

Last login: Wed May 9 15:35:27 on ttys003
Terranz-MacBook:~ Terra\$ cd Developer/ai-project/comp30024-ai-project/
Terranz-MacBook:comp30024-ai-project Terra\$ python3 netreferee.py minimax_player DEF
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, DEF
attempting to connect to the server...
connection established!
submitting game request for player 'DEF'...
game request submitted!
waiting for an opponent (with default key)
press ^C to stop waiting
opponent found! beginning game
white player: test1
black player: DEF
X - - - - - X
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 0 turns into the placing phase
Player @ : 0h opponent did (6, 5) , good to know.
X - - - - - X
- - - - -
- - - - -
- - - - -
- - - - - 0 -
- - - - -
X - - - - - X
after 1 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 2
 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - -
2- - - - -
3- - - - -
4- - - - -
5- - - - - 0 -
6- - - - -
7X - - - - - X

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

— — — — —

```

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

[PlayerBase] decision is: (2, 2)
X - 0 - - - - X
- - - - - -
- - @ - - 0 0 -
- - - @ @ - - -
- - - @ @ 0 0 -
- - - - - 0 -
- - - - - -
X - - - - - X
after 10 turns into the placing phase
Player @ : 0h opponent did (6, 2) , good to know.
X - 0 - - - - X
- - - - - -
- - @ - - 0 0 -
- - - @ @ - - -
- - - @ @ 0 0 -
- - - - - 0 -
- - - - - -
X - - - - - X
after 11 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 12
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - - - -
2- - @ - - 0 0 -
3- - - @ @ - - -
4- - - @ @ 0 0 -
5- - - - - 0 -
6- - - - - -
7X - - - - - X

[PlayerBase] decision is: (2, 4)
X - 0 - - - - X
- - - - - -
- - @ - - 0 0 -
- - - @ @ - - -
- - @ @ @ 0 0 -
- - - - - 0 -
- - - - - -
X - - - - - X
after 12 turns into the placing phase
Player @ : 0h opponent did (7, 2) , good to know.
X - 0 - - - - X
- - - - - -
- - @ - - 0 0 0

```

```

- - - @ @ - - -
- - @ @ @ 0 0 -
- - - - - 0 -
- - - - - -
X - - - - - X
after 13 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 14
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - - - -
2- - @ - - 0 0 0
3- - - @ @ - - -
4- - @ @ @ 0 0 -
5- - - - - 0 -
6- - - - - -
7X - - - - - X

```

[PlayerBase] decision is: (3, 5)

```

X - 0 - - - - X
- - - - - -
- - @ - - 0 0 0
- - - @ @ - - -
- - @ @ @ 0 0 -
- - - @ - - 0 -
- - - - - -
X - - - - - X
after 14 turns into the placing phase
Player @ : 0h opponent did (0, 3) , good to know.
X - 0 - - - - X
- - - - - -
- - @ - - 0 0 0
0 - - @ @ - - -
- - @ @ @ 0 0 -
- - - @ - - 0 -
- - - - - -
X - - - - - X

```

```

after 15 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 16
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - - - -
2- - @ - - 0 0 0
30 - - @ @ - - -
4- - @ @ @ 0 0 -
5- - - @ - - 0 -
6- - - - - -
7X - - - - - X

```

[PlayerBase] decision is: (2, 3)

```

X - 0 - - - - X
- - - - - -
- - @ - - 0 0 0
0 - @ @ @ - - -
- - @ @ @ 0 0 -
- - - @ - - 0 -
- - - - - -
X - - - - - X
after 16 turns into the placing phase
Player @ : 0h opponent did (6, 3) , good to know.
X - 0 - - - - X
- - - - - -
- - @ - - 0 0 0
0 - @ @ @ - 0 -
- - @ @ @ 0 0 -
- - - @ - - 0 -
- - - - - -
X - - - - - X

```

```

after 17 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 18
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - - - -

```

```

2- - @ - - 0 0 0
30 - @ @ @ - 0 -
4- - @ @ @ 0 0 -
5- - - @ - - 0 -
6- - - - - - -
7X - - - - - X

```

[PlayerBase] decision is: (4, 5)

```

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

```

after 18 turns into the placing phase

Player @ : 0h opponent did (7, 3) , good to know.

```

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

```

after 19 turns into the placing phase

[PlayerBase] Requesting action for @ player on turn 20

```

  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - - - - -
2- - @ - - 0 0 0
30 - @ @ @ - 0 0
4- - @ @ @ 0 0 -
5- - - @ @ - 0 -
6- - - - - - -
7X - - - - - X

```

[PlayerBase] decision is: (3, 2)

```

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

```

after 20 turns into the placing phase

Player @ : 0h opponent did (1, 0) , good to know.

```

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

```

after 21 turns into the placing phase

[PlayerBase] Requesting action for @ player on turn 22

```

  0 1 2 3 4 5 6 7
0X 0 0 - - - - X
1- - - - - - -
2- - @ @ - 0 0 0
30 - @ @ @ - 0 0
4- - @ @ @ 0 0 -
5- - - @ @ - 0 -
6- - - - - - -
7X - - - - - X

```

[PlayerBase] decision is: (0, 6)

```

X 0 0 - - - - X
- - - - - - -

```

```

- - @ @ - 0 0 0
0 - @ @ @ - 0 0
- - @ @ @ 0 0 -
- - - @ @ - 0 -
@ - - - - -
X - - - - - X
after 22 turns into the placing phase
Player @ : 0h opponent did (3, 0) , good to know.
X 0 0 0 - - - X
- - - - -
- - @ @ - 0 0 0
0 - @ @ @ - 0 0
- - @ @ @ 0 0 -
- - - @ @ - 0 -
@ - - - - -
X - - - - - X
after 23 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 24
  0 1 2 3 4 5 6 7
0X 0 0 0 - - - X
1- - - - -
2- - @ @ - 0 0 0
30 - @ @ @ - 0 0
4- - @ @ @ 0 0 -
5- - - @ @ - 0 -
6@ - - - - -
7X - - - - - X

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

[PlayerBase] decision is: ((2, 4), (2, 5))
X 0 0 0 - - - X
- - - - -
@ - @ @ - 0 0 0
- 0 @ @ @ - 0 0
- - - @ @ 0 0 -
- - @ @ @ - 0 -
@ - - - - -
X - - - - - X
after 2 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (5, 3)) , good to know.
X 0 0 0 - - - X
- - - - -

```

```

@ - @ @ - 0 0 0
- 0 @ @ @ 0 0 -
- - - @ @ 0 0 -
- - @ @ @ - 0 -
@ - - - - - -
X - - - - - X
after 3 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 4
  0 1 2 3 4 5 6 7
0X 0 0 0 - - - X
1- - - - - - -
2@ - @ @ - 0 0 0
3- 0 @ @ @ 0 0 -
4- - - @ @ 0 0 -
5- - @ @ @ - 0 -
6@ - - - - - -
7X - - - - - X

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

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

```

```

1- - - 0 - - - -
2- - @ @ 0 0 - 0
3@ - @ @ @ 0 0 -
4- - - @ @ 0 0 -
5- - @ - @ - 0 -
6@ - - @ - - - -
7X - - - - - X

```

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

```

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

```

after 8 turns into the moving phase

Player @ : 0h opponent did ((7, 2), (6, 2)) , good to know.

```

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

```

after 9 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 10

```

  0 1 2 3 4 5 6 7
0X 0 0 - - - - X
1- - - 0 - - - -
2@ - @ @ 0 0 0 -
3- - @ @ @ 0 0 -
4- - - @ @ 0 0 -
5- - @ - @ - 0 -
6@ - - @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((0, 2), (0, 1))

```

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

```

after 10 turns into the moving phase

Player @ : 0h opponent did ((6, 5), (5, 5)) , good to know.

```

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

```

after 11 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 12

```

  0 1 2 3 4 5 6 7
0X 0 0 - - - - X
1@ - - 0 - - - -
2- - @ @ 0 0 0 -
3- - @ @ @ 0 0 -
4- - - @ @ 0 0 -
5- - @ - @ 0 - -
6@ - - @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((3, 4), (3, 5))

```

X 0 0 - - - - X

```



```

@ - - 0 - - - -
- - @ @ 0 0 0 -
- - @ @ @ 0 0 -
- - - - @ 0 0 -
- - @ @ @ 0 - -
@ - - @ - - - -
X - - - - - X
after 12 turns into the moving phase
Player @ : 0h opponent did ((2, 0), (3, 0)) , good to know.
X 0 - 0 - - - X
@ - - 0 - - - -
- - @ @ 0 0 0 -
- - @ @ @ 0 0 -
- - - - @ 0 0 -
- - @ @ @ 0 - -
@ - - @ - - - -
X - - - - - X
after 13 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 14
  0 1 2 3 4 5 6 7
0X 0 - 0 - - - X
1@ - - 0 - - - -
2- - @ @ 0 0 0 -
3- - @ @ @ 0 0 -
4- - - - @ 0 0 -
5- - @ @ @ 0 - -
6@ - - @ - - - -
7X - - - - - X

[PlayerBase] decision is: ((3, 5), (3, 7))
X 0 - 0 - - - X
@ - - 0 - - - -
- - @ @ 0 0 0 -
- - @ @ @ 0 0 -
- - - - @ 0 0 -
- - @ - @ 0 - -
@ - - @ - - - -
X - - @ - - - X
after 14 turns into the moving phase
Player @ : 0h opponent did ((5, 4), (3, 4)) , good to know.
X 0 - 0 - - - X
@ - - 0 - - - -
- - @ @ 0 0 0 -
- - @ @ @ 0 0 -
- - - 0 @ - 0 -
- - @ - @ 0 - -
@ - - @ - - - -
X - - @ - - - X
after 15 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 16
  0 1 2 3 4 5 6 7
0X 0 - 0 - - - X
1@ - - 0 - - - -
2- - @ @ 0 0 0 -
3- - @ @ @ 0 0 -
4- - - 0 @ - 0 -
5- - @ - @ 0 - -
6@ - - @ - - - -
7X - - @ - - - X

[PlayerBase] decision is: ((2, 5), (2, 6))
X 0 - 0 - - - X
@ - - 0 - - - -
- - @ @ 0 0 0 -
- - @ @ @ 0 0 -
- - - 0 @ - 0 -
- - - - @ 0 - -
@ - @ @ - - - -
X - - @ - - - X
after 16 turns into the moving phase
Player @ : 0h opponent did ((6, 4), (5, 4)) , good to know.
X 0 - 0 - - - X

```

```

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

```

after 17 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 18

```

  0 1 2 3 4 5 6 7
0X 0 - 0 - - - X
1@ - - 0 - - - -
2- - @ @ 0 0 0 -
3- - @ @ @ 0 0 -
4- - - 0 - 0 - -
5- - - - @ 0 - -
6@ - @ @ - - - -
7X - - @ - - - X

```

[PlayerBase] decision is: ((3, 7), (3, 5))

```

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

```

after 18 turns into the moving phase

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

```

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

```

after 19 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 20

```

  0 1 2 3 4 5 6 7
0X 0 - 0 - - - X
1@ - - 0 - - - -
2- - @ @ 0 0 0 -
3- - @ @ - 0 0 -
4- - - - 0 - - -
5- - - @ @ 0 - -
6@ - @ @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((3, 5), (3, 4))

```

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

```

after 20 turns into the moving phase

Player @ : Oh opponent did ((6, 3), (4, 3)) , good to know.

```

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

```

after 21 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 22

```

  0 1 2 3 4 5 6 7

```

```

0X 0 - 0 - - - X
1@ - - 0 - - - -
2- - @ @ 0 0 0 -
3- - @ @ 0 0 - -
4- - - @ 0 - - -
5- - - - @ 0 - -
6@ - @ @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((3, 4), (3, 5))

```

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

```

after 22 turns into the moving phase

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

```

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

```

after 23 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 24

```

  0 1 2 3 4 5 6 7
0X 0 - 0 - - - X
1@ - - 0 - - - -
2- - @ @ 0 - 0 -
3- - @ @ 0 0 - -
4- - - - 0 0 - -
5- - - @ @ 0 - -
6@ - @ @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((2, 2), (2, 4))

```

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

```

after 24 turns into the moving phase

Player @ : 0h opponent did ((1, 0), (2, 0)) , good to know.

```

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

```

after 25 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 26

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1@ - - 0 - - - -
2- - - @ 0 - 0 -
3- - @ @ 0 0 - -
4- - @ - 0 0 - -
5- - - @ @ 0 - -
6@ - @ @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((3, 5), (3, 7))

```

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

```

after 26 turns into the moving phase

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

```

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

```

after 27 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 28

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1@ - - 0 - - - -
2- - - @ 0 - 0 -
3- - @ @ 0 0 - -
4- - @ 0 0 - - -
5- - - - @ 0 - -
6@ - @ @ - - - -
7X - - @ - - - X

```

[PlayerBase] decision is: ((2, 4), (2, 5))

```

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

```

after 28 turns into the moving phase

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

```

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

```

after 29 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 30

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1@ - - 0 - - - -
2- - - @ 0 - 0 -
3- - @ @ 0 0 - -
4- - - - 0 - - -
5- - @ 0 - 0 - -
6@ - @ @ - - - -
7X - - @ - - - X

```

[PlayerBase] decision is: ((2, 5), (2, 7))

```

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

```

after 30 turns into the moving phase

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

```

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

```

after 31 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 32

```

0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1@ - - 0 - - - -
2- - - @ 0 - 0 -
3- - @ @ 0 0 - -
4- - - 0 0 - - -
5- - - - - 0 - -
6@ - @ @ - - - -
7X - @ @ - - - X

```

[PlayerBase] decision is: ((3, 7), (1, 7))

```

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

```

after 32 turns into the moving phase

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

```

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

```

after 33 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 34

```

0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1@ - - 0 - - - -
2- - - @ 0 - 0 -
3- - @ @ 0 0 - -
4- - - 0 0 0 - -
5- - - - - - - -
6@ - @ @ - - - -
7X @ @ - - - - X

```

[PlayerBase] decision is: ((1, 7), (1, 6))

```

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

```

after 34 turns into the moving phase

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

```

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

```

after 35 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 36

```

 0 1 2 3 4 5 6 7
0X - 0 - 0 - - X
1@ - - 0 - - - -
2- - - @ 0 - 0 -
3- - @ @ 0 0 - -
4- - - 0 0 0 - -
5- - - - - - -
6@ @ @ @ - - - -
7X - @ - - - - X

```

[PlayerBase] decision is: ((3, 6), (3, 7))

```

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

```

after 36 turns into the moving phase

Player @ : Oh opponent did ((4, 0), (4, 1)) , good to know.

```

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

```

after 37 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 38

```

 0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - 0 0 - - -
2- - - @ 0 - 0 -
3- - @ @ 0 0 - -
4- - - 0 0 0 - -
5- - - - - - -
6@ @ @ - - - - -
7X - @ @ - - - X

```

[PlayerBase] decision is: ((3, 7), (3, 6))

```

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

```

after 38 turns into the moving phase

Player @ : Oh opponent did ((3, 1), (5, 1)) , good to know.

