

Last login: Tue May 8 14:31:25 on ttys002
Terranz-MacBook:comp30024-ai-project Terra\$ python3 netreferee.py player peoples_bicep
NetReferee version 1.0 (released May 06 2018)
Coordinate a game of Watch Your Back! between your Player class and the server.
Run `python netreferee.py -h` for help and additional usage information

```
welcome, peoples_bicep
attempting to connect to the server...
connection established!
submitting game request for player 'peoples_bicep'...
game request submitted!
waiting for an opponent (with default key)
press ^C to stop waiting
opponent found! beginning game
white player: peoples_bicep
black player: caliboyz
X - - - - - X
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 0 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 1
[PlayerBase] decision is: (0, 2)
X - - - - - X
- - - - -
0 - - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 1 turns into the placing phase
Player 0 : Oh opponent did (3, 3) , good to know.
X - - - - - X
- - - - -
0 - - - - -
- - - @ - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 2 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 3
[PlayerBase] decision is: (0, 1)
X - - - - - X
0 - - - - -
0 - - - - -
- - - @ - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 3 turns into the placing phase
Player 0 : Oh opponent did (3, 4) , good to know.
X - - - - - X
0 - - - - -
0 - - - - -
- - - @ - - -
- - - @ - - -
- - - - -
- - - - -
X - - - - - X
after 4 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 5
[PlayerBase] decision is: (0, 3)
X - - - - - X
0 - - - - -
0 - - - - -
```

```

0 - - @ - - - -
- - - @ - - - -
- - - - - - - -
- - - - - - - -
X - - - - - X
after 5 turns into the placing phase
Player 0 : Oh opponent did (4, 3) , good to know.
X - - - - - X
0 - - - - - -
0 - - - - - -
0 - - @ @ - - -
- - - @ - - - -
- - - - - - - -
- - - - - - - -
X - - - - - X
after 6 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 7
[PlayerBase] decision is: (0, 4)
X - - - - - X
0 - - - - - -
0 - - - - - -
0 - - @ @ - - -
0 - - @ - - - -
- - - - - - - -
- - - - - - - -
X - - - - - X
after 7 turns into the placing phase
Player 0 : Oh opponent did (4, 4) , good to know.
X - - - - - X
0 - - - - - -
0 - - - - - -
0 - - @ @ - - -
0 - - @ @ - - -
- - - - - - - -
- - - - - - - -
X - - - - - X
after 8 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 9
[PlayerBase] decision is: (0, 5)
X - - - - - X
0 - - - - - -
0 - - - - - -
0 - - @ @ - - -
0 - - @ @ - - -
0 - - - - - - -
- - - - - - - -
X - - - - - X
after 9 turns into the placing phase
Player 0 : Oh opponent did (2, 3) , good to know.
X - - - - - X
0 - - - - - -
0 - - - - - -
0 - @ @ @ - - -
0 - - @ @ - - -
0 - - - - - - -
- - - - - - - -
X - - - - - X
after 10 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 11
[PlayerBase] decision is: (1, 0)
X 0 - - - - - X
0 - - - - - -
0 - - - - - -
0 - @ @ @ - - -
0 - - @ @ - - -
0 - - - - - - -
- - - - - - - -
X - - - - - X
after 11 turns into the placing phase
Player 0 : Oh opponent did (1, 3) , good to know.
X 0 - - - - - X
0 - - - - - -

```

```

0 - - - - -
0 @ @ @ @ - - -
0 - - @ @ - - -
0 - - - - -
- - - - -
X - - - - - X
after 12 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 13
[PlayerBase] decision is: (1, 1)
X 0 - - - - - X
0 0 - - - - -
0 - - - - -
0 @ @ @ @ - - -
0 - - @ @ - - -
0 - - - - -
- - - - -
X - - - - - X
after 13 turns into the placing phase
Player 0 : Oh opponent did (2, 4) , good to know.
X 0 - - - - - X
0 0 - - - - -
0 - - - - -
0 @ @ @ @ - - -
0 - @ @ @ - - -
0 - - - - -
- - - - -
X - - - - - X
after 14 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 15
[PlayerBase] decision is: (1, 2)
X 0 - - - - - X
0 0 - - - - -
0 0 - - - - -
0 @ @ @ @ - - -
0 - @ @ @ - - -
0 - - - - -
- - - - -
X - - - - - X
after 15 turns into the placing phase
Player 0 : Oh opponent did (1, 4) , good to know.
X 0 - - - - - X
0 0 - - - - -
0 0 - - - - -
0 @ @ @ @ - - -
0 @ @ @ @ - - -
0 - - - - -
- - - - -
X - - - - - X
after 16 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 17
[PlayerBase] decision is: (2, 0)
X 0 0 - - - - X
0 0 - - - - -
0 0 - - - - -
0 @ @ @ @ - - -
0 @ @ @ @ - - -
0 - - - - -
- - - - -
X - - - - - X
after 17 turns into the placing phase
Player 0 : Oh opponent did (3, 2) , good to know.
X 0 0 - - - - X
0 0 - - - - -
0 0 - @ - - - -
0 @ @ @ @ - - -
0 @ @ @ @ - - -
0 - - - - -
- - - - -
X - - - - - X
after 18 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 19
[PlayerBase] decision is: (2, 1)

