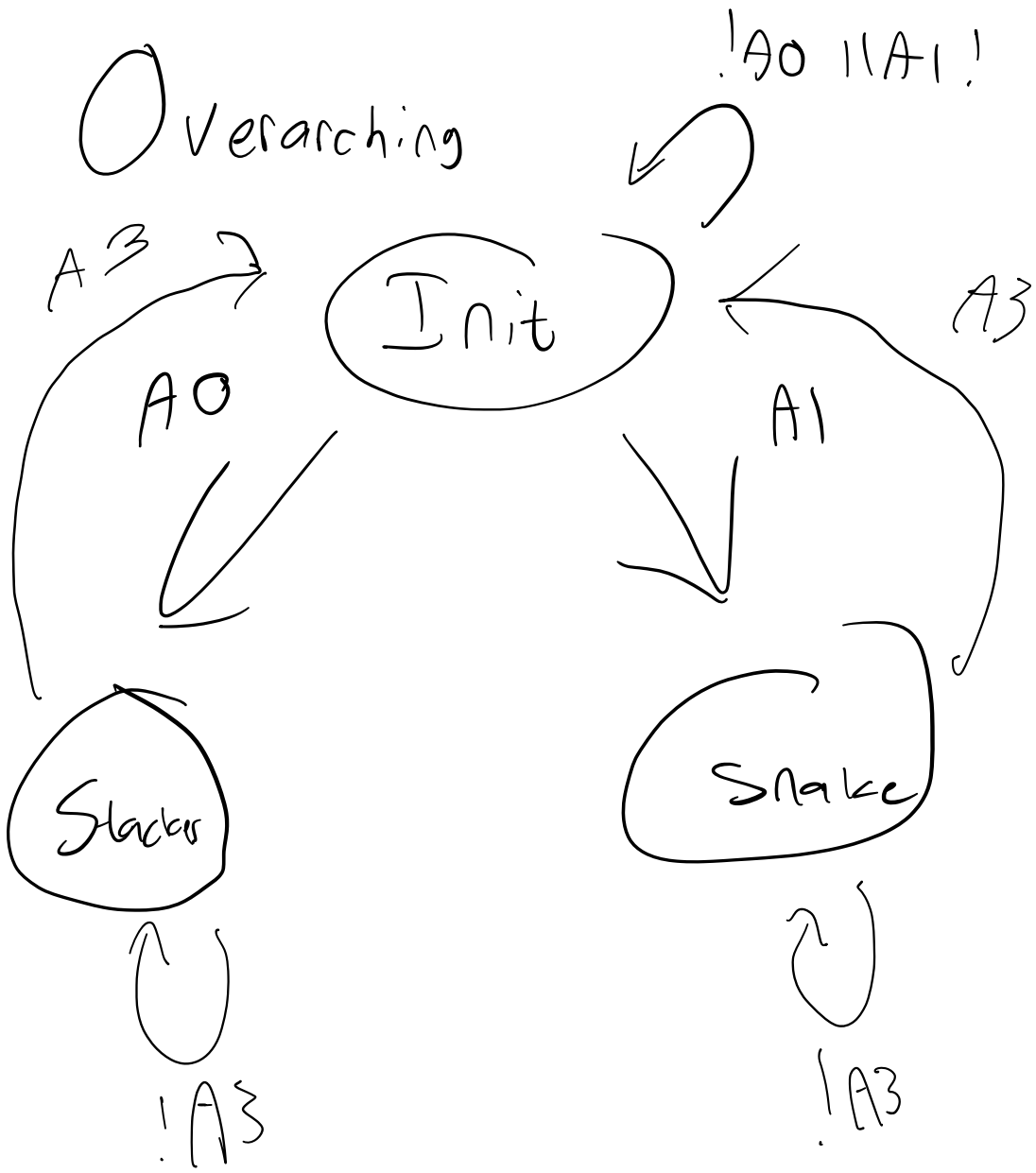
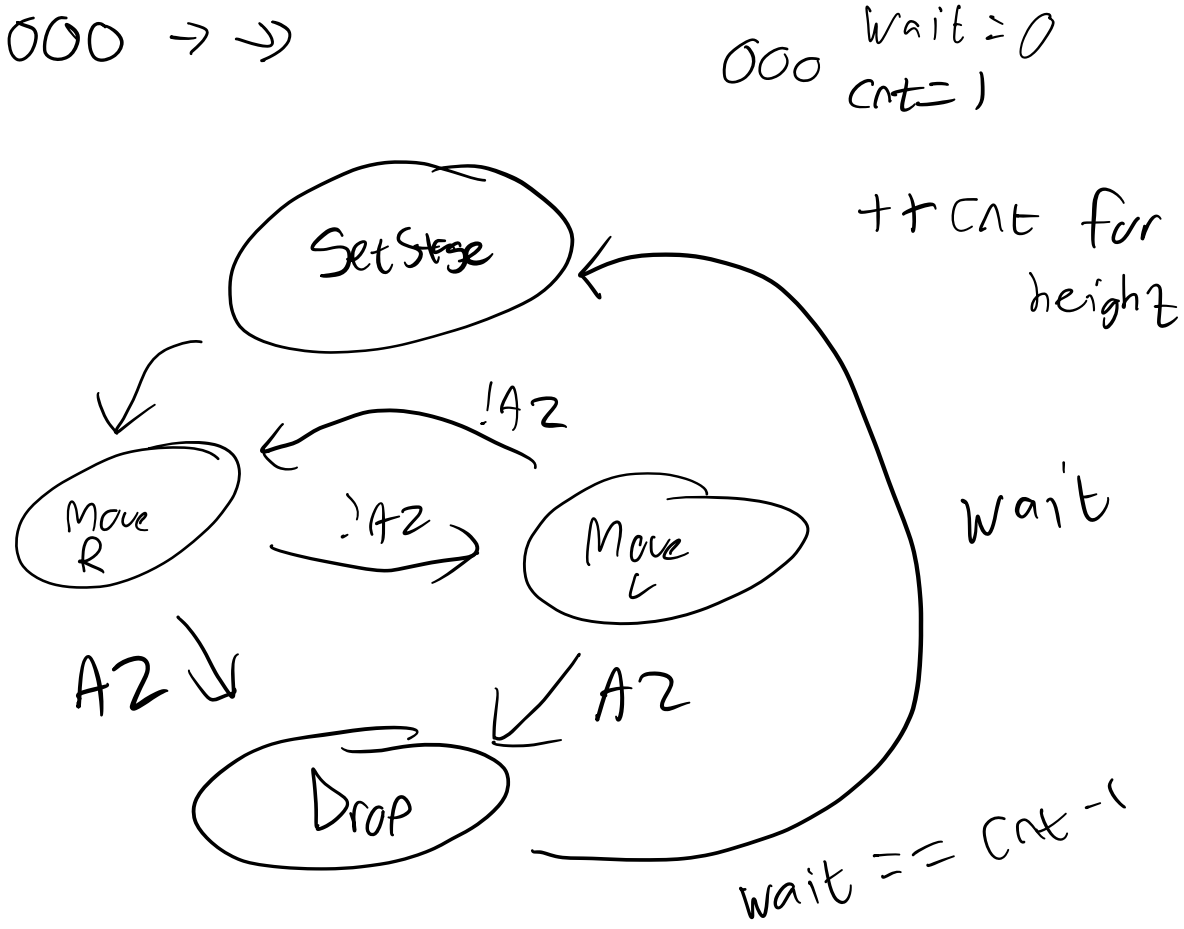