```

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

```

after 39 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 40

```

 0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - 0 0 - -
2- - - @ 0 - 0 -
3- - @ @ 0 0 - -
4- - - 0 0 0 - -
5- - - - - - -
6@ @ @ @ - - - -
7X - @ - - - - X

```

[PlayerBase] decision is: ((3, 6), (3, 5))

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

after 40 turns into the moving phase

Player @ : 0h opponent did ((5, 1), (5, 2)) , good to know.

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

after 41 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 42

```
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - 0 - - -
2- - - @ 0 0 0 -
3- - @ @ 0 0 - -
4- - - - 0 0 - -
5- - - @ - - - -
6@ @ @ - - - - -
7X - @ - - - - X
```

[PlayerBase] decision is: ((3, 5), (4, 5))

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

after 42 turns into the moving phase

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

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

after 43 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 44

```
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - 0 - - -
2- - - @ 0 0 0 -
3- - @ @ 0 0 - -
4- - - 0 0 - - -
5- - - @ - - - -
6@ @ @ - - - - -
7X - @ - - - - X
```

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

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

after 44 turns into the moving phase

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

X - 0 - - - - X

@ - - - 0 - - -

- - @ @ 0 0 0 -

- - 0 @ - 0 - -

- - - 0 0 - - -

- - - - @ - - -

@ @ @ - - - - -

X - @ - - - - X

after 45 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 46

0 1 2 3 4 5 6 7

0X - 0 - - - - X

1@ - - - 0 - - -

2- - @ @ 0 0 0 -

3- - 0 @ - 0 - -

4- - - 0 0 - - -

5- - - - @ - - -

6@ @ @ - - - - -

7X - @ - - - - X

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

X - 0 - - - - X

@ - - - 0 - - -

- @ - @ 0 0 0 -

- - 0 @ - 0 - -

- - - 0 0 - - -

- - - - @ - - -

@ @ @ - - - - -

X - @ - - - - X

after 46 turns into the moving phase

Player @ : 0h opponent did ((4, 1), (4, 3)) , good to know.

X - 0 - - - - X

@ - - - - - - -

- @ - @ 0 0 0 -

- - 0 - 0 0 - -

- - - 0 0 - - -

- - - - @ - - -

@ @ @ - - - - -

X - @ - - - - X

after 47 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 48

0 1 2 3 4 5 6 7

0X - 0 - - - - X

1@ - - - - - - -

2- @ - @ 0 0 0 -

3- - 0 - 0 0 - -

4- - - 0 0 - - -

5- - - - @ - - -

6@ @ @ - - - - -

7X - @ - - - - X

[PlayerBase] decision is: ((4, 5), (4, 6))

X - 0 - - - - X

@ - - - - - - -

- @ - @ 0 0 0 -

- - 0 - 0 0 - -

- - - 0 0 - - -

- - - - @ - - -

@ @ @ - @ - - -

X - @ - - - - X

after 48 turns into the moving phase

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

X - 0 - - - - X

@ - - - - - - -

- @ 0 - 0 0 0 -

- - - - 0 0 - -

- - - 0 0 - - -

- - - - - - -

@ @ @ - @ - - -

X - @ - - - - X

after 49 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 50

```
 0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - - -
2- @ 0 - 0 0 0 -
3- - - - 0 0 - -
4- - - 0 0 - - -
5- - - - - - -
6@ @ @ - @ - - -
7X - @ - - - - X
```

[PlayerBase] decision is: ((1, 6), (1, 5))

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

after 50 turns into the moving phase

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

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

after 51 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 52

```
 0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - - -
2- @ 0 - 0 0 0 -
3- - - 0 0 - - -
4- - - 0 0 - - -
5- @ - - - - -
6@ - @ - @ - - -
7X - @ - - - - X
```

[PlayerBase] decision is: ((1, 5), (1, 4))

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

after 52 turns into the moving phase

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

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

after 53 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 54

```
 0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - - -
2- @ - - 0 0 0 -
3- - 0 0 0 - - -
4- @ - 0 0 - - -
5- - - - - - -
6@ - @ - @ - - -
7X - @ - - - - X
```

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

X - 0 - - - - X

@ - - - - -

- @ - - 0 0 0 -

- @ 0 0 0 - - -

- - - 0 0 - - -

- - - - -

@ - @ - @ - - -

X - @ - - - - X

after 54 turns into the moving phase

Player @ : Oh opponent did ((5, 2), (5, 3)) , good to know.

X - 0 - - - - X

@ - - - - -

- @ - - 0 - 0 -

- @ 0 0 0 0 - -

- - - 0 0 - - -

- - - - -

@ - @ - @ - - -

X - @ - - - - X

after 55 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 56

0 1 2 3 4 5 6 7

0X - 0 - - - - X

1@ - - - - -

2- @ - - 0 - 0 -

3- @ 0 0 0 0 - -

4- - - 0 0 - - -

5- - - - -

6@ - @ - @ - - -

7X - @ - - - - X

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

X - 0 - - - - X

@ @ - - - - -

- @ - - 0 - 0 -

- - 0 0 0 0 - -

- - - 0 0 - - -

- - - - -

@ - @ - @ - - -

X - @ - - - - X

after 56 turns into the moving phase

Player @ : Oh opponent did ((6, 2), (5, 2)) , good to know.

X - 0 - - - - X

@ @ - - - - -

- @ - - 0 0 - -

- - 0 0 0 0 - -

- - - 0 0 - - -

- - - - -

@ - @ - @ - - -

X - @ - - - - X

after 57 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 58

0 1 2 3 4 5 6 7

0X - 0 - - - - X

1@ @ - - - - -

2- @ - - 0 0 - -

3- - 0 0 0 0 - -

4- - - 0 0 - - -

5- - - - -

6@ - @ - @ - - -

7X - @ - - - - X

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

X - 0 - - - - X

@ - - - - -

- @ - - 0 0 - -

- @ 0 0 0 0 - -

- - - 0 0 - - -

- - - - -

@ - @ - @ - - -

X - @ - - - - X

after 58 turns into the moving phase
Player @ : 0h opponent did ((5, 2), (5, 4)) , good to know.

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

after 59 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 60

```
0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - - 0 - - -
3- @ 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - -
6@ - @ - @ - - -
7X - @ - - - - X
```

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

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

after 60 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (3, 2)) , good to know.

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

after 61 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 62

```
0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - 0 - - - -
3- - 0 0 0 0 - -
4- @ - 0 0 0 - -
5- - - - -
6@ - @ - @ - - -
7X - @ - - - - X
```

[PlayerBase] decision is: ((1, 4), (1, 5))

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

after 62 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (4, 2)) , good to know.

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

```

after 63 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 64
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - - 0 - -
3- - 0 0 0 0 -
4- - - 0 0 0 -
5- @ - - - -
6@ - @ - @ -
7X - @ - - - - X

[PlayerBase] decision is: ((1, 5), (1, 4))
X - 0 - - - - X
@ - - - - -
- @ - - 0 - -
- - 0 0 0 0 -
- @ - 0 0 0 -
- - - - -
@ - @ - @ -
X - @ - - - - X
after 64 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (3, 2)) , good to know.
X - 0 - - - - X
@ - - - - -
- @ - 0 - - -
- - 0 0 0 0 -
- @ - 0 0 0 -
- - - - -
@ - @ - @ -
X - @ - - - - X
after 65 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 66
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - 0 - - -
3- - 0 0 0 0 -
4- @ - 0 0 0 -
5- - - - -
6@ - @ - @ -
7X - @ - - - - X

[PlayerBase] decision is: ((1, 4), (1, 5))
X - 0 - - - - X
@ - - - - -
- @ - 0 - - -
- - 0 0 0 0 -
- - - 0 0 0 -
- @ - - - -
@ - @ - @ -
X - @ - - - - X
after 66 turns into the moving phase
Player @ : Oh opponent did ((3, 2), (4, 2)) , good to know.
X - 0 - - - - X
@ - - - - -
- @ - - 0 - -
- - 0 0 0 0 -
- - - 0 0 0 -
- @ - - - -
@ - @ - @ -
X - @ - - - - X
after 67 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 68
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - - 0 - -
3- - 0 0 0 0 -
4- - - 0 0 0 -
5- @ - - - -
6@ - @ - @ -

```

7X - @ - - - - X

[PlayerBase] decision is: ((1, 5), (1, 4))

X - 0 - - - - X

@ - - - - -

- @ - - 0 - - -

- - 0 0 0 0 - -

- @ - 0 0 0 - -

- - - - -

@ - @ - @ - - -

X - @ - - - - X

after 68 turns into the moving phase

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

X - 0 - - - - X

@ - - - - -

- @ - 0 - - - -

- - 0 0 0 0 - -

- @ - 0 0 0 - -

- - - - -

@ - @ - @ - - -

X - @ - - - - X

after 69 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 70

0 1 2 3 4 5 6 7

0X - 0 - - - - X

1@ - - - - -

2- @ - 0 - - - -

3- - 0 0 0 0 - -

4- @ - 0 0 0 - -

5- - - - -

6@ - @ - @ - - -

7X - @ - - - - X

[PlayerBase] decision is: ((1, 4), (1, 5))

X - 0 - - - - X

@ - - - - -

- @ - 0 - - - -

- - 0 0 0 0 - -

- - - 0 0 0 - -

- @ - - - - -

@ - @ - @ - - -

X - @ - - - - X

after 70 turns into the moving phase

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

X - 0 - - - - X

@ - - - - -

- @ - - 0 - - -

- - 0 0 0 0 - -

- - - 0 0 0 - -

- @ - - - - -

@ - @ - @ - - -

X - @ - - - - X

after 71 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 72

0 1 2 3 4 5 6 7

0X - 0 - - - - X

1@ - - - - -

2- @ - - 0 - - -

3- - 0 0 0 0 - -

4- - - 0 0 0 - -

5- @ - - - - -

6@ - @ - @ - - -

7X - @ - - - - X

[PlayerBase] decision is: ((1, 5), (1, 6))

X - 0 - - - - X

@ - - - - -

- @ - - 0 - - -

- - 0 0 0 0 - -

- - - 0 0 0 - -

- - - - -

@ @ @ - @ - - -

```

X - @ - - - - X
after 72 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (3, 2)) , good to know.
X - 0 - - - - X
@ - - - - -
- @ - 0 - - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - -
@ @ @ - @ - - -
X - @ - - - - X
after 73 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 74
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - 0 - - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - -
6@ @ @ - @ - - -
7X - @ - - - - X

```

```

[PlayerBase] decision is: ((1, 6), (1, 7))
X - 0 - - - - X
@ - - - - -
- @ - 0 - - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - -
@ - @ - @ - - -
X @ @ - - - - X
after 74 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (4, 2)) , good to know.
X - 0 - - - - X
@ - - - - -
- @ - - 0 - - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - -
@ - @ - @ - - -
X @ @ - - - - X
after 75 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 76
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - - 0 - - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - -
6@ - @ - @ - - -
7X @ @ - - - - X

```

```

[PlayerBase] decision is: ((1, 2), (1, 1))
X - 0 - - - - X
@ @ - - - - -
- - - - 0 - - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - -
@ - @ - @ - - -
X @ @ - - - - X
after 76 turns into the moving phase
Player @ : 0h opponent did ((2, 3), (2, 4)) , good to know.
X - 0 - - - - X
@ @ - - - - -
- - - - 0 - - - -
- - - 0 0 0 - -
- - 0 0 0 0 - -
- - - - -
@ - @ - @ - - -

```

```

X @ @ - - - - X
after 77 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 78
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ @ - - - - -
2- - - - 0 - - -
3- - - 0 0 0 - -
4- - 0 0 0 0 - -
5- - - - - - -
6@ - @ - @ - - -
7X @ @ - - - - X

```

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

```

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

```

after 78 turns into the moving phase
Player @ : 0h opponent did ((2, 4), (2, 3)) , good to know.

```

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

```

after 79 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 80

```

  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - - 0 - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - - - -
6@ - @ - @ - - -
7X @ @ - - - - X

```

[PlayerBase] decision is: ((1, 7), (3, 7))

```

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

```

after 80 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (3, 2)) , good to know.

```

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

```

after 81 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 82

```

  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - 0 - - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - - - -

```

6@ - @ - @ - - -
7X - @ @ - - - X

[PlayerBase] decision is: ((3, 7), (3, 6))

X - 0 - - - - X

@ - - - - -

- @ - 0 - - - -

- - 0 0 0 0 - -

- - - 0 0 0 - -

- - - - -

@ - @ @ @ - - -

X - @ - - - - X

after 82 turns into the moving phase

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

X - 0 - - - - X

@ - - - - -

- @ - - 0 - - -

- - 0 0 0 0 - -

- - - 0 0 0 - -

- - - - -

@ - @ @ @ - - -

X - @ - - - - X

after 83 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 84

0 1 2 3 4 5 6 7

0X - 0 - - - - X

1@ - - - - -

2- @ - - 0 - - -

3- - 0 0 0 0 - -

4- - - 0 0 0 - -

5- - - - -

6@ - @ @ @ - - -

7X - @ - - - - X

[PlayerBase] decision is: ((3, 6), (5, 6))

X - 0 - - - - X

@ - - - - -

- @ - - 0 - - -

- - 0 0 0 0 - -

- - - 0 0 0 - -

- - - - -

@ - @ - @ @ - - -

X - @ - - - - X

after 84 turns into the moving phase

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

X - 0 - - - - X

@ - - - - -

- @ - 0 - - - -

- - 0 0 0 0 - -

- - - 0 0 0 - -

- - - - -

@ - @ - @ @ - - -

X - @ - - - - X

after 85 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 86

0 1 2 3 4 5 6 7

0X - 0 - - - - X

1@ - - - - -

2- @ - 0 - - - -

3- - 0 0 0 0 - -

4- - - 0 0 0 - -

5- - - - -

6@ - @ - @ @ - - -

7X - @ - - - - X

[PlayerBase] decision is: ((5, 6), (5, 7))

X - 0 - - - - X

@ - - - - -

- @ - 0 - - - -

- - 0 0 0 0 - -

- - - 0 0 0 - -

- - - - -


```

@ - @ - @ - - -
X - @ - - @ - X
after 86 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (4, 2)) , good to know.
X - 0 - - - - X
@ - - - - -
- @ - - 0 - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - -
@ - @ - @ - - -
X - @ - - @ - X
after 87 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 88
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - - 0 - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - -
6@ - @ - @ - - -
7X - @ - - @ - X

[PlayerBase] decision is: ((4, 6), (4, 7))
X - 0 - - - - X
@ - - - - -
- @ - - 0 - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - -
@ - @ - - - -
X - @ - @ @ - X
after 88 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (3, 2)) , good to know.
X - 0 - - - - X
@ - - - - -
- @ - 0 - - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - -
@ - @ - - - -
X - @ - @ @ - X
after 89 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 90
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - 0 - - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - -
6@ - @ - - - -
7X - @ - @ @ - X

[PlayerBase] decision is: ((5, 7), (5, 6))
X - 0 - - - - X
@ - - - - -
- @ - 0 - - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - -
@ - @ - - @ - -
X - @ - @ - - X
after 90 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (4, 2)) , good to know.
X - 0 - - - - X
@ - - - - -
- @ - - 0 - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - -

```

```

@ - @ - - @ - -
X - @ - @ - - X
after 91 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 92
 0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - - -
2- @ - - 0 - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - - - -
6@ - @ - - @ - -
7X - @ - @ - - X

```

[PlayerBase] decision is: ((5, 6), (5, 7))

```

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

```

after 92 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (3, 2)) , good to know.