```

```

X 0 0 - - - - X
0 0 0 - - - - -
0 0 - @ - - - -
0 @ @ @ @ - - -
0 @ @ @ @ - - -
0 - - - - - - -
- - - - - - - -
X - - - - - - X
after 19 turns into the placing phase
Player 0 : Oh opponent did (2, 2) , good to know.
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ - - - -
0 @ @ @ @ - - -
0 @ @ @ @ - - -
0 - - - - - - -
- - - - - - - -
X - - - - - - X
after 20 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 21
[PlayerBase] decision is: (3, 0)
X 0 0 0 - - - X
0 0 0 - - - - -
0 0 @ @ - - - -
0 @ @ @ @ - - -
0 @ @ @ @ - - -
0 - - - - - - -
- - - - - - - -
X - - - - - - X
after 21 turns into the placing phase
Player 0 : Oh opponent did (3, 5) , good to know.
X 0 0 0 - - - X
0 0 0 - - - - -
0 0 @ @ - - - -
0 @ @ @ @ - - -
0 @ @ @ @ - - -
0 - - @ - - - -
- - - - - - - -
X - - - - - - X
after 22 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 23
[PlayerBase] decision is: (3, 1)
X 0 0 0 - - - X
0 0 0 0 - - - -
0 0 @ @ - - - -
0 @ @ @ @ - - -
0 @ @ @ @ - - -
0 - - @ - - - -
- - - - - - - -
X - - - - - - X
after 23 turns into the placing phase
Player 0 : Oh opponent did (4, 5) , good to know.
X 0 0 0 - - - X
0 0 0 0 - - - -
0 0 @ @ - - - -
0 @ @ @ @ - - -
0 @ @ @ @ - - -
0 - - @ @ - - -
- - - - - - - -
X - - - - - - X
after 0 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 1
[PlayerBase] decision is: ((0, 4), (0, 6))
X 0 0 0 - - - X
0 0 0 0 - - - -
0 0 @ @ - - - -
0 @ @ @ @ - - -
- @ @ @ @ - - -
0 - - @ @ - - -
0 - - - - - - -
X - - - - - - X
after 1 turns into the moving phase

```

Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.

```
X 0 0 0 - - - X
0 0 0 0 - - - -
0 0 @ - @ - - -
0 @ @ @ @ - - -
- @ @ @ @ - - -
0 - - @ @ - - -
0 - - - - - - -
X - - - - - - X
```

after 2 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 3

[PlayerBase] decision is: ((3, 0), (3, 2))

```
X 0 0 - - - - X
0 0 0 0 - - - -
0 0 - 0 @ - - -
0 @ @ @ @ - - -
- @ @ @ @ - - -
0 - - @ @ - - -
0 - - - - - - -
X - - - - - - X
```

after 3 turns into the moving phase

Player 0 : Oh opponent did ((2, 4), (2, 2)) , good to know.

```
X 0 0 - - - - X
0 0 0 0 - - - -
0 0 @ - @ - - -
0 @ @ @ @ - - -
- @ - @ @ - - -
0 - - @ @ - - -
0 - - - - - - -
X - - - - - - X
```

after 4 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 5

[PlayerBase] decision is: ((3, 1), (3, 2))

```
X 0 0 - - - - X
0 0 0 - - - - -
0 0 - 0 @ - - -
0 @ @ @ @ - - -
- @ - @ @ - - -
0 - - @ @ - - -
0 - - - - - - -
X - - - - - - X
```