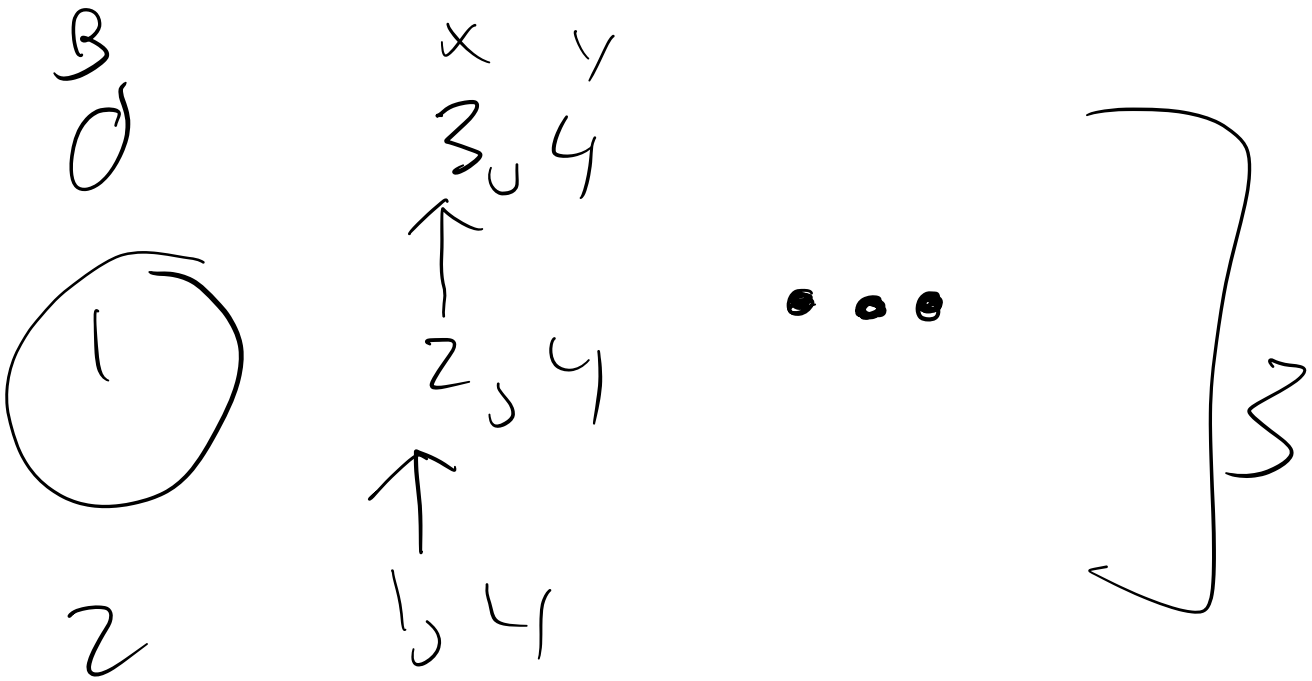