```

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

```

after 93 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 94

```

 0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - - -
2- @ - 0 - - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - - - -
6@ - @ - - - - -
7X - @ - @ @ - X

```

[PlayerBase] decision is: ((5, 7), (6, 7))

```

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

```

after 94 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (4, 2)) , good to know.

```

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

```

after 95 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 96

```

 0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - - -
2- @ - - 0 - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -

```

```

5- - - - -
6@ - @ - - - -
7X - @ - @ - @ X

```

[PlayerBase] decision is: ((6, 7), (5, 7))

```

X - 0 - - - - X

```

```

@ - - - - -

```

```

- @ - - 0 - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - -

```

```

@ - @ - - - -

```

```

X - @ - @ @ - X

```

after 96 turns into the moving phase

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

```

X - 0 - - - - X

```

```

@ - - - - -

```

```

- @ - 0 - - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - -

```

```

@ - @ - - - -

```

```

X - @ - @ @ - X

```

after 97 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 98

```

  0 1 2 3 4 5 6 7
0X - 0 - - - - X

```

```

1@ - - - - -

```

```

2- @ - 0 - - - -

```

```

3- - 0 0 0 0 - -

```

```

4- - - 0 0 0 - -

```

```

5- - - - -

```

```

6@ - @ - - - -

```

```

7X - @ - @ @ - X

```

[PlayerBase] decision is: ((5, 7), (6, 7))

```

X - 0 - - - - X

```

```

@ - - - - -

```

```

- @ - 0 - - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - -

```

```

@ - @ - - - -

```

```

X - @ - @ - @ X

```

after 98 turns into the moving phase

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

```

X - 0 - - - - X

```

```

@ - - - - -

```

```

- @ - - 0 - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - -

```

```

@ - @ - - - -

```

```

X - @ - @ - @ X

```

after 99 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 100

```

  0 1 2 3 4 5 6 7
0X - 0 - - - - X

```

```

1@ - - - - -

```

```

2- @ - - 0 - - -

```

```

3- - 0 0 0 0 - -

```

```

4- - - 0 0 0 - -

```

```

5- - - - -

```

```

6@ - @ - - - -

```

```

7X - @ - @ - @ X

```

[PlayerBase] decision is: ((6, 7), (6, 6))

```

X - 0 - - - - X

```

```

@ - - - - -

```

```

- @ - - 0 - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - -
@ - @ - - - @ -
X - @ - @ - - X
after 100 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (3, 2)) , good to know.

```

```

X - 0 - - - - X

```

```

@ - - - - -

```

```

- @ - 0 - - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - -

```

```

@ - @ - - - @ -

```

```

X - @ - @ - - X

```

```

after 101 turns into the moving phase

```

```

[PlayerBase] Requesting action for @ player on turn 102

```

```

  0 1 2 3 4 5 6 7
0X - 0 - - - - X

```

```

1@ - - - - -

```

```

2- @ - 0 - - - -

```

```

3- - 0 0 0 0 - -

```

```

4- - - 0 0 0 - -

```

```

5- - - - -

```

```

6@ - @ - - - @ -

```

```

7X - @ - @ - - X

```

```

[PlayerBase] decision is: ((6, 6), (6, 7))

```

```

X - 0 - - - - X

```

```

@ - - - - -

```

```

- @ - 0 - - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - -

```

```

@ - @ - - - -

```

```

X - @ - @ - @ X

```

```

after 102 turns into the moving phase

```

```

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

```

```

X - 0 - - - - X

```

```

@ - - - - -

```

```

- @ - - 0 - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - -

```

```

@ - @ - - - -

```

```

X - @ - @ - @ X

```

```

after 103 turns into the moving phase

```

```

[PlayerBase] Requesting action for @ player on turn 104

```

```

  0 1 2 3 4 5 6 7
0X - 0 - - - - X

```

```

1@ - - - - -

```

```

2- @ - - 0 - - -

```

```

3- - 0 0 0 0 - -

```

```

4- - - 0 0 0 - -

```

```

5- - - - -

```

```

6@ - @ - - - -

```

```

7X - @ - @ - @ X

```

```

[PlayerBase] decision is: ((4, 7), (3, 7))

```

```

X - 0 - - - - X

```

```

@ - - - - -

```

```

- @ - - 0 - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - -

```

```

@ - @ - - - -

```

```

X - @ @ - - @ X

```

```

after 104 turns into the moving phase

```

```

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

```

```

X - 0 - - - - X

```

```

@ - - - - -

```

```

- @ - 0 - - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - -
@ - @ - - - -
X - @ @ - - @ X
after 105 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 106
 0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - 0 - - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - -
6@ - @ - - - -
7X - @ @ - - @ X

[PlayerBase] decision is: ((3, 7), (4, 7))
X - 0 - - - - X
@ - - - - -
- @ - 0 - - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - -
@ - @ - - - -
X - @ - @ - @ X
after 106 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (4, 2)) , good to know.
X - 0 - - - - X
@ - - - - -
- @ - - 0 - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - -
@ - @ - - - -
X - @ - @ - @ X
after 107 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 108
 0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - - 0 - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - -
6@ - @ - - - -
7X - @ - @ - @ X

[PlayerBase] decision is: ((4, 7), (4, 6))
X - 0 - - - - X
@ - - - - -
- @ - - 0 - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - -
@ - @ - @ - - -
X - @ - - - @ X
after 108 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (3, 2)) , good to know.
X - 0 - - - - X
@ - - - - -
- @ - 0 - - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - -
@ - @ - @ - - -
X - @ - - - @ X
after 109 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 110
 0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - -
2- @ - 0 - - - -
3- - 0 0 0 0 - -

```

```

4- - - 0 0 0 - -
5- - - - - - -
6@ - @ - @ - - -
7X - @ - - - @ X

```

[PlayerBase] decision is: ((4, 6), (4, 7))

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

```
@ - - - - - - -
```

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

```
- - 0 0 0 0 - -
```

```
- - - 0 0 0 - -
```

```
- - - - - - -
```

```
@ - @ - - - - -
```

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

after 110 turns into the moving phase

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

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

```
@ - - - - - - -
```

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

```
- - 0 0 0 0 - -
```

```
- - - 0 0 0 - -
```

```
- - - - - - -
```

```
@ - @ - - - - -
```

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

after 111 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 112

```
0 1 2 3 4 5 6 7
```

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

```
1@ - - - - - - -
```

```
2- @ - - 0 - - -
```

```
3- - 0 0 0 0 - -
```

```
4- - - 0 0 0 - -
```

```
5- - - - - - -
```

```
6@ - @ - - - - -
```

```
7X - @ - @ - @ X
```

[PlayerBase] decision is: ((4, 7), (3, 7))

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

```
@ - - - - - - -
```

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

```
- - 0 0 0 0 - -
```

```
- - - 0 0 0 - -
```

```
- - - - - - -
```

```
@ - @ - - - - -
```

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

after 112 turns into the moving phase

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

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

```
@ - - - - - - -
```

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

```
- - 0 0 0 0 - -
```

```
- - - 0 0 0 - -
```

```
- - - - - - -
```

```
@ - @ - - - - -
```

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

after 113 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 114

```
0 1 2 3 4 5 6 7
```

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

```
1@ - - - - - - -
```

```
2- @ - 0 - - - -
```

```
3- - 0 0 0 0 - -
```

```
4- - - 0 0 0 - -
```

```
5- - - - - - -
```

```
6@ - @ - - - - -
```

```
7X - @ @ - - @ X
```

[PlayerBase] decision is: ((3, 7), (4, 7))

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

```
@ - - - - - - -
```

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

```
- - 0 0 0 0 - -
```

```

- - - 0 0 0 - -
- - - - - - -
@ - @ - - - -
X - @ - @ - @ X
after 114 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (4, 2)) , good to know.

```

```

X - 0 - - - - X

```

```

@ - - - - - - -

```

```

- @ - - 0 - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - - - -

```

```

@ - @ - - - -

```

```

X - @ - @ - @ X

```

after 115 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 116

```

0 1 2 3 4 5 6 7

```

```

0X - 0 - - - - X

```

```

1@ - - - - - - -

```

```

2- @ - - 0 - - -

```

```

3- - 0 0 0 0 - -

```

```

4- - - 0 0 0 - -

```

```

5- - - - - - -

```

```

6@ - @ - - - - -

```

```

7X - @ - @ - @ X

```

[PlayerBase] decision is: ((4, 7), (4, 6))

```

X - 0 - - - - X

```

```

@ - - - - - - -

```

```

- @ - - 0 - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - - - -

```

```

@ - @ - @ - - -

```

```

X - @ - - - @ X

```

after 116 turns into the moving phase

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

```

X - 0 - - - - X

```

```

@ - - - - - - -

```

```

- @ - 0 - - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - - - -

```

```

@ - @ - @ - - -

```

```

X - @ - - - @ X

```

after 117 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 118

```

0 1 2 3 4 5 6 7

```

```

0X - 0 - - - - X

```

```

1@ - - - - - - -

```

```

2- @ - 0 - - - -

```

```

3- - 0 0 0 0 - -

```

```

4- - - 0 0 0 - -

```

```

5- - - - - - -

```

```

6@ - @ - @ - - -

```

```

7X - @ - - - @ X

```

[PlayerBase] decision is: ((4, 6), (4, 5))

```

X - 0 - - - - X

```

```

@ - - - - - - -

```

```

- @ - 0 - - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -

```

```

- - - - @ - - -

```

```

@ - @ - - - -

```

```

X - @ - - - @ X

```

after 118 turns into the moving phase

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

```

X - 0 - - - - X

```

```

@ - - - - - - -

```

```

- @ - - 0 - - -

```

```

- - 0 0 0 0 - -

```

```

- - - 0 0 0 - -
- - - @ - - -
@ - @ - - - -
X - @ - - - @ X
after 119 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 120
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - - -
2- @ - - 0 - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - @ - - -
6@ - @ - - - - -
7X - @ - - - @ X

```

```

[PlayerBase] decision is: ((4, 5), (4, 6))
X - 0 - - - - X
@ - - - - - -
- @ - - 0 - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - - - -
@ - @ - @ - - -
X - @ - - - @ X
after 120 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (3, 2)) , good to know.
X - 0 - - - - X
@ - - - - - -
- @ - 0 - - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - - - -
@ - @ - @ - - -
X - @ - - - @ X
after 121 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 122
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - - -
2- @ - 0 - - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - - - -
6@ - @ - @ - - -
7X - @ - - - @ X

```

```

[PlayerBase] decision is: ((4, 6), (4, 7))
X - 0 - - - - X
@ - - - - - -
- @ - 0 - - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - - - -
@ - @ - - - - -
X - @ - @ - @ X
after 122 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (4, 2)) , good to know.
X - 0 - - - - X
@ - - - - - -
- @ - - 0 - - -
- - 0 0 0 0 - -
- - - 0 0 0 - -
- - - - - - -
@ - @ - - - - -
X - @ - @ - @ X
after 123 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 124
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - - -
2- @ - - 0 - - -

```



```

3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - - - -
6@ - @ - - - -
7X - @ - @ - @ X

```

[PlayerBase] decision is: ((6, 7), (6, 6))

```

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

```

after 124 turns into the moving phase

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

```

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

```

after 125 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 126

```

  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1@ - - - - - -
2- @ - 0 - - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - - - -
6@ - @ - - - @ -
7X - @ - @ - - X

```

[PlayerBase] decision is: ((6, 6), (6, 5))

```

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

```

after 126 turns into the moving phase

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

```

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

```

after 127 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 128

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1@ - 0 - - - - -
2- @ - 0 - - - -
3- - 0 0 0 0 - -
4- - - 0 0 0 - -
5- - - - - - @ -
6@ - @ - - - - -
7X - @ - @ - - X

```

[PlayerBase] decision is: ((4, 7), (4, 6))

```

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

```

```

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

```

after 128 turns into the moving phase

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

```

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

```

after 129 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 130

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X 0 - - - X #
2# @ - 0 - - - #
3# - - 0 0 0 - #
4# - 0 0 0 0 - #
5# - - - - - @ #
6# X @ - @ - X #
7# # # # # # #

```

[PlayerBase] decision is: ((6, 5), (6, 4))

```

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

```

after 130 turns into the moving phase

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

```

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

```

after 131 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 132

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X 0 - - - X #
2# @ - - 0 - - #
3# - - 0 0 0 - #
4# - 0 0 0 0 @ #
5# - - - - - #
6# X @ - @ - X #
7# # # # # # #

```

[PlayerBase] decision is: ((4, 6), (4, 5))

```

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

```

after 132 turns into the moving phase

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

```

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

```

```

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

```

after 133 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 134

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X 0 - - - X #
2# @ - 0 - - - #
3# - - 0 0 0 - #
4# - 0 0 0 0 @ #
5# - - - @ - - #
6# X @ - - - X #
7# # # # # # #

```

[PlayerBase] decision is: ((4, 5), (4, 6))

```

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

```

after 134 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (4, 2)) , good to know.

```

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

```

after 135 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 136

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X 0 - - - X #
2# @ - - 0 - - #
3# - - 0 0 0 - #
4# - 0 0 0 0 @ #
5# - - - - - #
6# X @ - @ - X #
7# # # # # # #

```

[PlayerBase] decision is: ((4, 6), (5, 6))

```

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

```

after 136 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (3, 2)) , good to know.

```

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

```

after 137 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 138

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X 0 - - - X #

```

```

2# @ - 0 - - - #
3# - - 0 0 0 - #
4# - 0 0 0 0 @ #
5# - - - - - #
6# X @ - - @ X #
7# # # # # # #

```

[PlayerBase] decision is: ((5, 6), (5, 5))

```

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

```

after 138 turns into the moving phase

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

```

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

```

after 139 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 140

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X 0 - - - X #
2# @ - - 0 - - #
3# - - 0 0 0 - #
4# - 0 0 0 0 @ #
5# - - - - @ - #
6# X @ - - - X #
7# # # # # # #

```

[PlayerBase] decision is: ((5, 5), (5, 6))

```

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

```

after 140 turns into the moving phase

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

```

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

```

after 141 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 142

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X 0 - - - X #
2# @ - 0 - - - #
3# - - 0 0 0 - #
4# - 0 0 0 0 @ #
5# - - - - - #
6# X @ - - @ X #
7# # # # # # #

```

[PlayerBase] decision is: ((5, 6), (5, 5))

```

X 0 - - - X

```

```

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

```

after 142 turns into the moving phase

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

```

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

```

after 143 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 144

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X 0 - - - X #
2# @ - - 0 - - #
3# - - 0 0 0 - #
4# - 0 0 0 0 @ #
5# - - - - @ - #
6# X @ - - - X #
7# # # # # # #

```

[PlayerBase] decision is: ((2, 6), (2, 5))

```

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

```

after 144 turns into the moving phase

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

```

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

```

after 145 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 146

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X 0 - - - X #
2# @ - 0 - - - #
3# - - 0 0 0 - #
4# - 0 0 0 0 @ #
5# - @ - - @ - #
6# X - - - - X #
7# # # # # # #

```

[PlayerBase] decision is: ((2, 5), (2, 3))

```

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

```

after 146 turns into the moving phase

Player @ : Oh opponent did ((5, 3), (5, 2)) , good to know.