after 5 turns into the moving phase

Player 0 : Oh opponent did ((2, 3), (2, 2)) , good to know.

```
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ - @ - - -
0 @ - @ @ - - -
- @ - @ @ - - -
0 - - @ @ - - -
0 - - - - - - -
X - - - - - - X
```

after 6 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 7

[PlayerBase] decision is: ((0, 3), (2, 3))

```
X 0 0 - - - - X
0 0 0 - - - - -
0 0 - - @ - - -
- @ - @ @ - - -
- @ - @ @ - - -
0 - - @ @ - - -
0 - - - - - - -
X - - - - - - X
```

after 7 turns into the moving phase

Player 0 : Oh opponent did ((1, 3), (2, 3)) , good to know.

```
X 0 0 - - - - X
0 0 0 - - - - -
0 0 - - @ - - -
- - @ @ @ - - -
- @ - @ @ - - -
0 - - @ @ - - -
0 - - - - - - -
X - - - - - - X
```

```

after 8 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 9
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 - - @ - - -
0 - @ @ @ - - -
- @ - @ @ - - -
0 - - @ @ - - -
0 - - - - - -
X - - - - - X
after 9 turns into the moving phase
Player 0 : Oh opponent did ((1, 4), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 - - @ - - -
0 - @ @ @ - - -
- - @ @ @ - - -
0 - - @ @ - - -
0 - - - - - -
X - - - - - X
after 10 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 11
[PlayerBase] decision is: ((0, 2), (2, 2))
X 0 0 - - - - X
- 0 0 - - - - -
- 0 0 - @ - - -
0 - @ @ @ - - -
- - @ @ @ - - -
0 - - @ @ - - -
0 - - - - - -
X - - - - - X
after 11 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
- 0 0 @ - - - -
0 - @ @ @ - - -
- - @ @ @ - - -
0 - - @ @ - - -
0 - - - - - -
X - - - - - X
after 12 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 13
[PlayerBase] decision is: ((0, 3), (1, 3))
X 0 0 - - - - X
- 0 0 - - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
0 - - @ @ - - -
0 - - - - - -
X - - - - - X
after 13 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
0 - - @ @ - - -
0 - - - - - -
X - - - - - X
after 14 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 15
[PlayerBase] decision is: ((0, 5), (1, 5))
X 0 0 - - - - X
- 0 0 - - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -

```

```

0 - - - - -
X - - - - - X
after 15 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
0 - - - - -
X - - - - - X
after 16 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 17
[PlayerBase] decision is: ((0, 6), (1, 6))
X 0 0 - - - - X
- 0 0 - - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 17 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (3, 1)) , good to know.
X 0 0 - - - - X
- 0 0 @ - - - -
- 0 0 - - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 18 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 19
[PlayerBase] decision is: ((1, 0), (3, 0))
X - 0 0 - - - X
- 0 0 @ - - - -
- 0 0 - - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 19 turns into the moving phase
Player 0 : Oh opponent did ((3, 1), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 20 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 21
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 21 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -

```

```

- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 22 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 23
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 23 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 24 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 25
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 25 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 26 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 27
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 27 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 28 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 29
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -

```



```

- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 29 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 30 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 31
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 31 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 32 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 33
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 33 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 34 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 35
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 35 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -

```

```

- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 36 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 37
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 37 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 38 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 39
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 39 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 40 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 41
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 41 turns into the moving phase
Player 0 : Oh opponent did ((4, 5), (2, 5)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 @ @ - - - -
- 0 - - - - -
X - - - - - X
after 42 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 43
[PlayerBase] decision is: ((0, 1), (1, 1))

```

```

X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 @ @ - - - -
- 0 - - - - -
X - - - - - X

```

after 43 turns into the moving phase

Player 0 : Oh opponent did ((2, 5), (4, 5)) , good to know.

```

X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X

```

after 44 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 45

[PlayerBase] decision is: ((1, 1), (0, 1))

```

X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X

```

after 45 turns into the moving phase

Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.

```

X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X

```

after 46 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 47

[PlayerBase] decision is: ((0, 1), (1, 1))

```

X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X

```

after 47 turns into the moving phase

Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.

```

X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X

```

after 48 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 49

[PlayerBase] decision is: ((1, 1), (0, 1))

```

X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X

