

prp %solve



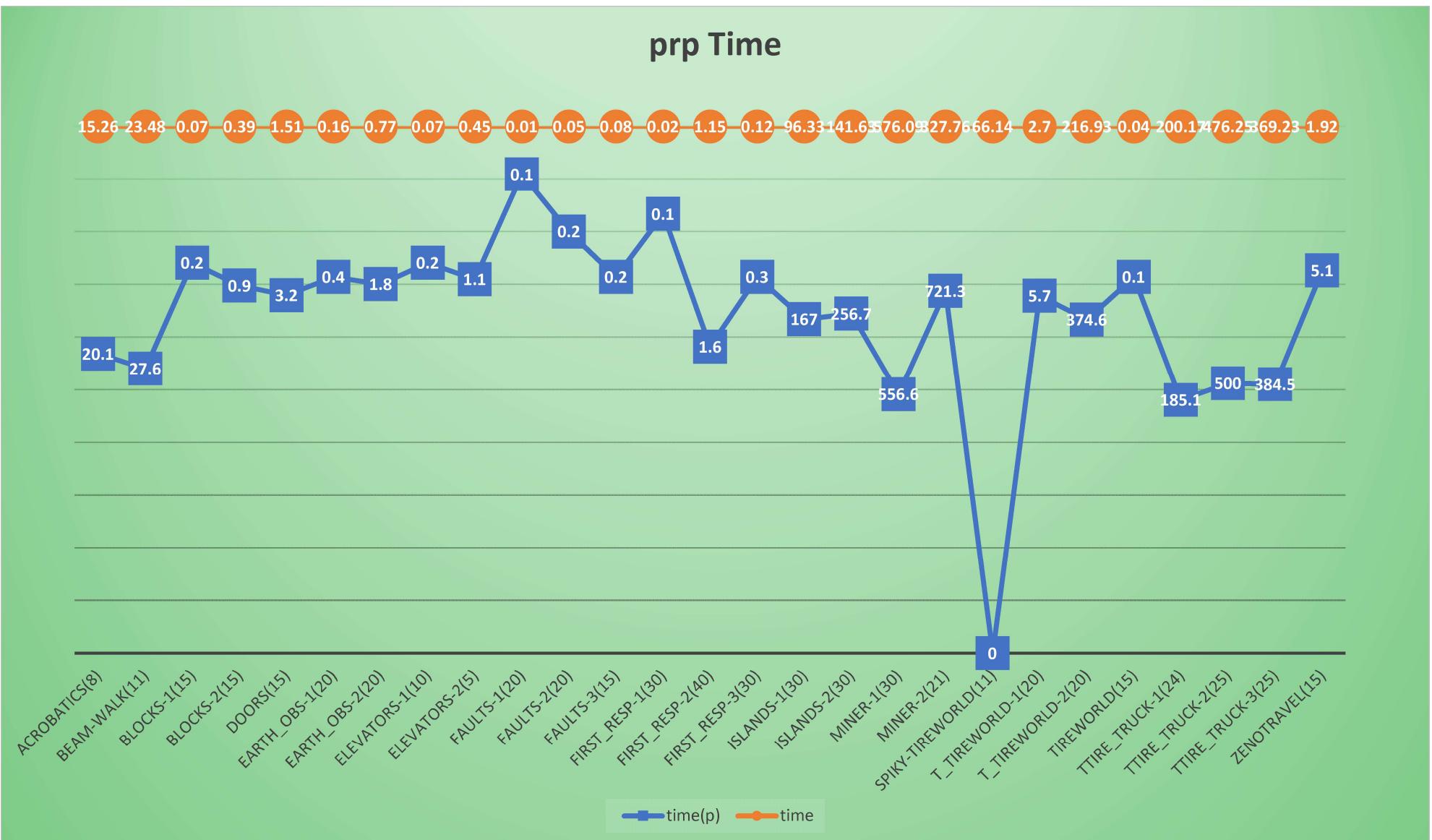
— %solve(p) ● %solve

prp Size



ACROBATICS(8)
BEAM-WALK(11)
BLOCKS-1(15)
BLOCKS-2(15)
DOORS(15)
EARTH_OBS-1(20)
EARTH_OBS-2(20)
ELEVATORS-1(10)
ELEVATORS-2(5)
FAULTS-1(20)
FAULTS-2(20)
FAULTS-3(15)
FIRST_RESP-1(30)
FIRST_RESP-2(40)
FIRST_RESP-3(30)
ISLANDS-1(30)
ISLANDS-2(30)
MINER-1(30)
MINER-2(21)
SPIKY-TIREWORLD(11)
T_TIREWORLD-1(20)
T_TIREWORLD-2(20)
TIREWORLD(15)
TIRE_TRUCK-1(24)
TIRE_TRUCK-2(25)
TTIRE_TRUCK-3(25)
ZENOTRAVEL(15)

—■— $\text{size}(p)$ —●— size



prp time 2