```

X 0 - - - X

```

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

after 147 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 148

```
0 1 2 3 4 5 6 7
0# # # # # # #
1# X 0 - - - X #
2# @ - 0 - 0 - #
3# - @ 0 0 - - #
4# - 0 0 0 0 @ #
5# - - - - @ - #
6# X - - - - X #
7# # # # # # #
```

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

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

after 148 turns into the moving phase

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

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

after 149 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 150

```
0 1 2 3 4 5 6 7
0# # # # # # #
1# X 0 - - - X #
2# @ - 0 - 0 - #
3# - 0 0 0 - - #
4# - - 0 0 0 @ #
5# - - - - @ - #
6# X - - - - X #
7# # # # # # #
```

[PlayerBase] decision is: ((5, 5), (5, 3))

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

after 150 turns into the moving phase

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

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

after 151 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 152

```
0 1 2 3 4 5 6 7
0# # # # # # #
```

```

1# X 0 - - - X #
2# @ - 0 - 0 - #
3# - - 0 0 - - #
4# - 0 0 0 0 @ #
5# - - - - - #
6# X - - - - X #
7# # # # # # #

```

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

```

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

```

after 152 turns into the moving phase

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

```

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

```

after 153 turns into the moving phase

game over!

W wins!

Terranz-MacBook:comp30024-ai-project Terra\$ python3 netreferee.py minimax_player DEF

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, DEF

attempting to connect to the server...

connection established!

submitting game request for player 'DEF'...

game request submitted!

waiting for an opponent (with default key)

press ^C to stop waiting

opponent found! beginning game

white player: bigcat

black player: DEF

```

X - - - - - X

```

```

- - - - -

```

```

- - - - -

```

```

- - - - -

```

```

- - - - -

```

```

- - - - -

```

```

- - - - -

```

```

X - - - - - X

```

after 0 turns into the placing phase

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

```

X - - - - - X

```

```

- - - - -

```

```

- - - - -

```

```

- - 0 - - - -

```

```

- - - - -

```

```

- - - - -

```

```

- - - - -

```

```

X - - - - - X

```

after 1 turns into the placing phase

[PlayerBase] Requesting action for @ player on turn 2

```

0 1 2 3 4 5 6 7

```

```

0X - - - - - X

```

```

1- - - - -

```

```

2- - - - -

```

```

3- - 0 - - - -

```

```

4- - - - -

```

```

5- - - - -

```

6- - - - -
7X - - - - - X

[PlayerBase] decision is: (4, 3)

X - - - - - X

- - - - -

- - - - -

- - 0 - @ - - -

- - - - -

- - - - -

- - - - -

X - - - - - X

after 2 turns into the placing phase

Player @ : 0h opponent did (3, 3) , good to know.

X - - - - - X

- - - - -

- - - - -

- - 0 0 @ - - -

- - - - -

- - - - -

- - - - -

X - - - - - X

after 3 turns into the placing phase

[PlayerBase] Requesting action for @ player on turn 4

0 1 2 3 4 5 6 7

0X - - - - - X

1- - - - -

2- - - - -

3- - 0 0 @ - - -

4- - - - -

5- - - - -

6- - - - -

7X - - - - - X

[PlayerBase] decision is: (5, 3)

X - - - - - X

- - - - -

- - - - -

- - 0 0 @ @ - -

- - - - -

- - - - -

- - - - -

X - - - - - X

after 4 turns into the placing phase

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

X - - - - - X

- - - - -

- - - - -

- - 0 0 @ @ - -

- - 0 - - - -

- - - - -

- - - - -

X - - - - - X

after 5 turns into the placing phase

[PlayerBase] Requesting action for @ player on turn 6

0 1 2 3 4 5 6 7

0X - - - - - X

1- - - - -

2- - - - -

3- - 0 0 @ @ - -

4- - 0 - - - -

5- - - - -

6- - - - -

7X - - - - - X

[PlayerBase] decision is: (4, 5)

X - - - - - X

- - - - -

- - - - -

- - 0 0 @ @ - -

- - 0 - - - -

- - - - @ - - -


```

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

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

[PlayerBase] decision is: (3, 5)
X - - - - - X
- - - - -
- - - 0 - - - -
- 0 0 0 @ @ - -
- - 0 - @ - - -
- - - @ @ - - -
- - - - -
X - - - - - X
after 10 turns into the placing phase
Player @ : Oh opponent did (3, 4) , good to know.
X - - - - - X
- - - - -
- - - 0 - - - -
- 0 0 0 @ @ - -
- - 0 0 @ - - -
- - - @ @ - - -

```

```

- - - - -
X - - - - - X
after 11 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 12
 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - -
2- - - 0 - - -
3- 0 0 0 @ @ - -
4- - 0 0 @ - - -
5- - - @ @ - - -
6- - - - - - -
7X - - - - - X

```

[PlayerBase] decision is: (5, 4)

```

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

```

after 12 turns into the placing phase
Player @ : 0h opponent did (4, 1) , good to know.

```

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

```

after 13 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 14

```

 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 - - -
2- - - 0 - - - -
3- 0 0 0 @ @ - -
4- - 0 0 @ @ - -
5- - - @ @ - - -
6- - - - - - -
7X - - - - - X

```

[PlayerBase] decision is: (5, 5)

```

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

```

after 14 turns into the placing phase
Player @ : 0h opponent did (1, 4) , good to know.

```

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

```

after 15 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 16

```

 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 - - -
2- - - 0 - - - -
3- 0 0 0 @ @ - -
4- 0 0 0 @ @ - -

```

```

5- - - @ @ @ - -
6- - - - - - - -
7X - - - - - X

```

[PlayerBase] decision is: (5, 2)

```

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

```

```

X - - - - - X

```

after 16 turns into the placing phase

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

```

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

```

```

X - - - - - X

```

after 17 turns into the placing phase

[PlayerBase] Requesting action for @ player on turn 18

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 - - -
2- - - 0 0 @ - -
3- 0 0 0 @ @ - -
4- 0 0 0 @ @ - -
5- - - @ @ @ - -
6- - - - - - -
7X - - - - - X

```

[PlayerBase] decision is: (6, 2)

```

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

```

```

X - - - - - X

```

after 18 turns into the placing phase

Player @ : Oh opponent did (1, 5) , good to know.

```

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

```

```

X - - - - - X

```

after 19 turns into the placing phase

[PlayerBase] Requesting action for @ player on turn 20

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 - - -
2- - - 0 0 @ @ -
3- 0 0 0 @ @ - -
4- 0 0 0 @ @ - -
5- 0 - @ @ @ - -
6- - - - - - -
7X - - - - - X

```

[PlayerBase] decision is: (6, 5)

```

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

```

```

- 0 - @ @ @ @ -
- - - - -
X - - - - - X
after 20 turns into the placing phase
Player @ : 0h opponent did (2, 2) , good to know.
X - - - - - X
- - - - 0 - - -
- - 0 0 0 @ @ -
- 0 0 0 @ @ - -
- 0 0 0 @ @ - -
- 0 - @ @ @ @ -
- - - - -
X - - - - - X
after 21 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 22
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 - - -
2- - 0 0 0 @ @ -
3- 0 0 0 @ @ - -
4- 0 0 0 @ @ - -
5- 0 - @ @ @ @ -
6- - - - - - -
7X - - - - - X

[PlayerBase] decision is: (1, 7)
X - - - - - X
- - - - 0 - - -
- - 0 0 0 @ @ -
- 0 0 0 @ @ - -
- 0 0 0 @ @ - -
- 0 - @ @ @ @ -
- - - - -
X @ - - - - - X
after 22 turns into the placing phase
Player @ : 0h opponent did (2, 5) , good to know.
X - - - - - X
- - - - 0 - - -
- - 0 0 0 @ @ -
- 0 0 0 @ @ - -
- 0 0 0 @ @ - -
- 0 0 @ @ @ @ -
- - - - -
X @ - - - - - X
after 23 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 24
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 - - -
2- - 0 0 0 @ @ -
3- 0 0 0 @ @ - -
4- 0 0 0 @ @ - -
5- 0 0 @ @ @ @ -
6- - - - - - -
7X @ - - - - - X

[PlayerBase] decision is: (0, 2)
X - - - - - X
- - - - 0 - - -
@ - 0 0 0 @ @ -
- 0 0 0 @ @ - -
- 0 0 0 @ @ - -
- 0 0 @ @ @ @ -
- - - - -
X @ - - - - - X
after 0 turns into the moving phase
Player @ : 0h opponent did ((2, 5), (2, 6)) , good to know.
X - - - - - X
- - - - 0 - - -
@ - 0 0 0 @ @ -
- 0 0 0 @ @ - -
- 0 0 0 @ @ - -

```

```

- 0 - @ @ @ @ -
- - 0 - - - - -
X @ - - - - - X
after 1 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 2
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 - - -
2@ - 0 0 0 @ @ -
3- 0 0 0 @ @ - -
4- 0 0 0 @ @ - -
5- 0 - @ @ @ @ -
6- - 0 - - - - -
7X @ - - - - - X

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

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

```

```

4- 0 0 0 @ @ @ -
5- 0 - - @ @ - -
6- - - @ - - - -
7X - - 0 - - - X

```

[PlayerBase] decision is: ((5, 2), (5, 1))

```

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

```

after 6 turns into the moving phase

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

```

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

```

after 7 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 8

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 @ - -
2@ - 0 0 0 - @ -
3- 0 0 - @ @ - -
4- 0 0 0 @ @ @ -
5- 0 - 0 @ @ - -
6- - - - - - -
7X - - 0 - - - X

```

[PlayerBase] decision is: ((5, 3), (5, 2))

```

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

```

after 8 turns into the moving phase

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

```

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

```

after 9 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 10

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 @ - -
2@ - 0 0 0 @ @ -
3- - 0 0 @ - - -
4- 0 0 0 @ @ @ -
5- 0 - 0 @ @ - -
6- - - - - - -
7X - - 0 - - - X

```

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

```

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

```

```

- 0 0 0 @ @ @ -
- 0 - 0 @ @ - -
- - - - - - -
X - - 0 - - - X
after 10 turns into the moving phase
Player @ : Oh opponent did ((3, 7), (3, 6)) , good to know.

```

```

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

```

```

after 11 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 12

```

```

0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 @ - -
2- - 0 0 0 @ @ -
3@ - 0 0 @ - - -
4- 0 0 0 @ @ @ -
5- 0 - 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((5, 2), (5, 0))

```

```

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

```

```

after 12 turns into the moving phase
Player @ : Oh opponent did ((1, 5), (2, 5)) , good to know.

```

```

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

```

```

after 13 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 14

```

```

0 1 2 3 4 5 6 7
0X - - - - @ - X
1- - - - 0 @ - -
2- - 0 0 0 - @ -
3@ - 0 0 @ - - -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((0, 3), (0, 4))

```

```

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

```

```

after 14 turns into the moving phase
Player @ : Oh opponent did ((1, 4), (1, 3)) , good to know.

```

```

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

```

```

@ - 0 0 @ @ @ -
- - 0 0 @ @ - -
- - - 0 - - - -
X - - - - - X
after 15 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 16
  0 1 2 3 4 5 6 7
0X - - - - @ - X
1- - - - 0 @ - -
2- - 0 0 0 - @ -
3- 0 0 0 @ - - -
4@ - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((5, 0), (5, 2))
X - - - - - X
- - - - 0 @ - -
- - 0 0 0 @ @ -
- 0 0 0 @ - - -
@ - 0 0 @ @ @ -
- - 0 0 @ @ - -
- - - 0 - - - -
X - - - - - X
after 16 turns into the moving phase
Player @ : 0h opponent did ((1, 3), (1, 4)) , good to know.
X - - - - - X
- - - - 0 @ - -
- - 0 0 0 @ @ -
- - 0 0 @ - - -
@ 0 0 0 @ @ @ -
- - 0 0 @ @ - -
- - - 0 - - - -
X - - - - - X
after 17 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 18
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 @ - -
2- - 0 0 0 @ @ -
3- - 0 0 @ - - -
4@ 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((5, 2), (5, 3))
X - - - - - X
- - - - 0 @ - -
- - 0 0 0 - @ -
- - 0 0 @ @ - -
@ 0 0 0 @ @ @ -
- - 0 0 @ @ - -
- - - 0 - - - -
X - - - - - X
after 18 turns into the moving phase
Player @ : 0h opponent did ((1, 4), (1, 3)) , good to know.
X - - - - - X
- - - - 0 @ - -
- - 0 0 0 - @ -
- 0 0 0 @ @ - -
@ - 0 0 @ @ @ -
- - 0 0 @ @ - -
- - - 0 - - - -
X - - - - - X
after 19 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 20
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 @ - -
2- - 0 0 0 - @ -

```



```

3- 0 0 0 @ @ - -
4@ - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 1), (5, 2))

```

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

```

after 20 turns into the moving phase

Player @ : 0h opponent did ((4, 1), (3, 1)) , good to know.

```

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

```

after 21 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 22

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - 0 - - - -
2- - 0 0 0 @ @ -
3- 0 0 0 @ @ - -
4@ - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 3), (5, 1))

```

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

```

after 22 turns into the moving phase

Player @ : 0h opponent did ((3, 1), (4, 1)) , good to know.

```

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

```

after 23 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 24

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 @ - -
2- - 0 0 0 @ @ -
3- 0 0 0 @ - - -
4@ - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 2), (5, 3))

```

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

```

```

- 0 0 0 @ @ - -
@ - 0 0 @ @ @ -
- - 0 0 @ @ - -
- - - 0 - - - -
X - - - - - X
after 24 turns into the moving phase
Player @ : Oh opponent did ((1, 3), (1, 4)) , good to know.

```

```

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

```

```

after 25 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 26

```

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 @ - -
2- - 0 0 0 - @ -
3- - 0 0 @ @ - -
4@ 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((5, 3), (5, 2))

```

```

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

```

```

after 26 turns into the moving phase
Player @ : Oh opponent did ((1, 4), (1, 3)) , good to know.

```

```

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

```

```

after 27 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 28

```

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 @ - -
2- - 0 0 0 @ @ -
3- 0 0 0 @ - - -
4@ - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((5, 2), (5, 3))

```

```

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

```

```

after 28 turns into the moving phase
Player @ : Oh opponent did ((1, 3), (1, 4)) , good to know.