```

after 49 turns into the moving phase

Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.

```
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

after 50 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 51

[PlayerBase] decision is: ((0, 1), (1, 1))

```
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

after 51 turns into the moving phase

Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.

```
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

after 52 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 53

[PlayerBase] decision is: ((1, 1), (0, 1))

```
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

after 53 turns into the moving phase

Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.

```
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

after 54 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 55

[PlayerBase] decision is: ((0, 1), (1, 1))

```
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

after 55 turns into the moving phase

Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.

```
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

```

after 56 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 57
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 57 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 58 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 59
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 59 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 60 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 61
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 61 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 62 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 63
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - @ @ - - -

```

```

- 0 - - - - -
X - - - - - X
after 63 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 64 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 65
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 65 turns into the moving phase
Player 0 : Oh opponent did ((4, 5), (2, 5)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 @ @ - - - -
- 0 - - - - -
X - - - - - X
after 66 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 67
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 @ @ - - - -
- 0 - - - - -
X - - - - - X
after 67 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (4, 5)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 68 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 69
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 69 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -

```

```

- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 70 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 71
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 71 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 72 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 73
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 73 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 74 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 75
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 75 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 76 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 77
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -

```

```

- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 77 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 78 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 79
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 79 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 80 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 81
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 81 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 82 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 83
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 83 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -

```



```

- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 84 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 85
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 85 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 86 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 87
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 87 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 88 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 89
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 89 turns into the moving phase
Player 0 : Oh opponent did ((4, 5), (2, 5)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 @ @ - - - -
- 0 - - - - -
X - - - - - X
after 90 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 91
[PlayerBase] decision is: ((0, 1), (1, 1))

```

```

X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 @ @ - - - -
- 0 - - - - -
X - - - - - X
after 91 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (4, 5)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 92 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 93
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 93 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 94 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 95
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 95 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 96 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 97
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 97 turns into the moving phase

```

Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.

```
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

after 98 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 99

[PlayerBase] decision is: ((0, 1), (1, 1))

```
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

after 99 turns into the moving phase

Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.

```
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

after 100 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 101

[PlayerBase] decision is: ((1, 1), (0, 1))

```
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

after 101 turns into the moving phase

Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.

```
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

after 102 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 103

[PlayerBase] decision is: ((0, 1), (1, 1))

```
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

after 103 turns into the moving phase

Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.

```
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
```

```

after 104 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 105
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 105 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 106 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 107
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 107 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 108 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 109
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 109 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 110 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 111
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - @ @ - - -

```

```

- 0 - - - - -
X - - - - - X
after 111 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 112 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 113
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 113 turns into the moving phase
Player 0 : Oh opponent did ((4, 5), (2, 5)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 @ @ - - - -
- 0 - - - - -
X - - - - - X
after 114 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 115
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 @ @ - - - -
- 0 - - - - -
X - - - - - X
after 115 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (4, 5)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 116 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 117
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 117 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -

```

```

- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 118 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 119
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 119 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 120 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 121
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 121 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 122 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 123
[PlayerBase] decision is: ((0, 1), (1, 1))
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 123 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 0 - - - X
- 0 0 - - - -
- 0 0 @ - - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 124 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 125
[PlayerBase] decision is: ((1, 1), (0, 1))
X - 0 0 - - - X
0 - 0 - - - -
- 0 0 @ - - - -

```

```

- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 125 turns into the moving phase
Player 0 : Oh opponent did ((3, 2), (4, 2)) , good to know.

```

```

X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- - @ @ @ - - -
- 0 - @ @ - - -
- 0 - - - - -
X - - - - - X
after 126 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 127
[PlayerBase] decision is: ((1, 6), (1, 4))

```

```

X - 0 0 - - - X
0 - 0 - - - -
- 0 0 - @ - - -
- 0 @ @ @ - - -
- 0 @ @ @ - - -
- 0 - @ @ - - -
- - - - - -
X - - - - - X
after 127 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (3, 2)) , good to know.

```

```

X 0 - - - X
0 0 @ - - -
0 @ @ @ - -
0 @ @ @ - -
0 - @ @ - -
X - - - - X

```

```

after 128 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 129
[PlayerBase] decision is: ((2, 1), (3, 1))

```

```

X - 0 - - X
0 0 @ - - -
0 @ @ @ - -
0 @ @ @ - -
0 - @ @ - -
X - - - - X

```

```

after 129 turns into the moving phase
Player 0 : Oh opponent did ((4, 5), (2, 5)) , good to know.

```

