## Main method start Open base game text file Basegame file ABORT opened correctly? Save best game for level 0 Yes Read the file and save its lines into a game t\* record Yes used as base game No save\_best\_game[0] Remove the figure is True? No Basegame **ABORT** record filled? Destroy game 0 clone Yes Execute find best score method for level 1 Close the file, set best score as worst possible score and clone the base game for level 0 workaround Save best games into Allocate the figure for txt files and destroy level 0 in the actual all the memory column and rotation allocated variables For every column and every rotation

## find\_best\_score method