```

```

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

```

```

- - 0 0 @ @ - -
@ 0 0 0 @ @ @ -
- - 0 0 @ @ - -
- - - 0 - - - -
X - - - - - X
after 29 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 30
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 @ - -
2- - 0 0 0 - @ -
3- - 0 0 @ @ - -
4@ 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 3), (6, 3))

```

X - - - - - X
- - - - 0 @ - -
- - 0 0 0 - @ -
- - 0 0 @ - @ -
@ 0 0 0 @ @ @ -
- - 0 0 @ @ - -
- - - 0 - - - -
X - - - - - X
after 30 turns into the moving phase
Player @ : 0h opponent did ((1, 4), (1, 3)) , good to know.

```

```

X - - - - - X
- - - - 0 @ - -
- - 0 0 0 - @ -
- 0 0 0 @ - @ -
@ - 0 0 @ @ @ -
- - 0 0 @ @ - -
- - - 0 - - - -
X - - - - - X
after 31 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 32
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 @ - -
2- - 0 0 0 - @ -
3- 0 0 0 @ - @ -
4@ - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 1), (5, 2))

```

X - - - - - X
- - - - 0 - - -
- - 0 0 0 @ @ -
- 0 0 0 @ - @ -
@ - 0 0 @ @ @ -
- - 0 0 @ @ - -
- - - 0 - - - -
X - - - - - X
after 32 turns into the moving phase
Player @ : 0h opponent did ((4, 1), (3, 1)) , good to know.

```

```

X - - - - - X
- - - 0 - - - -
- - 0 0 0 @ @ -
- 0 0 0 @ - @ -
@ - 0 0 @ @ @ -
- - 0 0 @ @ - -
- - - 0 - - - -
X - - - - - X
after 33 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 34
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - 0 - - - -

```

```

2- - 0 0 0 @ @ -
3- 0 0 0 @ - @ -
4@ - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 2), (5, 3))

```

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

```

```
X - - - - - X
```

after 34 turns into the moving phase

Player @ : 0h opponent did ((1, 3), (1, 4)) , good to know.

```

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

```

```
X - - - - - X
```

after 35 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 36

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - 0 - - - -
2- - 0 0 0 - @ -
3- - 0 0 @ @ @ -
4@ 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 3), (5, 2))

```

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

```

```
X - - - - - X
```

after 36 turns into the moving phase

Player @ : 0h opponent did ((1, 4), (1, 3)) , good to know.

```

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

```

```
X - - - - - X
```

after 37 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 38

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - 0 - - - -
2- - 0 0 0 @ @ -
3- 0 0 0 @ - @ -
4@ - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 2), (5, 1))

```

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

```

```

- - 0 0 0 - @ -
- 0 0 0 @ - @ -
@ - 0 0 @ @ @ -
- - 0 0 @ @ - -
- - - 0 - - - -
X - - - - - X
after 38 turns into the moving phase
Player @ : Oh opponent did ((3, 1), (4, 1)) , good to know.

```

```

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

```

```

after 39 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 40

```

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - 0 @ - -
2- - 0 0 0 - @ -
3- 0 0 0 @ - @ -
4@ - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((5, 1), (5, 0))

```

```

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

```

```

after 40 turns into the moving phase
Player @ : Oh opponent did ((1, 3), (1, 4)) , good to know.

```

```

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

```

```

after 41 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 42

```

```

  0 1 2 3 4 5 6 7
0X - - - - @ - X
1- - - - 0 - - -
2- - 0 0 0 - @ -
3- - 0 0 @ - @ -
4@ 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((5, 0), (4, 0))

```

```

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

```

```

after 42 turns into the moving phase
Player @ : Oh opponent did ((1, 4), (1, 3)) , good to know.

```

```

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

```

```

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

```

after 43 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 44

```

0 1 2 3 4 5 6 7
0X - - - @ - - X
1- - - - 0 - - -
2- - 0 0 0 - @ -
3- 0 0 0 @ - @ -
4@ - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 0), (3, 0))

```

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

```

after 44 turns into the moving phase

Player @ : Oh opponent did ((4, 1), (3, 1)) , good to know.

```

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

```

after 45 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 46

```

0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - - -
2- - 0 0 0 - @ -
3- 0 0 0 @ - @ -
4@ - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((0, 4), (0, 5))

```

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

```

after 46 turns into the moving phase

Player @ : Oh opponent did ((1, 3), (1, 4)) , good to know.

```

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

```

after 47 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 48

```

0 1 2 3 4 5 6 7
0X - - @ - - - X

```

```

1- - - 0 - - - -
2- - 0 0 0 - @ -
3- - 0 0 @ - @ -
4- 0 0 0 @ @ @ -
5@ - 0 0 @ @ - -
6- - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((0, 5), (0, 6))

```

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

```

after 48 turns into the moving phase

Player @ : 0h opponent did ((1, 4), (1, 3)) , good to know.

```

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

```

after 49 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 50

```

  0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - - -
2- - 0 0 0 - @ -
3- 0 0 0 @ - @ -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6@ - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((6, 2), (6, 1))

```

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

```

after 50 turns into the moving phase

Player @ : 0h opponent did ((1, 3), (1, 4)) , good to know.

```

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

```

after 51 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 52

```

  0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- - 0 0 @ - @ -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6@ - - 0 - - - -
7X - - - - - X

```

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

```

X - - @ - - - X

```

```

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

```

after 52 turns into the moving phase

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

```

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

```

after 53 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 54

```

  0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 @ - @ -
2- - 0 0 - 0 - -
3- - 0 0 - - @ -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6@ - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 1), (5, 1))

```

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

```

after 54 turns into the moving phase

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

```

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

```

after 55 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 56

```

  0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - @ @ -
2- - 0 0 0 - - -
3- - 0 0 - - @ -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6@ - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 1), (5, 2))

```

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

```

after 56 turns into the moving phase

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

```

X - - @ - - - X

```



```

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

```

after 57 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 58

```

0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 0 @ - -
3- - - 0 0 - @ -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6@ - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 2), (5, 3))

```

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

```

after 58 turns into the moving phase

Player @ : Oh opponent did ((2, 5), (2, 3)) , good to know.

```

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

```

after 59 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 60

```

0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- - 0 0 0 @ @ -
4- 0 0 0 @ @ @ -
5- - - 0 @ @ - -
6@ - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 3), (5, 2))

```

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

```

after 60 turns into the moving phase

Player @ : Oh opponent did ((1, 4), (1, 3)) , good to know.

```

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

```

after 61 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 62

```

0 1 2 3 4 5 6 7

```

```

0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 0 @ - -
3- 0 0 0 0 - @ -
4- - 0 0 @ @ @ -
5- - - 0 @ @ - -
6@ - - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((0, 6), (1, 6))

```

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

```

after 62 turns into the moving phase

Player @ : 0h opponent did ((3, 5), (2, 5)) , good to know.

```

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

```

after 63 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 64

```

0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 0 @ - -
3- 0 0 0 0 - @ -
4- - 0 0 @ @ @ -
5- - 0 - @ @ - -
6- @ - 0 - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 2), (5, 3))

```

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

```

after 64 turns into the moving phase

Player @ : 0h opponent did ((3, 6), (3, 5)) , good to know.

```

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

```

after 65 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 66

```

0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- 0 0 0 0 @ @ -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- @ - - - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 3), (5, 2))

```

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

```

after 66 turns into the moving phase

Player @ : 0h opponent did ((1, 3), (1, 4)) , good to know.

```

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

```

after 67 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 68

```

  0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 0 @ - -
3- - 0 0 0 - @ -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- @ - - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 2), (5, 1))

```

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

```

after 68 turns into the moving phase

Player @ : 0h opponent did ((1, 4), (1, 3)) , good to know.

```

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

```

after 69 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 70

```

  0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - @ @ -
2- - 0 0 0 - - -
3- 0 0 0 0 - @ -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- @ - - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 1), (5, 2))

```

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

```

after 70 turns into the moving phase

Player @ : 0h opponent did ((1, 3), (1, 4)) , good to know.

```

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

```

after 71 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 72

```

0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 0 @ - -
3- - 0 0 0 - @ -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- @ - - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 2), (5, 1))

```

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

```

after 72 turns into the moving phase

Player @ : Oh opponent did ((1, 4), (1, 3)) , good to know.

```

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

```

after 73 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 74

```

0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - @ @ -
2- - 0 0 0 - - -
3- 0 0 0 0 - @ -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- @ - - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 1), (5, 0))

```

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

```

after 74 turns into the moving phase

Player @ : Oh opponent did ((1, 3), (1, 4)) , good to know.

```

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

```

after 75 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 76

```

 0 1 2 3 4 5 6 7
0X - - @ - @ - X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- - 0 0 0 - @ -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ @ -
6- @ - - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 0), (4, 0))

```

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

```

after 76 turns into the moving phase

Player @ : 0h opponent did ((1, 4), (1, 3)) , good to know.

```

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

```

after 77 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 78

```

 0 1 2 3 4 5 6 7
0X - - @ @ - - X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- 0 0 0 0 - @ -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ @ -
6- @ - - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 0), (4, 1))

```

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

```

after 78 turns into the moving phase

Player @ : 0h opponent did ((3, 2), (5, 2)) , good to know.

```

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

```

after 79 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 80

```

 0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 @ - @ -
2- - 0 - 0 0 - -
3- 0 0 0 0 - @ -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ @ -
6- @ - - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 1), (4, 0))

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

after 80 turns into the moving phase

Player @ : 0h opponent did ((5, 2), (3, 2)) , good to know.

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

after 81 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 82

```
0 1 2 3 4 5 6 7
0X - - @ @ - - X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- 0 0 0 0 - @ -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- @ - - - - -
7X - - - - - X
```

[PlayerBase] decision is: ((4, 0), (5, 0))

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

after 82 turns into the moving phase

Player @ : 0h opponent did ((1, 3), (1, 4)) , good to know.

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

after 83 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 84

```
0 1 2 3 4 5 6 7
0X - - @ - @ - X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- - 0 0 0 - @ -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- @ - - - - -
7X - - - - - X
```

[PlayerBase] decision is: ((5, 0), (6, 0))

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

after 84 turns into the moving phase

Player @ : 0h opponent did ((1, 4), (1, 3)) , good to know.

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

after 85 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 86

```
0 1 2 3 4 5 6 7
0X - - @ - - @ X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- 0 0 0 0 - @ -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- @ - - - - -
7X - - - - - X
```

[PlayerBase] decision is: ((1, 6), (1, 7))

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

after 86 turns into the moving phase

Player @ : 0h opponent did ((1, 3), (1, 4)) , good to know.

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

after 87 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 88

```
0 1 2 3 4 5 6 7
0X - - @ - - @ X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- - 0 0 0 - @ -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - - - - -
7X @ - - - - X
```

[PlayerBase] decision is: ((1, 7), (2, 7))

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

after 88 turns into the moving phase

Player @ : 0h opponent did ((1, 4), (1, 3)) , good to know.

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

after 89 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 90

```
 0 1 2 3 4 5 6 7
0X - - @ - - @ X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- 0 0 0 0 - @ -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - - - - -
7X - @ - - - - X
```

[PlayerBase] decision is: ((6, 3), (6, 2))

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

X - @ - - - - X

after 90 turns into the moving phase

Player @ : Oh opponent did ((1, 3), (1, 4)) , good to know.

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

X - @ - - - - X

after 91 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 92

```
 0 1 2 3 4 5 6 7
0X - - @ - - @ X
1- - - 0 - - @ -
2- - 0 0 0 - @ -
3- - 0 0 0 - - -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - - - - -
7X - @ - - - - X
```

[PlayerBase] decision is: ((6, 2), (5, 2))

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

X - @ - - - - X

after 92 turns into the moving phase

Player @ : Oh opponent did ((1, 4), (1, 3)) , good to know.

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

X - @ - - - - X

after 93 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 94

```
 0 1 2 3 4 5 6 7
0X - - @ - - @ X
1- - - 0 - - @ -
2- - 0 0 0 @ - -
3- 0 0 0 0 - - -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - - - - -
7X - @ - - - - X
```


[PlayerBase] decision is: ((5, 2), (5, 3))

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

after 94 turns into the moving phase

Player @ : Oh opponent did ((1, 3), (1, 4)) , good to know.

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

after 95 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 96

```
0 1 2 3 4 5 6 7
0X - - @ - - @ X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- - 0 0 0 @ - -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - - - - -
7X - @ - - - - X
```

[PlayerBase] decision is: ((5, 3), (6, 3))

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

after 96 turns into the moving phase

Player @ : Oh opponent did ((1, 4), (1, 3)) , good to know.

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

after 97 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 98

```
0 1 2 3 4 5 6 7
0X - - @ - - @ X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- 0 0 0 0 - @ -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - - - - -
7X - @ - - - - X
```

[PlayerBase] decision is: ((6, 3), (6, 5))

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

after 98 turns into the moving phase
Player @ : 0h opponent did ((1, 3), (1, 4)) , good to know.

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

X - @ - - - - X

after 99 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 100

```
0 1 2 3 4 5 6 7
0X - - @ - - @ X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- - 0 0 0 - - -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ @ -
6- - - - - - -
7X - @ - - - - X
```

[PlayerBase] decision is: ((6, 5), (7, 5))

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

X - @ - - - - X

after 100 turns into the moving phase
Player @ : 0h opponent did ((1, 4), (1, 3)) , good to know.

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

X - @ - - - - X

after 101 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 102

```
0 1 2 3 4 5 6 7
0X - - @ - - @ X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- 0 0 0 0 - - -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ @ -
6- - - - - - -
7X - @ - - - - X
```

[PlayerBase] decision is: ((7, 5), (7, 6))

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

X - @ - - - - X

after 102 turns into the moving phase
Player @ : 0h opponent did ((3, 1), (4, 1)) , good to know.

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

after 103 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 104

```
 0 1 2 3 4 5 6 7
0X - - @ - - @ X
1- - - 0 - @ -
2- - 0 0 0 - - -
3- 0 0 0 0 - - -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ - -
6- - - - - - @
7X - @ - - - - X
```

[PlayerBase] decision is: ((7, 6), (7, 5))

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

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

after 104 turns into the moving phase

Player @ : Oh opponent did ((1, 3), (1, 4)) , good to know.

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

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

after 105 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 106

```
 0 1 2 3 4 5 6 7
0X - - @ - - @ X
1- - - 0 - @ -
2- - 0 0 0 - - -
3- - 0 0 0 - - -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ - @
6- - - - - - -
7X - @ - - - - X
```

[PlayerBase] decision is: ((6, 0), (6, 2))

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

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

after 106 turns into the moving phase

Player @ : Oh opponent did ((4, 1), (3, 1)) , good to know.

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

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

after 107 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 108

```
 0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 0 - @ -
3- - 0 0 0 - - -
4- 0 0 0 @ @ @ -
5- - 0 0 @ @ - @
6- - - - - - -
```

7X - @ - - - - X

[PlayerBase] decision is: ((6, 2), (6, 3))

X - - @ - - - X

- - - 0 - - @ -

- - 0 0 0 - - -

- - 0 0 0 - @ -

- 0 0 0 @ @ @ -

- - 0 0 @ @ - @

- - - - - - -

X - @ - - - - X

after 108 turns into the moving phase

Player @ : 0h opponent did ((1, 4), (1, 3)) , good to know.