```

X - 0 - - X
0 0 @ - - -
0 @ @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

```

after 130 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 131
[PlayerBase] decision is: ((2, 2), (4, 2))

```

```

X - 0 - - X
0 - @ 0 - -
0 @ @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

```

after 131 turns into the moving phase
Player 0 : Oh opponent did ((2, 3), (2, 2)) , good to know.

```

```

X - 0 - - X

```

```

0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

after 132 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 133
[PlayerBase] decision is: ((3, 1), (4, 1))

```

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

after 133 turns into the moving phase

Player 0 : Oh opponent did ((3, 5), (4, 5)) , good to know.

```

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

```

after 134 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 135
[PlayerBase] decision is: ((4, 1), (3, 1))

```

X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

```

after 135 turns into the moving phase

Player 0 : Oh opponent did ((4, 5), (3, 5)) , good to know.

```

X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

```

after 136 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 137
[PlayerBase] decision is: ((3, 1), (4, 1))

```

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

after 137 turns into the moving phase

Player 0 : Oh opponent did ((3, 5), (4, 5)) , good to know.

```

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

```

after 138 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 139
[PlayerBase] decision is: ((4, 1), (3, 1))


```

X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

```

after 139 turns into the moving phase
 Player 0 : Oh opponent did ((4, 5), (3, 5)) , good to know.

```

X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

after 140 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 141
 [PlayerBase] decision is: ((3, 1), (4, 1))

```

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

after 141 turns into the moving phase
 Player 0 : Oh opponent did ((3, 5), (4, 5)) , good to know.

```

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

```

after 142 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 143
 [PlayerBase] decision is: ((4, 1), (3, 1))

```

X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

```

after 143 turns into the moving phase
 Player 0 : Oh opponent did ((4, 5), (3, 5)) , good to know.

```

X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

after 144 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 145
 [PlayerBase] decision is: ((3, 1), (4, 1))

```

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

after 145 turns into the moving phase

Player 0 : Oh opponent did ((3, 5), (4, 5)) , good to know.

```
X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X
```

after 146 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 147

[PlayerBase] decision is: ((4, 1), (3, 1))

```
X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X
```

after 147 turns into the moving phase

Player 0 : Oh opponent did ((4, 5), (3, 5)) , good to know.

```
X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X
```

after 148 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 149

[PlayerBase] decision is: ((3, 1), (4, 1))

```
X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X
```

after 149 turns into the moving phase

Player 0 : Oh opponent did ((3, 5), (4, 5)) , good to know.

```
X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X
```

after 150 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 151

[PlayerBase] decision is: ((4, 1), (3, 1))

```
X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X
```

after 151 turns into the moving phase

Player 0 : Oh opponent did ((4, 5), (3, 5)) , good to know.

```
X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X
```

after 152 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 153
[PlayerBase] decision is: ((3, 1), (4, 1))

```
X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X
```

after 153 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 3)) , good to know.

```
X - - 0 - X
0 @ @ 0 - -
0 @ @ @ - -
0 - @ @ - -
0 @ @ - - -
X - - - - X
```

after 154 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 155
[PlayerBase] decision is: ((4, 1), (3, 1))

```
X - 0 - - X
0 @ @ 0 - -
0 @ @ @ - -
0 - @ @ - -
0 @ @ - - -
X - - - - X
```

after 155 turns into the moving phase
Player 0 : Oh opponent did ((2, 3), (2, 4)) , good to know.

```
X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X
```

after 156 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 157
[PlayerBase] decision is: ((3, 1), (4, 1))

```
X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X
```

after 157 turns into the moving phase
Player 0 : Oh opponent did ((3, 5), (4, 5)) , good to know.

```
X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X
```

after 158 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 159
[PlayerBase] decision is: ((4, 1), (3, 1))

```
X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
```

X - - - - X

after 159 turns into the moving phase

Player 0 : Oh opponent did ((4, 5), (3, 5)) , good to know.

X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

after 160 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 161

[PlayerBase] decision is: ((3, 1), (4, 1))

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

after 161 turns into the moving phase

Player 0 : Oh opponent did ((3, 5), (4, 5)) , good to know.

