




  
BACK

  
HINTS

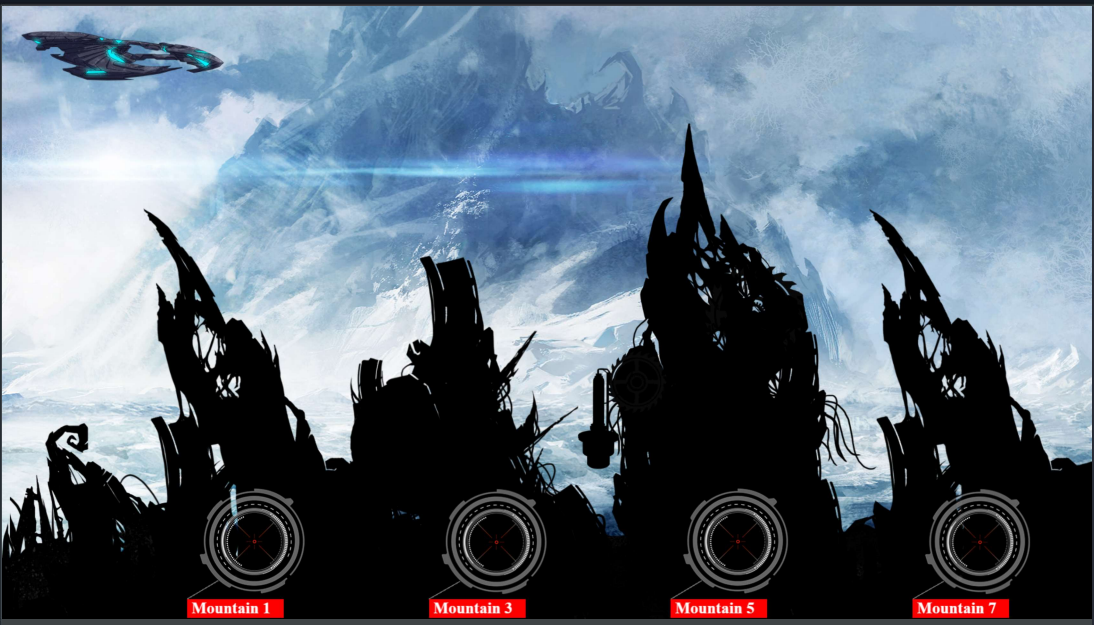
  
FORUM








  
RESULTS

  
SETTINGS

  
FRIENDS

## The Descent





### 🎯 The Goal


Destroy the mountains before your starship collides with one of them. For that, shoot the highest mountain on your path.

### ✓ Rules

**At the start of each game turn**, you are given the height of the 8 mountains from left to right.  
**By the end of the game turn**, you must fire on the highest mountain by outputting its index (from 0 to 7).

Firing on a mountain will only destroy part of it, reducing its height. Your ship descends after each pass.

#### Console output

Game information, A... 

**Game information:**  
Let's destroy those mountains to secure our landing...

Height of mountain 0 : 0  
Height of mountain 1 : 6  
Height of mountain 2 : 0  
Height of mountain 3 : 5  
Height of mountain 4 : 0  
Height of mountain 5 : 8  
Height of mountain 6 : 0  
Height of mountain 7 : 6

**Standard Output Stream:**  
> 5

02 S

03 S

04 S

05 O