X - - @ - - - X

- - - 0 - - @ -

- - 0 0 0 - - -

- 0 0 0 0 - @ -

- - 0 0 @ @ @ -

- - 0 0 @ @ - @

- - - - - - -

X - @ - - - - X

after 109 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 110

0 1 2 3 4 5 6 7

0X - - @ - - - X

1- - - 0 - - @ -

2- - 0 0 0 - - -

3- 0 0 0 0 - @ -

4- - 0 0 @ @ @ -

5- - 0 0 @ @ - @

6- - - - - - -

7X - @ - - - - X

[PlayerBase] decision is: ((7, 5), (7, 4))

X - - @ - - - X

- - - 0 - - @ -

- - 0 0 0 - - -

- 0 0 0 0 - @ -

- - 0 0 @ @ @ @

- - 0 0 @ @ - -

- - - - - - -

X - @ - - - - X

after 110 turns into the moving phase

Player @ : 0h opponent did ((1, 3), (1, 4)) , good to know.

X - - @ - - - X

- - - 0 - - @ -

- - 0 0 0 - - -

- - 0 0 0 - @ -

- 0 0 0 @ @ @ @

- - 0 0 @ @ - -

- - - - - - -

X - @ - - - - X

after 111 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 112

0 1 2 3 4 5 6 7

0X - - @ - - - X

1- - - 0 - - @ -

2- - 0 0 0 - - -

3- - 0 0 0 - @ -

4- 0 0 0 @ @ @ @

5- - 0 0 @ @ - -

6- - - - - - -

7X - @ - - - - X

[PlayerBase] decision is: ((6, 3), (6, 5))

X - - @ - - - X

- - - 0 - - @ -

- - 0 0 0 - - -

- - 0 0 0 - - -

- 0 0 0 @ @ @ @

- - 0 0 @ @ @ -

- - - - - - -

X - @ - - - - X
after 112 turns into the moving phase
Player @ : 0h opponent did ((1, 4), (1, 3)) , good to know.

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

X - @ - - - - X
after 113 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 114

```
0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- 0 0 0 0 - - -
4- - 0 0 @ @ @ @
5- - 0 0 @ @ @ -
6- - - - - - -
7X - @ - - - - X
```

[PlayerBase] decision is: ((6, 5), (6, 6))

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

X - @ - - - - X
after 114 turns into the moving phase
Player @ : 0h opponent did ((1, 3), (1, 4)) , good to know.

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

X - @ - - - - X
after 115 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 116

```
0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- - 0 0 0 - - -
4- 0 0 0 @ @ @ @
5- - 0 0 @ @ - -
6- - - - - @ -
7X - @ - - - - X
```

[PlayerBase] decision is: ((7, 4), (7, 5))

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

X - @ - - - - X
after 116 turns into the moving phase
Player @ : 0h opponent did ((1, 4), (1, 3)) , good to know.

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

```

X - @ - - - - X
after 117 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 118
  0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- 0 0 0 0 - - -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ - @
6- - - - - @ -
7X - @ - - - - X

```

[PlayerBase] decision is: ((7, 5), (6, 5))

```

X - - @ - - - X
- - - 0 - - @ -
- - 0 0 0 - - -
- 0 0 0 0 - - -
- - 0 0 @ @ @ -
- - 0 0 @ @ @ -
- - - - - @ -
X - @ - - - - X
after 118 turns into the moving phase
Player @ : Oh opponent did ((3, 3), (5, 3)) , good to know.

```

```

X - - @ - - - X
- - - 0 - - @ -
- - 0 0 0 - - -
- 0 0 - 0 0 - -
- - 0 0 @ @ @ -
- - 0 0 @ @ @ -
- - - - - @ -
X - @ - - - - X
after 119 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 120
  0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 0 - - -
3- 0 0 - 0 0 - -
4- - 0 0 @ @ @ -
5- - 0 0 @ @ @ -
6- - - - - @ -
7X - @ - - - - X

```

[PlayerBase] decision is: ((4, 4), (4, 6))

```

X - - @ - - - X
- - - 0 - - @ -
- - 0 0 0 - - -
- 0 0 - 0 0 - -
- - 0 0 - @ @ -
- - 0 0 @ @ @ -
- - - - @ - @ -
X - @ - - - - X
after 120 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (4, 4)) , good to know.

```

```

X - - @ - - - X
- - - 0 - - @ -
- - 0 0 - - - -
- 0 0 - 0 0 - -
- - 0 0 0 @ @ -
- - 0 0 @ @ @ -
- - - - @ - @ -
X - @ - - - - X
after 121 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 122
  0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 - - - -
3- 0 0 - 0 0 - -
4- - 0 0 0 @ @ -
5- - 0 0 @ @ @ -

```

```
6- - - - @ - @ -
7X - @ - - - - X
```

[PlayerBase] decision is: ((6, 5), (7, 5))

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

after 122 turns into the moving phase

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

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

after 123 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 124

```
  0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - 0 0 - - - -
3- - 0 0 0 0 - -
4- - 0 0 0 @ @ -
5- - 0 0 @ @ - @
6- - - - @ - @ -
7X - @ - - - - X
```

[PlayerBase] decision is: ((7, 5), (7, 4))

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

after 124 turns into the moving phase

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

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

after 125 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 126

```
  0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - 0 - - @ -
2- - - 0 0 - - - -
3- - 0 0 0 0 - -
4- - 0 0 0 @ @ @
5- - 0 0 @ @ - -
6- - - - @ - @ -
7X - @ - - - - X
```

[PlayerBase] decision is: ((6, 6), (6, 7))

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

```

- - - - @ - - - -
X - @ - - - @ X
after 126 turns into the moving phase
Player @ : 0h opponent did ((3, 1), (4, 1)) , good to know.
X - - @ - - - X
- - - - 0 - @ -
- - - 0 0 - - -
- - 0 0 0 0 - -
- - 0 0 0 @ @ @
- - 0 0 @ @ - -
- - - - @ - - -
X - @ - - - @ X

```

after 127 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 128

```

0 1 2 3 4 5 6 7
0X - - @ - - - X
1- - - - 0 - @ -
2- - - 0 0 - - -
3- - 0 0 0 0 - -
4- - 0 0 0 @ @ @
5- - 0 0 @ @ - -
6- - - - @ - - -
7X - @ - - - @ X

```

[PlayerBase] decision is: ((7, 4), (7, 5))

```

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

```

after 128 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (2, 2)) , good to know.

```

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

```

after 129 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 130

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X - - 0 - X #
2# - 0 - 0 - - #
3# - 0 0 0 0 - #
4# - 0 0 0 @ @ #
5# - 0 0 @ @ - #
6# X - - @ - X #
7# # # # # # #

```

[PlayerBase] decision is: ((4, 6), (3, 6))

```

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

```

after 130 turns into the moving phase
Player @ : 0h opponent did ((2, 2), (3, 2)) , good to know.

```

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

```


X - @ - - X

after 131 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 132

```
0 1 2 3 4 5 6 7
0# # # # # # #
1# X - - 0 - X #
2# - - 0 0 - - #
3# - 0 0 0 0 - #
4# - 0 0 0 @ @ #
5# - 0 0 @ @ - #
6# X - @ - - X #
7# # # # # # #
```

[PlayerBase] decision is: ((4, 5), (6, 5))

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

after 132 turns into the moving phase

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

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

after 133 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 134

```
0 1 2 3 4 5 6 7
0# # # # # # #
1# X - - 0 - X #
2# - - 0 0 - - #
3# - 0 0 0 0 - #
4# - 0 0 0 @ @ #
5# - - 0 0 @ @ #
6# X - @ - - X #
7# # # # # # #
```

[PlayerBase] decision is: ((6, 5), (6, 3))

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

after 134 turns into the moving phase

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

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

after 135 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 136

```
0 1 2 3 4 5 6 7
0# # # # # # #
1# X - - 0 - X #
2# - - 0 - 0 - #
3# - 0 0 0 0 @ #
4# - 0 0 0 @ @ #
```

```

5# - - 0 0 @ - #
6# X - @ - - X #
7# # # # # # #

```

[PlayerBase] decision is: ((3, 6), (4, 6))

```

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

```

after 136 turns into the moving phase

Player @ : Oh opponent did ((4, 1), (4, 2)) , good to know.

```

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

```

after 137 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 138

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X - - - X #
2# - - 0 0 0 - #
3# - 0 0 0 0 @ #
4# - 0 0 0 @ @ #
5# - - 0 0 @ - #
6# X - - @ - X #
7# # # # # # #

```

[PlayerBase] decision is: ((5, 4), (5, 6))

```

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

```

after 138 turns into the moving phase

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

```

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

```

after 139 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 140

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X - - - X #
2# - - 0 0 - - #
3# - 0 0 0 0 @ #
4# - 0 0 0 0 @ #
5# - - 0 0 @ - #
6# X - - @ @ X #
7# # # # # # #

```

[PlayerBase] decision is: ((5, 6), (3, 6))

```

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

```

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

after 140 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (2, 2)) , good to know.

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

after 141 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 142

```
0 1 2 3 4 5 6 7  
0# # # # # # #  
1# X - - - - X #  
2# - 0 - 0 - - #  
3# - 0 0 0 0 @ #  
4# - 0 0 0 0 @ #  
5# - - 0 0 @ - #  
6# X - @ @ - X #  
7# # # # # # #
```

[PlayerBase] decision is: ((3, 6), (2, 6))

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

after 142 turns into the moving phase
Player @ : 0h opponent did ((3, 4), (3, 6)) , good to know.

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

after 143 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 144

```
0 1 2 3 4 5 6 7  
0# # # # # # #  
1# X - - - - X #  
2# - 0 - 0 - - #  
3# - 0 0 0 0 @ #  
4# - 0 - 0 0 @ #  
5# - - 0 0 @ - #  
6# X - 0 @ - X #  
7# # # # # # #
```

[PlayerBase] decision is: ((6, 4), (6, 2))

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

after 144 turns into the moving phase
Player @ : 0h opponent did ((5, 4), (5, 6)) , good to know.

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

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

after 145 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 146

```
0 1 2 3 4 5 6 7  
0# # # # # # #  
1# X - - - X #  
2# - 0 - 0 - @ #  
3# - 0 0 0 0 @ #  
4# - 0 - 0 - - #  
5# - - 0 0 @ - #  
6# X - 0 - 0 X #  
7# # # # # # #
```

[PlayerBase] decision is: ((6, 2), (6, 4))

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

after 146 turns into the moving phase

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

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

after 147 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 148

```
0 1 2 3 4 5 6 7  
0# # # # # # #  
1# X - - - X #  
2# - 0 - 0 - - #  
3# - 0 0 0 - @ #  
4# - 0 - 0 0 @ #  
5# - - 0 0 - - #  
6# X - 0 - 0 X #  
7# # # # # # #
```

[PlayerBase] decision is: ((6, 4), (6, 2))

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

after 148 turns into the moving phase

Player @ : 0h opponent did ((5, 6), (4, 6)) , good to know.

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

after 149 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 150

```
0 1 2 3 4 5 6 7  
0# # # # # # #  
1# X - - - X #  
2# - 0 - 0 - @ #  
3# - 0 0 0 - @ #
```

```

4# - 0 - 0 0 - #
5# - - 0 0 - - #
6# X - 0 0 - X #
7# # # # # # #

```

[PlayerBase] decision is: ((6, 2), (6, 4))

```

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

```

after 150 turns into the moving phase

Player @ : 0h opponent did ((3, 6), (3, 4)) , good to know.

```

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

```

after 151 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 152

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X - - - - X #
2# - 0 - 0 - - #
3# - 0 0 0 - @ #
4# - 0 0 0 0 @ #
5# - - 0 0 - - #
6# X - - 0 - X #
7# # # # # # #

```

[PlayerBase] decision is: ((6, 4), (6, 2))

```

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

```

after 152 turns into the moving phase

Player @ : 0h opponent did ((5, 4), (6, 4)) , good to know.

```

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

```

after 153 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 154

```

0 1 2 3 4 5 6 7
0# # # # # # #
1# X - - - - X #
2# - 0 - 0 - @ #
3# - 0 0 0 - @ #
4# - 0 0 0 - 0 #
5# - - 0 0 - - #
6# X - - 0 - X #
7# # # # # # #

```

[PlayerBase] decision is: ((6, 3), (5, 3))

```

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

```

```

- 0 0 0 - 0
- - 0 0 - -
X - - 0 - X

```

after 154 turns into the moving phase
 Player @ : 0h opponent did ((6, 4), (6, 3)) , good to know.

```

X - - - - X
- 0 - 0 - -
- 0 0 0 - 0
- 0 0 0 - -
- - 0 0 - -
X - - 0 - X

```

after 155 turns into the moving phase
 game over!
 W wins!

Terranz-MacBook:comp30024-ai-project Terra\$ python3 netreferee.py minimax_player DEF
 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, DEF
 attempting to connect to the server...
 connection established!
 submitting game request for player 'DEF'...
 game request submitted!
 waiting for an opponent (with default key)
 press ^C to stop waiting
 opponent found! beginning game
 white player: DEF
 black player: POKEMON

```

X - - - - - X
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 0 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 1
 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - -
2- - - - -
3- - - - -
4- - - - -
5- - - - -
6- - - - -
7X - - - - - X

```

[PlayerBase] decision is: (4, 3)

```

X - - - - - X
- - - - -
- - - - -
- - - - 0 - -
- - - - -
- - - - -
- - - - -
X - - - - - X

```

after 1 turns into the placing phase
 Player 0 : 0h opponent did (3, 4) , good to know.

```

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

```

after 2 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 3

```
 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - - 
2- - - - - 
3- - - - 0 - - 
4- - - @ - - - 
5- - - - - 
6- - - - - 
7X - - - - - X
```

[PlayerBase] decision is: (5, 2)

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

after 3 turns into the placing phase

Player 0 : Oh opponent did (3, 5) , 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

```
 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - - 
2- - - - 0 - - 
3- - - - 0 - - 
4- - - @ - - - 
5- - - @ - - - 
6- - - - - 
7X - - - - - X
```

[PlayerBase] decision is: (5, 3)

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

after 5 turns into the placing phase

Player 0 : Oh opponent did (2, 4) , 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

```
 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - - 
2- - - - 0 - - 
3- - - - 0 0 - - 
4- - @ @ - - - 
5- - - @ - - - 
6- - - - - 
7X - - - - - X
```

[PlayerBase] decision is: (3, 2)

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

```
X - - - - - X
```

after 7 turns into the placing phase

Player 0 : Oh opponent did (2, 5) , 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

```
0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - - - -
2- - - 0 - 0 - -
3- - - - 0 0 - -
4- - @ @ - - - -
5- - @ @ - - - -
6- - - - - - - -
7X - - - - - X
```

[PlayerBase] decision is: (3, 3)

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

```
X - - - - - X
```

after 9 turns into the placing phase

Player 0 : Oh opponent did (4, 5) , 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

```
0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - - - -
2- - - 0 - 0 - -
3- - - 0 0 0 - -
4- - @ @ - - - -
5- - @ @ @ - - -
6- - - - - - - -
7X - - - - - X
```

[PlayerBase] decision is: (2, 2)

