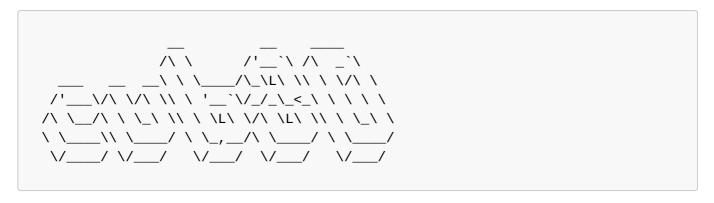
README.md 2024-01-17



map rule

-0 None -1 wall -N, S, E, W starting position