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

after 162 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 163

[PlayerBase] decision is: ((4, 1), (3, 1))

X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

after 163 turns into the moving phase

Player 0 : Oh opponent did ((4, 5), (3, 5)) , good to know.

X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

after 164 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 165

[PlayerBase] decision is: ((3, 1), (4, 1))

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

after 165 turns into the moving phase

Player 0 : Oh opponent did ((3, 5), (4, 5)) , good to know.

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -

```
0 @ - @ - -
X - - - - X
```

after 166 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 167
[PlayerBase] decision is: ((4, 1), (3, 1))

```
X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X
```

after 167 turns into the moving phase
Player 0 : Oh opponent did ((4, 5), (3, 5)) , good to know.

```
X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X
```

after 168 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 169
[PlayerBase] decision is: ((3, 1), (4, 1))

```
X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X
```

after 169 turns into the moving phase
Player 0 : Oh opponent did ((3, 5), (4, 5)) , good to know.

```
X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X
```

after 170 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 171
[PlayerBase] decision is: ((4, 1), (3, 1))

```
X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X
```

after 171 turns into the moving phase
Player 0 : Oh opponent did ((4, 5), (3, 5)) , good to know.

```
X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X
```

after 172 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 173
[PlayerBase] decision is: ((3, 1), (4, 1))

```
X - - 0 - X
0 @ @ 0 - -
```

```

0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

after 173 turns into the moving phase
 Player 0 : Oh opponent did ((3, 5), (4, 5)) , good to know.

```

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

```

after 174 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 175
 [PlayerBase] decision is: ((4, 1), (3, 1))

```

X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

```

after 175 turns into the moving phase
 Player 0 : Oh opponent did ((4, 5), (3, 5)) , good to know.

```

X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

after 176 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 177
 [PlayerBase] decision is: ((3, 1), (4, 1))

```

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

after 177 turns into the moving phase
 Player 0 : Oh opponent did ((2, 4), (2, 3)) , good to know.

```

X - - 0 - X
0 @ @ 0 - -
0 @ @ @ - -
0 - @ @ - -
0 @ @ - - -
X - - - - X

```

after 178 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 179
 [PlayerBase] decision is: ((4, 1), (3, 1))

```

X - 0 - - X
0 @ @ 0 - -
0 @ @ @ - -
0 - @ @ - -
0 @ @ - - -
X - - - - X

```

after 179 turns into the moving phase
 Player 0 : Oh opponent did ((2, 3), (2, 4)) , good to know.

```

X - 0 - - X

```

```
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X
```

after 180 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 181
[PlayerBase] decision is: ((3, 1), (4, 1))

```
X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X
```

after 181 turns into the moving phase

Player 0 : Oh opponent did ((3, 5), (4, 5)) , good to know.

```
X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X
```

after 182 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 183
[PlayerBase] decision is: ((4, 1), (3, 1))

```
X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X
```

after 183 turns into the moving phase

Player 0 : Oh opponent did ((4, 5), (3, 5)) , good to know.

```
X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X
```

after 184 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 185
[PlayerBase] decision is: ((3, 1), (4, 1))

```
X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X
```

after 185 turns into the moving phase

Player 0 : Oh opponent did ((3, 5), (4, 5)) , good to know.

```
X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X
```

after 186 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 187
[PlayerBase] decision is: ((4, 1), (3, 1))

```

X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

```

after 187 turns into the moving phase
 Player 0 : Oh opponent did ((4, 5), (3, 5)) , good to know.

```

X - 0 - - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

after 188 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 189
 [PlayerBase] decision is: ((3, 1), (4, 1))

```

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ @ - - -
X - - - - X

```

after 189 turns into the moving phase
 Player 0 : Oh opponent did ((3, 5), (4, 5)) , good to know.

```

X - - 0 - X
0 @ @ 0 - -
0 - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

```

after 190 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 191
 [PlayerBase] decision is: ((1, 3), (2, 3))

```

X - - 0 - X
0 @ @ 0 - -
- - @ @ - -
0 @ @ @ - -
0 @ - @ - -
X - - - - X

```

after 191 turns into the moving phase
 Player 0 : Oh opponent did ((4, 5), (3, 5)) , good to know.

```

X - 0 X
- @ @ -
@ @ @ -
X @ - X

```

after 192 turns into the moving phase
 game over!
 B wins!
 Terranz-MacBook:comp30024-ai-project Terra\$