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


after 11 turns into the placing phase

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

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

after 12 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 13

```
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - - 
2- - 0 0 - 0 - - 
3- - - 0 0 0 - - 
4- - @ @ @ - - - 
5- - @ @ @ - - - 
6- - - - - 
7X - - - - - X
```

[PlayerBase] decision is: (4, 2)

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

after 13 turns into the placing phase

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

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

after 14 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 15

```
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - - 
2- - 0 0 0 0 - - 
3- - - 0 0 0 - - 
4- - @ @ @ - - - 
5- - @ @ @ @ - - 
6- - - - - 
7X - - - - - X
```

[PlayerBase] decision is: (2, 3)

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

after 15 turns into the placing phase

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

```
X - - - - - X
- - - - - 
- - 0 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
 0 1 2 3 4 5 6 7
 0X - - - - - X
 1- - - - -
 2- - 0 0 0 0 - -
 3- - 0 0 0 0 - -
 4- - @ @ @ @ - -
 5- - @ @ @ @ - -
 6- - - - -
 7X - - - - - X

[PlayerBase] decision is: (3, 1)

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

X - - - - - X

after 17 turns into the placing phase
 Player 0 : Oh opponent did (5, 6) , good to know.

X - - - - - X
 - - - 0 - - -
 - - 0 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

0 1 2 3 4 5 6 7
 0X - - - - - X
 1- - - 0 - - -
 2- - 0 0 0 0 - -
 3- - 0 0 0 0 - -
 4- - @ @ @ @ - -
 5- - @ @ @ @ - -
 6- - - - - @ - -
 7X - - - - - X

[PlayerBase] decision is: (4, 1)

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

X - - - - - X

after 19 turns into the placing phase
 Player 0 : Oh opponent did (4, 6) , good to know.

X - - - - - X
 - - - 0 0 - - -
 - - 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

0 1 2 3 4 5 6 7
 0X - - - - - X
 1- - - 0 0 - - -
 2- - 0 0 0 0 - -
 3- - 0 0 0 0 - -
 4- - @ @ @ @ - -
 5- - @ @ @ @ - -
 6- - - - - @ @ - -

7X - - - - - X

[PlayerBase] decision is: (2, 0)

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

after 21 turns into the placing phase

Player 0 : Oh opponent did (3, 6) , good to know.

X - 0 - - - - X
- - - 0 0 - - -
- - 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

0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - 0 0 - - -
2- - 0 0 0 0 - -
3- - 0 0 0 0 - -
4- - @ @ @ @ - -
5- - @ @ @ @ - -
6- - - @ @ @ - -
7X - - - - - X

[PlayerBase] decision is: (0, 2)

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

after 23 turns into the placing phase

Player 0 : Oh opponent did (2, 6) , good to know.

X - 0 - - - - X
- - - 0 0 - - -
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

0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - 0 0 - - -
20 - 0 0 0 0 - -
3- - 0 0 0 0 - -
4- - @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ @ - -
7X - - - - - X

[PlayerBase] decision is: ((5, 3), (6, 3))

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

X - - - - - X
after 1 turns into the moving phase
Player 0 : Oh opponent did ((3, 6), (1, 6)) , good to know.

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

```
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - 0 0 - - -
20 - 0 0 0 0 - -
3- - 0 0 0 - 0 -
4- - @ @ @ @ - -
5- - @ @ @ @ - -
6- @ @ - @ @ - -
7X - - - - - X
```

[PlayerBase] decision is: ((0, 2), (1, 2))

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

after 3 turns into the moving phase
Player 0 : Oh opponent did ((5, 6), (3, 6)) , good to know.

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

```
  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - 0 0 - - -
2- 0 0 0 0 0 - -
3- - 0 0 0 - 0 -
4- - @ @ @ @ - -
5- - @ @ @ @ - -
6- @ @ @ @ - -
7X - - - - - X
```

[PlayerBase] decision is: ((4, 1), (4, 0))

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

after 5 turns into the moving phase
Player 0 : Oh opponent did ((1, 6), (1, 5)) , good to know.

```
X - 0 - 0 - - X
- - - 0 - - - -
- 0 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
 0 1 2 3 4 5 6 7
0X - 0 - 0 - - X
1- - - 0 - - - -
2- 0 0 0 0 0 - -
3- - 0 0 0 - 0 -
4- - @ @ @ @ - -
5- @ @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

[PlayerBase] decision is: ((4, 0), (3, 0))
X - 0 0 - - - X
- - - 0 - - - -
- 0 0 0 0 0 - -
- - 0 0 0 - 0 -
- - @ @ @ @ - -
- @ @ @ @ @ - -
- - @ @ @ - - -
X - - - - - X
after 7 turns into the moving phase
Player 0 : Oh opponent did ((1, 5), (1, 4)) , good to know.
X - 0 0 - - - X
- - - 0 - - - -
- 0 0 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
 0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 0 0 0 0 - -
3- - 0 0 0 - 0 -
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

[PlayerBase] decision is: ((5, 2), (6, 2))
X - 0 0 - - - X
- - - 0 - - - -
- 0 0 0 0 - 0 -
- - 0 0 0 - 0 -
- @ @ @ @ @ - -
- - @ @ @ @ - -
- - @ @ @ - - -
X - - - - - X
after 9 turns into the moving phase
Player 0 : Oh opponent did ((3, 6), (5, 6)) , good to know.
X - 0 0 - - - X
- - - 0 - - - -
- 0 0 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
 0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 0 0 0 - 0 -
3- - 0 0 0 - 0 -
4- @ @ @ @ @ - -
5- - @ @ @ @ - -

```

6- - @ - @ @ - -
7X - - - - - X

[PlayerBase] decision is: ((4, 2), (4, 1))

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

after 11 turns into the moving phase

Player 0 : Oh opponent did ((5, 6), (3, 6)) , good to know.

X - 0 0 - - - X
- - - 0 0 - - -
- 0 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

0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 0 - - -
2- 0 0 0 - - 0 -
3- - 0 0 0 - 0 -
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

[PlayerBase] decision is: ((4, 1), (4, 2))

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

after 13 turns into the moving phase

Player 0 : Oh opponent did ((1, 4), (1, 5)) , good to know.

X - 0 0 - - - X
- - - 0 - - - -
- 0 0 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

0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 0 0 0 - 0 -
3- - 0 0 0 - 0 -
4- - @ @ @ @ - -
5- @ @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

[PlayerBase] decision is: ((4, 2), (5, 2))

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

```

- - @ @ @ - - -
X - - - - - X
after 15 turns into the moving phase
Player 0 : Oh opponent did ((1, 5), (1, 4)) , good to know.
X - 0 0 - - - X
- - - 0 - - - -
- 0 0 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
  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 0 0 - 0 0 -
3- - 0 0 0 - 0 -
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

[PlayerBase] decision is: ((5, 2), (5, 3))
X - 0 0 - - - X
- - - 0 - - - -
- 0 0 0 - - 0 -
- - 0 0 0 0 0 -
- @ @ @ @ @ - -
- - @ @ @ @ - -
- - @ @ @ - - -
X - - - - - X
after 17 turns into the moving phase
Player 0 : Oh opponent did ((3, 6), (5, 6)) , good to know.
X - 0 0 - - - X
- - - 0 - - - -
- 0 0 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
  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 0 0 - - 0 -
3- - 0 0 0 0 0 -
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ - @ @ - -
7X - - - - - X

[PlayerBase] decision is: ((5, 3), (5, 2))
X - 0 0 - - - X
- - - 0 - - - -
- 0 0 0 - 0 0 -
- - 0 0 0 - 0 -
- @ @ @ @ @ - -
- - @ @ @ @ - -
- - @ - @ @ - -
X - - - - - X
after 19 turns into the moving phase
Player 0 : Oh opponent did ((5, 6), (3, 6)) , good to know.
X - 0 0 - - - X
- - - 0 - - - -
- 0 0 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
 0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 0 0 - 0 0 -
3- - 0 0 0 - 0 -
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 2), (4, 2))

```

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

```

after 21 turns into the moving phase

Player 0 : Oh opponent did ((1, 4), (1, 5)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - - -
- 0 0 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

```

 0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 0 0 0 - 0 -
3- - 0 0 0 - 0 -
4- - @ @ @ @ - -
5- @ @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 2), (4, 1))

```

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

```

after 23 turns into the moving phase

Player 0 : Oh opponent did ((1, 5), (1, 4)) , good to know.

```

X - 0 0 - - - X
- - - 0 0 - - -
- 0 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

```

 0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 0 - - -
2- 0 0 0 - - 0 -
3- - 0 0 0 - 0 -
4- @ @ @ @ @ - -

```



```

5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 1), (4, 2))

```

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

```

after 25 turns into the moving phase

Player 0 : Oh opponent did ((1, 4), (1, 5)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - - -
- 0 0 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 0 0 0 - 0 -
3- - 0 0 0 - 0 -
4- - @ @ @ @ - -
5- @ @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 2), (5, 2))

```

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

```

after 27 turns into the moving phase

Player 0 : Oh opponent did ((1, 5), (1, 4)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - - -
- 0 0 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 0 0 - 0 0 -
3- - 0 0 0 - 0 -
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 2), (5, 3))

```

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

```

```

- - @ @ @ @ - -
- - @ @ @ - - -
X - - - - - X
after 29 turns into the moving phase
Player 0 : Oh opponent did ((3, 6), (5, 6)) , good to know.

```

```

X - 0 0 - - - X
- - - 0 - - - -
- 0 0 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

```

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 0 0 - - 0 -
3- - 0 0 0 0 0 -
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ - @ @ - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((5, 3), (7, 3))

```

```

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

```

```

after 31 turns into the moving phase
Player 0 : Oh opponent did ((5, 6), (3, 6)) , good to know.

```

```

X - 0 0 - - - X
- - - 0 - - - -
- 0 0 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

```

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 0 0 - - 0 -
3- - 0 0 0 - 0 0
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((2, 2), (4, 2))

```

```

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

```

```

after 33 turns into the moving phase
Player 0 : Oh opponent did ((1, 4), (1, 5)) , good to know.

```

```

X - 0 0 - - - X
- - - 0 - - - -
- 0 - 0 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
 0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 - 0 0 - 0 -
3- - 0 0 0 - 0 0
4- - @ @ @ @ - -
5- @ @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 2), (4, 1))

```

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

```

after 35 turns into the moving phase
Player 0 : Oh opponent did ((1, 5), (1, 4)) , good to know.

```

X - 0 0 - - - X
- - - 0 0 - - -
- 0 - 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

```

 0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 0 - - -
2- 0 - 0 - - 0 -
3- - 0 0 0 - 0 0
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 1), (4, 2))

```

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

```

after 37 turns into the moving phase
Player 0 : Oh opponent did ((1, 4), (1, 5)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - - -
- 0 - 0 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

```

 0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 - 0 0 - 0 -
3- - 0 0 0 - 0 0

```

```

4- - @ @ @ @ - -
5- @ @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 2), (5, 2))

```

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

```

after 39 turns into the moving phase

Player 0 : Oh opponent did ((1, 5), (1, 4)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - - -
- 0 - 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 - 0 - 0 0 -
3- - 0 0 0 - 0 0
4- @ @ @ @ @ - -
5- - @ @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 2), (5, 3))

```

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

```

after 41 turns into the moving phase

Player 0 : Oh opponent did ((3, 6), (5, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - - -
- 0 - 0 - - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 - 0 - - 0 -
3- - 0 0 0 0 0 0
4- @ @ @ @ @ - -
5- - @ @ @ @ @ - -
6- - @ - @ @ - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 3), (5, 2))

```

X - 0 0 - - - X
- - - 0 - - - -
- 0 - 0 - 0 0 -
- - 0 0 0 - 0 0

```

```

- @ @ @ @ @ - -
- - @ @ @ @ - -
- - @ - @ @ - -
X - - - - - X
after 43 turns into the moving phase
Player 0 : Oh opponent did ((5, 6), (3, 6)) , good to know.

```

```

X - 0 0 - - - X
- - - 0 - - - -
- 0 - 0 - 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

```

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - - -
2- 0 - 0 - 0 0 -
3- - 0 0 0 - 0 0
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((5, 2), (5, 1))

```

```

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

```

```

after 45 turns into the moving phase
Player 0 : Oh opponent did ((1, 4), (1, 5)) , good to know.

```

```

X - 0 0 - - - X
- - - 0 - 0 - -
- 0 - 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

```

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - 0 - -
2- 0 - 0 - - 0 -
3- - 0 0 0 - 0 0
4- - @ @ @ @ - -
5- @ @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((5, 1), (6, 1))

```

```

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

```

```

after 47 turns into the moving phase
Player 0 : Oh opponent did ((1, 5), (1, 4)) , good to know.

```

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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
  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - 0 -
3- - 0 0 0 - 0 0
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 3), (4, 2))

```

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

```

after 49 turns into the moving phase
Player 0 : Oh opponent did ((1, 4), (1, 5)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 0 - 0 -
3- - 0 0 - - 0 0
4- - @ @ @ @ - -
5- @ @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 2), (5, 2))

```

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

```

after 51 turns into the moving phase
Player 0 : Oh opponent did ((1, 5), (1, 4)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - 0 0 -

```

```

3- - 0 0 - - 0 0
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 2), (5, 3))

```

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

```

after 53 turns into the moving phase

Player 0 : Oh opponent did ((3, 6), (5, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - 0 -
3- - 0 0 - 0 0 0
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ - @ @ - -
7X - - - - - X

```

[PlayerBase] decision is: ((2, 3), (4, 3))

```

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

```

after 55 turns into the moving phase

Player 0 : Oh opponent did ((5, 6), (3, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - 0 -
3- - - 0 0 0 0 0
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 3), (2, 3))

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 0 - - 0 -

```

```

- - 0 0 - 0 0 0
- @ @ @ @ @ - -
- - @ @ @ @ - -
- - @ @ @ - - -
X - - - - - X
after 57 turns into the moving phase
Player 0 : Oh opponent did ((3, 6), (5, 6)) , good to know.

```

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - 0 -
3- - 0 0 - 0 0 0
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ - @ @ - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((5, 3), (4, 3))

```

```

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

```

```

after 59 turns into the moving phase
Player 0 : Oh opponent did ((5, 6), (3, 6)) , good to know.

```

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - 0 -
3- - 0 0 0 - 0 0
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

```

[PlayerBase] decision is: ((4, 3), (5, 3))

```

```

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

```

```

after 61 turns into the moving phase
Player 0 : Oh opponent did ((3, 6), (5, 6)) , good to know.

