AS1, AS2

21,7C,001C

AS1

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get-rank (game, condining) >+ 11.3 >> 11.3 4 Red 3 E. (3) 2 6 13/2 JENZ BENZ 2, ER POSCOS, U

#Mone ([] damb) > 1/2, (co.co) , 2/2) Dance

def do_turn(game):
remainingPirates = game.my_p:rates()
renks = []
Wile(lon(remainingPirates) > 0):
for Strategy in Strategies:
ranks.append (strategy.GetRank(game, remainingPirates))
best_st, Pirates = Get_Maximum(ranks)
best_se. Maxe(game, pirates)
for pirate in pirates:
remainingPirates.remove(pirate)

