

CRIMSON TIDE

Rules in a nutshell:

Your task is to capture the nuclear submarine.

There are 3 key elements to take nuclear submarine under control:

- **Key to ballistic rocket launcher**
- **Codes to nuclear warhead**
- **operations room**

Taking all of them means that you've won – submarine is yours.

Interesting for us part of submarine is placed on square plan: 60x60.

On each point (identified by x, y coordinate) you can have:

- one of the above keypoints – 70 points
- officer – 15
- weapon – 10
- soldier – 5

You can also have:

- Nothing special (0 points)
- Nuclear radiation(-15 points)
- Water (-5 points)

Your task is to take most valuable things by calling:

<http://vm-helsinki-bo3:3000/results>

Content-Type: application/json;charset=UTF-8

With points to take:

```
{
  "team": "code",
  "x": 0,
  "y": 1
}
```

Possible answers:

- 200 - 'Value gained: x'
- 412 - 'Already taken :(' **//one element can be occupied only by one team**
- 412 - 'Too many calls from your team. Only 10 is allowed.' **//you can take only 10 points. Be careful.**

You have only 1 hour to finish whole competition.

There are separate tasks to get coordinates of keypoints and officers.

You'll receive 5 tickets – 2 points on each one. They are likely to point to sth valuable. But you can't be sure. Please check where is water and nuclear radiation :)