```

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - 0 -
3- - 0 0 - 0 0 0
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ - @ @ - -
7X - - - - - X

```

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

```

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

```

after 63 turns into the moving phase

Player 0 : Oh opponent did ((5, 6), (3, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - 0 -
3- 0 - 0 - 0 0 0
4- @ @ @ @ @ - -
5- - @ @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((6, 2), (7, 2))

```

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

```

after 65 turns into the moving phase

Player 0 : Oh opponent did ((2, 5), (1, 5)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -

```

```

2- 0 - 0 - - - 0
3- 0 - 0 - 0 0 0
4- @ @ @ @ @ - -
5- @ - @ @ @ - -
6- - @ @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 3), (4, 3))

```

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

```

after 67 turns into the moving phase

Player 0 : Oh opponent did ((2, 6), (2, 5)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - - 0
3- 0 - 0 0 - 0 0
4- @ @ @ @ @ - -
5- @ @ @ @ @ - -
6- - - @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((7, 2), (7, 4))

```

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

```

after 69 turns into the moving phase

Player 0 : Oh opponent did ((3, 6), (5, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 0 - 0 0
4- @ @ @ @ @ - 0
5- @ @ @ @ @ - -
6- - - - @ @ - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 3), (4, 2))

```

X - 0 0 - - - X
- - - 0 - - 0 -

```

```

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

```

after 71 turns into the moving phase

Player 0 : Oh opponent did ((5, 6), (3, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 0 - - -
3- 0 - 0 - - 0 0
4- @ @ @ @ @ - 0
5- @ @ @ @ @ - -
6- - - @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 2), (4, 1))

```

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

```

after 73 turns into the moving phase

Player 0 : Oh opponent did ((4, 6), (2, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 0 - 0 -
- 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 0 - 0 -
2- 0 - 0 - - - -
3- 0 - 0 - - 0 0
4- @ @ @ @ @ - 0
5- @ @ @ @ @ - -
6- - @ @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 1), (4, 2))

```

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

```

after 75 turns into the moving phase

Player 0 : Oh opponent did ((2, 6), (1, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -

```

```

- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 0 - - -
3- 0 - 0 - - 0 0
4- @ @ @ @ @ - 0
5- @ @ @ @ @ - -
6- @ - @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 2), (4, 3))

```

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

```

after 77 turns into the moving phase

Player 0 : Oh opponent did ((3, 6), (4, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 0 - 0 0
4- @ @ @ @ @ - 0
5- @ @ @ @ @ - -
6- @ - - @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 3), (4, 2))

```

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

```

after 79 turns into the moving phase

Player 0 : Oh opponent did ((4, 6), (3, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X

```

```

1- - - 0 - - 0 -
2- 0 - 0 0 - - -
3- 0 - 0 - - 0 0
4- @ @ @ @ @ - 0
5- @ @ @ @ @ - -
6- @ - @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 2), (4, 3))

```

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

```

after 81 turns into the moving phase

Player 0 : Oh opponent did ((3, 6), (4, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

 0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 0 - 0 0
4- @ @ @ @ @ - 0
5- @ @ @ @ @ - -
6- @ - - @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 3), (5, 3))

```

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

```

after 83 turns into the moving phase

Player 0 : Oh opponent did ((4, 6), (3, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

 0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 - 0 0 0
4- @ @ @ @ @ - 0
5- @ @ @ @ @ - -
6- @ - @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 3), (5, 2))

```

X - 0 0 - - - X

```

```

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

```

after 85 turns into the moving phase

Player 0 : Oh opponent did ((3, 6), (2, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - 0 - -
3- 0 - 0 - - 0 0
4- @ @ @ @ @ - 0
5- @ @ @ @ @ - -
6- @ @ - - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 2), (5, 3))

```

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

```

after 87 turns into the moving phase

Player 0 : Oh opponent did ((2, 6), (3, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 - 0 0 0
4- @ @ @ @ @ - 0
5- @ @ @ @ @ - -
6- @ - @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 3), (5, 2))

```

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

```

after 89 turns into the moving phase

Player 0 : Oh opponent did ((3, 6), (2, 6)) , good to know.

```

X - 0 0 - - - X

```

```

- - - 0 - - 0 -
- 0 - 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

```

0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - 0 - -
3- 0 - 0 - - 0 0
4- @ @ @ @ @ - 0
5- @ @ @ @ @ - -
6- @ @ - - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((7, 4), (7, 5))

```

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

```

after 91 turns into the moving phase

Player 0 : Oh opponent did ((2, 6), (3, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - 0 - -
3- 0 - 0 - - 0 0
4- @ @ @ @ @ - -
5- @ @ @ @ @ - 0
6- @ - @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 2), (5, 3))

```

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

```

after 93 turns into the moving phase

Player 0 : Oh opponent did ((3, 6), (2, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

0 1 2 3 4 5 6 7

```

```

0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 - 0 0 0
4- @ @ @ @ @ - -
5- @ @ @ @ @ - 0
6- @ @ - - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((5, 3), (4, 3))

```

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

```

after 95 turns into the moving phase

Player 0 : Oh opponent did ((2, 6), (3, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 0 - 0 0
4- @ @ @ @ @ - -
5- @ @ @ @ @ - 0
6- @ - @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 3), (4, 2))

```

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

```

after 97 turns into the moving phase

Player 0 : Oh opponent did ((1, 6), (2, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 0 - - -
3- 0 - 0 - - 0 0
4- @ @ @ @ @ - -
5- @ @ @ @ @ - 0
6- - @ @ - - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 2), (4, 3))


```

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

```

after 99 turns into the moving phase

Player 0 : Oh opponent did ((2, 6), (4, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 0 - 0 0
4- @ @ @ @ @ - -
5- @ @ @ @ @ - 0
6- - - @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((4, 3), (5, 3))

```

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

```

after 101 turns into the moving phase

Player 0 : Oh opponent did ((4, 6), (5, 6)) , good to know.

```

X - 0 0 - - - X
- - - 0 - - 0 -
- 0 - 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

```

  0 1 2 3 4 5 6 7
0X - 0 0 - - - X
1- - - 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 - 0 0 0
4- @ @ @ @ @ - -
5- @ @ @ @ @ - 0
6- - - @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((2, 0), (2, 1))

```

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

```

after 103 turns into the moving phase

Player 0 : Oh opponent did ((5, 6), (4, 6)) , good to know.

```

X - - 0 - - - X
- - 0 0 - - 0 -
- 0 - 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

```

0 1 2 3 4 5 6 7
0X - - 0 - - - X
1- - 0 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 - 0 0 0
4- @ @ @ @ @ - -
5- @ @ @ @ @ - 0
6- - - @ @ - - -
7X - - - - - X

```

[PlayerBase] decision is: ((7, 5), (7, 6))

```

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

```

after 105 turns into the moving phase

Player 0 : Oh opponent did ((3, 6), (5, 6)) , good to know.

```

X - - 0 - - - X
- - 0 0 - - 0 -
- 0 - 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

```

0 1 2 3 4 5 6 7
0X - - 0 - - - X
1- - 0 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 - 0 0 0
4- @ @ @ @ @ - -
5- @ @ @ @ @ - -
6- - - @ @ - 0
7X - - - - - X

```

[PlayerBase] decision is: ((6, 3), (4, 3))

```

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

```

after 107 turns into the moving phase

Player 0 : Oh opponent did ((4, 6), (6, 6)) , good to know.

```

X - - 0 - - - X
- - 0 0 - - 0 -
- 0 - 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

```

 0 1 2 3 4 5 6 7
0X - - 0 - - - X
1- - 0 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 0 0 - 0
4- @ @ @ @ @ - -
5- @ @ @ @ @ - -
6- - - - - @ @ 0
7X - - - - - - X

```

[PlayerBase] decision is: ((5, 3), (6, 3))

```

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

```

after 109 turns into the moving phase

Player 0 : Oh opponent did ((4, 5), (6, 5)) , good to know.

```

X - - 0 - - - X
- - 0 0 - - 0 -
- 0 - 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

```

 0 1 2 3 4 5 6 7
0X - - 0 - - - X
1- - 0 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 0 - 0 0
4- @ @ @ @ @ - -
5- @ @ @ - @ @ -
6- - - - - @ @ 0
7X - - - - - - X

```

[PlayerBase] decision is: ((4, 3), (4, 5))

```

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

```

after 111 turns into the moving phase

Player 0 : Oh opponent did ((5, 5), (7, 5)) , good to know.

```

X - - 0 - - - X
- - 0 0 - - 0 -
- 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

```

 0 1 2 3 4 5 6 7
0X - - 0 - - - X
1- - 0 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 - - 0 0
4- @ @ @ @ @ - -
5- @ @ @ - @ @ -
6- - - - - @ @ -
7X - - - - - - X

```

[PlayerBase] decision is: ((6, 3), (6, 4))

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

after 113 turns into the moving phase

Player 0 : Oh opponent did ((7, 5), (7, 4)) , good to know.

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

```
  0 1 2 3 4 5 6 7
0X - - 0 - - - X
1- - 0 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 - - - 0
4- @ @ @ @ @ - @
5- @ @ @ - - @ -
6- - - - - @ @ -
7X - - - - - X
```

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

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

after 115 turns into the moving phase

Player 0 : Oh opponent did ((6, 6), (6, 4)) , good to know.

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

```
  0 1 2 3 4 5 6 7
0X - - 0 - - - X
1- - - 0 - - 0 -
2- 0 0 0 - - - -
3- 0 - 0 - - - 0
4- @ @ @ @ @ @ @
5- @ @ @ - - @ -
6- - - - - @ - -
7X - - - - - X
```

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

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

after 117 turns into the moving phase

Player 0 : Oh opponent did ((5, 6), (5, 5)) , good to know.

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

```
0 1 2 3 4 5 6 7
0X - - 0 - - - X
1- - - - 0 - 0 -
2- 0 0 0 - - - -
3- 0 - 0 - - - 0
4- @ @ @ @ @ @ @
5- @ @ @ - @ @ -
6- - - - - - -
7X - - - - - X
```

[PlayerBase] decision is: ((6, 1), (6, 2))

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

after 119 turns into the moving phase

Player 0 : Oh opponent did ((6, 5), (4, 5)) , good to know.

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

```
0 1 2 3 4 5 6 7
0X - - 0 - - - X
1- - - - 0 - - -
2- 0 0 0 - - 0 -
3- 0 - 0 - - - 0
4- @ @ @ @ @ @ @
5- @ @ @ @ @ - -
6- - - - - - -
7X - - - - - X
```

[PlayerBase] decision is: ((4, 1), (4, 2))

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

after 121 turns into the moving phase

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

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

```
 0 1 2 3 4 5 6 7
0X - - 0 - - - X
1- - - - - - -
2- 0 0 0 0 - 0 -
3- 0 - 0 - @ - 0
4- @ @ @ @ @ @ @
5- @ @ @ @ - - -
6- - - - - - -
7X - - - - - X
```

[PlayerBase] decision is: ((4, 2), (4, 3))

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

after 123 turns into the moving phase

Player 0 : Oh opponent did ((6, 4), (6, 3)) , good to know.

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

```
 0 1 2 3 4 5 6 7
0X - - 0 - - - X
1- - - - - - -
2- 0 0 0 - - 0 -
3- 0 - 0 0 @ @ 0
4- @ @ @ @ @ - @
5- @ @ @ @ - - -
6- - - - - - -
7X - - - - - X
```

[PlayerBase] decision is: ((4, 3), (2, 3))

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

after 125 turns into the moving phase

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

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

```
 0 1 2 3 4 5 6 7
0X - - 0 - - - X
1- - - - - - -
2- 0 0 0 - - 0 -
3- 0 0 0 @ @ @ 0
4- @ @ @ @ @ - @
5- @ @ @ @ - - -
6- - - - - - -
7X - - - - - X
```

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

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

after 127 turns into the moving phase

Player 0 : Oh opponent did ((7, 4), (6, 4)) , 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

```
0 1 2 3 4 5 6 7
0# # # # # # #
1# X 0 - - - X #
2# 0 - 0 - - - #
3# 0 0 0 @ @ @ #
4# @ @ @ @ @ @ #
5# @ @ @ - - - #
6# X - - - - X #
7# # # # # # #
```

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

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

after 129 turns into the moving phase

Player 0 : Oh opponent did ((2, 5), (2, 3)) , good to know.

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

after 130 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 131

```
0 1 2 3 4 5 6 7
0# # # # # # #
1# X 0 - - - X #
2# 0 0 0 - - - #
3# 0 @ - @ @ @ #
4# @ @ @ @ @ @ #
5# @ - @ - - - #
6# X - - - - X #
7# # # # # # #
```

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

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

after 131 turns into the moving phase
Player 0 : Oh opponent did ((3, 5), (3, 3)) , good to know.

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

after 132 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 133

```
0 1 2 3 4 5 6 7
0# # # # # # #
1# X - 0 - - X #
2# 0 0 0 - - - #
3# 0 @ @ @ @ @ #
4# @ @ @ @ @ @ #
5# @ - - - - - #
6# X - - - - X #
7# # # # # # #
```

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

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

after 133 turns into the moving phase
Player 0 : Oh opponent did ((5, 4), (5, 2)) , good to know.

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

after 134 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 135

```
0 1 2 3 4 5 6 7
0# # # # # # #
1# X - - 0 - X #
2# 0 0 0 - @ - #
3# 0 @ @ @ @ @ #
4# @ @ @ @ - @ #
5# @ - - - - - #
6# X - - - - X #
7# # # # # # #
```

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

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

after 135 turns into the moving phase
Player 0 : Oh opponent did ((6, 4), (5, 4)) , good to know.

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



```

after 136 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 137
 0 1 2 3 4 5 6 7
0# # # # # # #
1# X - 0 - - X #
2# 0 0 0 - @ - #
3# 0 @ @ @ @ @ #
4# @ @ @ @ @ - #
5# @ - - - - - #
6# X - - - - X #
7# # # # # # #

```

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

```

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

```

```

after 137 turns into the moving phase
Player 0 : Oh opponent did ((5, 2), (4, 2)) , good to know.

```

```

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

```

```

after 138 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 139
 0 1 2 3 4 5 6 7
0# # # # # # #
1# X - - 0 - X #
2# 0 0 0 @ - - #
3# 0 @ @ @ @ @ #
4# @ @ @ @ @ - #
5# @ - - - - - #
6# X - - - - X #
7# # # # # # #

```

[PlayerBase] decision is: ((4, 1), (5, 1))

```

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

```

```

after 139 turns into the moving phase
Player 0 : Oh opponent did ((4, 2), (4, 1)) , good to know.

```

```

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

```

```

after 140 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 141
 0 1 2 3 4 5 6 7
0# # # # # # #
1# X - - @ - X #
2# 0 0 0 - - - #
3# 0 @ @ @ @ @ #
4# @ @ @ @ @ - #
5# @ - - - - - #
6# X - - - - X #

```

```
comp30024-ai-project — -bash — 99x58
~/Developer/ai-project/comp30024-ai-project — -bash  ...veloper/ai-project/comp30024-ai-project — -bash ... +

5# @ - - - - - #
6# X - - - - X #
7# # # # # # #

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

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

after 141 turns into the moving phase
Player 0 : Oh opponent did ((4, 1), (3, 1)) , good to know.

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

after 142 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 143
0 1 2 3 4 5 6 7
0# # # # # # #
1# X - @ - - X #
2# 0 - - - - - #
3# 0 @ @ @ @ @ #
4# @ @ @ @ @ - #
5# @ - - - - - #
6# X - - - - X #
7# # # # # # #

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

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

after 143 turns into the moving phase
Player 0 : Oh opponent did ((3, 1), (2, 1)) , good to know.

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

after 144 turns into the moving phase
game over!
B wins!
Terranz-MacBook:comp30024-ai-project Terra$
```