CREATE\_TECTON FertileTecton ft1  
SET\_BREAKTIMER ft1 6  
CREATE\_TECTON FertileTecton ft2  
SET\_BREAKTIMER ft2 6  
CREATE\_TECTON FertileTecton ft3  
SET\_BREAKTIMER ft3 6  
CREATE\_TECTON FertileTecton ft4  
SET\_BREAKTIMER ft4 6  
CREATE\_TECTON FertileTecton ft5  
SET\_BREAKTIMER ft5 6  
CREATE\_TECTON FertileTecton ft6  
SET\_BREAKTIMER ft6 6  
PUT\_SPORE StunSpore stuns1 ft6  
ADD\_NEIGHBOUR ft1 ft2  
ADD\_NEIGHBOUR ft1 ft3  
ADD\_NEIGHBOUR ft1 ft6  
ADD\_NEIGHBOUR ft2 ft3  
ADD\_NEIGHBOUR ft2 ft6  
ADD\_NEIGHBOUR ft3 ft4  
ADD\_NEIGHBOUR ft4 ft5  
ADD\_PLAYER Mycologist mycologist1  
CREATE\_MUSHROOMBODY mb1 ft1  
CREATE\_MYCELIUM Mycelium m1  
ADD\_MYCELIUM\_TO\_TECTON m1 ft1  
CREATE\_MYCELIUM Mycelium m2  
ADD\_MYCELIUM\_TO\_TECTON m2 ft2  
CREATE\_MYCELIUM Mycelium m3  
ADD\_MYCELIUM\_TO\_TECTON m3 ft4  
CREATE\_MYCELIUM Mycelium m4  
ADD\_MYCELIUM\_TO\_TECTON m4 ft5  
CREATE\_MYCELIUM Mycelium m5  
ADD\_MYCELIUM\_TO\_TECTON m5 ft6  
CREATE\_MYCELIUM CarnivorousMycelium cm1  
ADD\_MYCELIUM\_TO\_TECTON cm1 ft3  
ADD\_PLAYER Entomologist entomologist1  
CREATE\_INSECT ft5 i1  
START\_GAME  
ENDTURN  
MOVE i1 ft4  
MOVE i1 ft3  
CUT i1  
ENDTURN  
ENDTURN  
MOVE i1 ft2  
MOVE i1 ft1  
ENDTURN  
EJECT\_SPORES mb1 ft2  
ENDTURN  
MOVE i1 ft6  
EAT i1  
ENDTURN  
ENDTURN  
ENDTURN  
STATE ft1  
STATE ft2  
STATE ft3  
STATE ft4  
STATE ft5  
STATE ft6  
STATE mb1  
STATE m1  
STATE m2  
STATE m5  
STATE i1