Overarching
!A0 !!A1 !
A3
Init
A3
A0
A1
Stacker
Snake
!A3
!A3

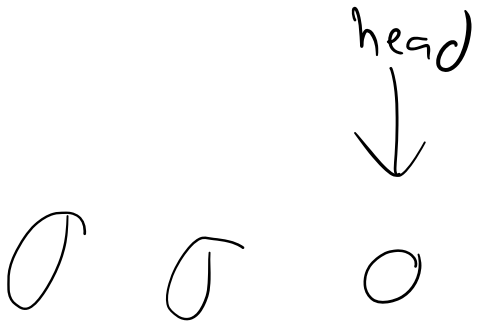
Stacker

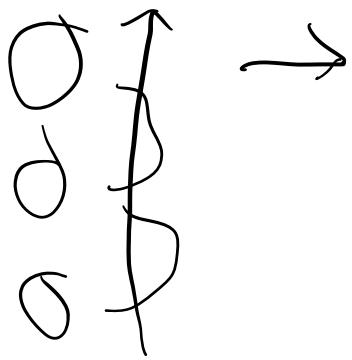

OOO → →
OOO
wait = 0
cnt = 1
++cnt for height
SetStage
!A2
Move R
!A2
Move L
wait
A2
A2
Drop
wait == cnt - 1

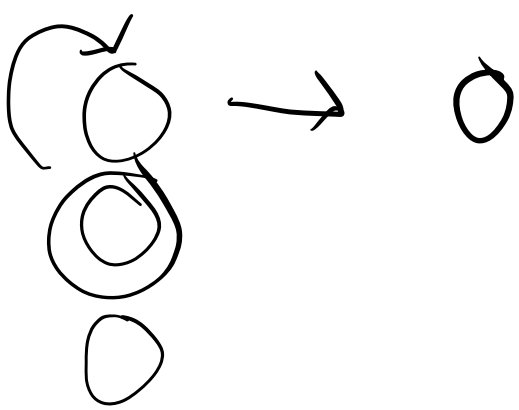


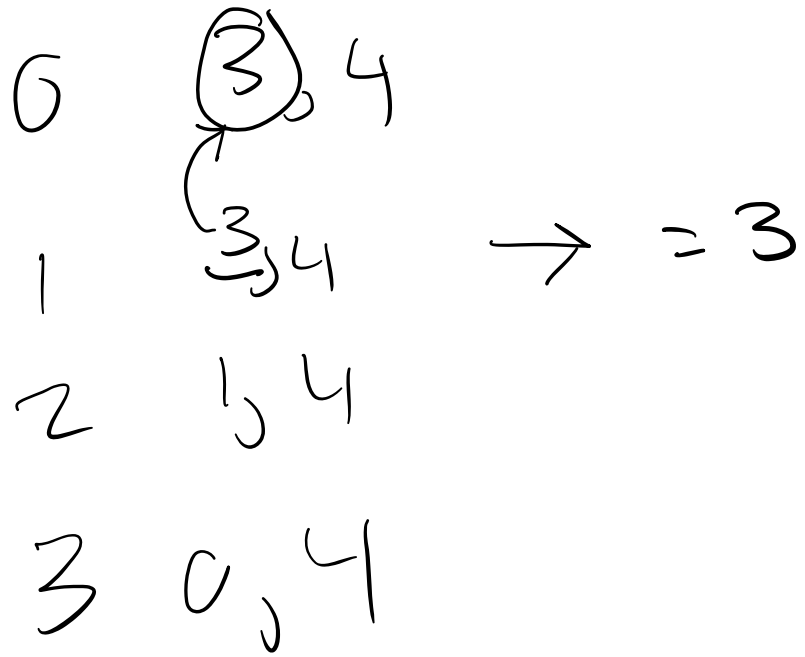
$$1.xc = (1-1).xc$$

$$2.xc = (2-1).xc$$


head






0 3, 4
1 3, 4
→ = 3
2 1, 4
3 0, 4