

map.txt

```
10 20
2 0 0 7 1 0 4 2 3 0 1 2 2 6 2 8 4 0 9 2
3 6 9 4 4 1 2 2 0 0 8 9 2 7 2 9 0 8 1 9
5 3 2 1 0 2 1 9 6 2 0 6 3 3 5 0 9 1 4 4
0 1 4 9 1 2 1 5 0 5 6 5 3 0 5 4 9 6 2 7
3 0 2 5 7 6 5 1 3 6 0 0 0 0 9 4 0 9 8 0
0 7 0 4 6 0 8 0 5 9 6 0 6 3 1 3 2 2 9 0
5 6 5 0 0 1 0 4 1 1 5 2 4 3 8 0 5 8 1 9
2 0 7 2 8 4 3 4 9 4 0 5 0 8 7 3 6 0 6 6
0 9 2 7 6 4 0 0 2 0 2 0 1 5 2 0 5 9 4 0
8 0 2 7 0 9 0 4 0 0 1 2 4 5 1 0 0 0 7 0
```

```
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 2
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
5 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
```

Eliminate tiles : 147

map1.txt

```
5 5
4 8 4 0 0
0 3 7 4 0
5 4 0 7 3
0 0 5 8 1
7 0 0 1 0
```

```
0 0 0 0 0
0 0 0 0 0
0 0 0 0 0
0 0 0 0 0
7 0 0 0 0
```

Eliminate tiles : 14

map2.txt

2	5	1	5
5	2	4	9
0	0	1	0
9	4	9	9
3	0	8	3
2	5	8	1
6	0	2	5
0	1	0	8
3	1	4	3
0	0	0	1
0	8	9	4
5	0	3	0
2	5	5	5
3	2	9	0
0	0	4	9
6	8	4	8
6	0	2	6
7	4	2	0
1	1	6	2
5	9	9	4
0	3	4	8
4	2	7	7
7	2	8	0
9	8	5	9
0	7	1	9
0	2	0	7

[illegible]

Eliminate tiles : 291