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Last login: Tue May  8 14:48:03 on ttys005
Terranz-MacBook:~ Terra$ cd Developer/ai-project/comp30024-ai-project/
Terranz-MacBook:comp30024-ai-project Terra$ ls
AI project tips.md      b_part                  player.py
Makefile                common.py               playerbase.py
README.md               docs                   referee.py
__pycache__             dummy_player.py         test_common.py
a_part                  make.bat
alphabeta.py            minimax.py
Terranz-MacBook:comp30024-ai-project Terra$ python3 referee.py player player
note: unable to measure memory usage on this platform (try dimefox)
Referee version 1.2 (released May 07 2018)
Plays a basic game of Watch Your Back! between two Player classes
Allows for resource limiting to simulate performance constraints used in marking
Run `python referee.py -h` for help and additional usage information

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time: 0.000s (this turn), 0.000s (total)
unable to measure memory usage on this platform
time: 0.000s (this turn), 0.000s (total)
unable to measure memory usage on this platform
X - - - - - X
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
0 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 1
[PlayerBase] decision is: (0, 2)
time: 2.149s (this turn), 2.150s (total)
unable to measure memory usage on this platform
X - - - - - X
- - - - -
0 - - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
1 turns into the placing phase
Player @ : 0h opponent did (0, 2) , good to know.
time: 0.000s (this turn), 0.001s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 2
[PlayerBase] decision is: (0, 4)
time: 1.997s (this turn), 1.998s (total)
unable to measure memory usage on this platform
X - - - - - X
- - - - -
0 - - - - -
- - - - -
@ - - - - -
- - - - -
- - - - -
X - - - - - X
2 turns into the placing phase
Player 0 : 0h opponent did (0, 4) , good to know.
time: 0.000s (this turn), 2.150s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 3
[PlayerBase] decision is: (0, 1)
time: 1.952s (this turn), 4.102s (total)
unable to measure memory usage on this platform
X - - - - - X
0 - - - - -
0 - - - - -
- - - - -
@ - - - - -
- - - - -
- - - - -

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X - - - - - X
3 turns into the placing phase
Player @ : 0h opponent did (0, 1) , good to know.
time: 0.000s (this turn), 1.998s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 4
[PlayerBase] decision is: (0, 3)
time: 1.998s (this turn), 3.996s (total)
unable to measure memory usage on this platform
X - - - - - X
0 - - - - - 
0 - - - - - 
@ - - - - - 
@ - - - - - 
- - - - - 
- - - - - 
X - - - - - X
4 turns into the placing phase
Player 0 : 0h opponent did (0, 3) , good to know.
time: 0.000s (this turn), 4.102s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 5
[PlayerBase] decision is: (1, 0)
time: 1.874s (this turn), 5.977s (total)
unable to measure memory usage on this platform
X 0 - - - - - X
0 - - - - - 
0 - - - - - 
@ - - - - - 
@ - - - - - 
- - - - - 
- - - - - 
X - - - - - X
5 turns into the placing phase
Player @ : 0h opponent did (1, 0) , good to know.
time: 0.000s (this turn), 3.996s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 6
[PlayerBase] decision is: (0, 5)
time: 1.884s (this turn), 5.880s (total)
unable to measure memory usage on this platform
X 0 - - - - - X
0 - - - - - 
0 - - - - - 
@ - - - - - 
@ - - - - - 
@ - - - - - 
- - - - - 
X - - - - - X
6 turns into the placing phase
Player 0 : 0h opponent did (0, 5) , good to know.
time: 0.000s (this turn), 5.977s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 7
[PlayerBase] decision is: (1, 1)
time: 1.751s (this turn), 7.728s (total)
unable to measure memory usage on this platform
X 0 - - - - - X
0 0 - - - - - 
0 - - - - - 
@ - - - - - 
@ - - - - - 
@ - - - - - 
- - - - - 
X - - - - - X
7 turns into the placing phase
Player @ : 0h opponent did (1, 1) , good to know.
time: 0.000s (this turn), 5.881s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 8
[PlayerBase] decision is: (0, 6)
time: 1.780s (this turn), 7.661s (total)

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unable to measure memory usage on this platform
X 0 - - - - - X
0 0 - - - - -
0 - - - - -
@ - - - - -
@ - - - - -
@ - - - - -
@ - - - - -
X - - - - - X
8 turns into the placing phase
Player 0 : Oh opponent did (0, 6) , good to know.
time: 0.000s (this turn), 7.728s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 9
[PlayerBase] decision is: (1, 2)
time: 1.694s (this turn), 9.423s (total)
unable to measure memory usage on this platform
X 0 - - - - - X
0 0 - - - - -
0 0 - - - - -
@ - - - - -
@ - - - - -
@ - - - - -
@ - - - - -
X - - - - - X
9 turns into the placing phase
Player @ : Oh opponent did (1, 2) , good to know.
time: 0.000s (this turn), 7.661s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 10
[PlayerBase] decision is: (1, 4)
time: 1.719s (this turn), 9.381s (total)
unable to measure memory usage on this platform
X 0 - - - - - X
0 0 - - - - -
0 0 - - - - -
@ - - - - -
@ @ - - - - -
@ - - - - -
@ - - - - -
X - - - - - X
10 turns into the placing phase
Player 0 : Oh opponent did (1, 4) , good to know.
time: 0.000s (this turn), 9.423s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 11
[PlayerBase] decision is: (2, 0)
time: 1.647s (this turn), 11.070s (total)
unable to measure memory usage on this platform
X 0 0 - - - - X
0 0 - - - - -
0 0 - - - - -
@ - - - - -
@ @ - - - - -
@ - - - - -
@ - - - - -
X - - - - - X
11 turns into the placing phase
Player @ : Oh opponent did (2, 0) , good to know.
time: 0.000s (this turn), 9.381s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 12
[PlayerBase] decision is: (1, 3)
time: 1.600s (this turn), 10.981s (total)
unable to measure memory usage on this platform
X 0 0 - - - - X
0 0 - - - - -
0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ - - - - -
@ - - - - -

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X - - - - - X
12 turns into the placing phase
Player 0 : Oh opponent did (1, 3) , good to know.
time: 0.000s (this turn), 11.070s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 13
[PlayerBase] decision is: (2, 1)
time: 1.487s (this turn), 12.558s (total)
unable to measure memory usage on this platform
X 0 0 - - - - X
0 0 0 - - - - -
0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ - - - - -
@ - - - - -
X - - - - - X
13 turns into the placing phase
Player @ : Oh opponent did (2, 1) , good to know.
time: 0.000s (this turn), 10.982s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 14
[PlayerBase] decision is: (1, 5)
time: 1.462s (this turn), 12.444s (total)
unable to measure memory usage on this platform
X 0 0 - - - - X
0 0 0 - - - - -
0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
@ - - - - -
X - - - - - X
14 turns into the placing phase
Player 0 : Oh opponent did (1, 5) , good to know.
time: 0.000s (this turn), 12.558s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 15
[PlayerBase] decision is: (2, 2)
time: 1.360s (this turn), 13.918s (total)
unable to measure memory usage on this platform
X 0 0 - - - - X
0 0 0 - - - - -
0 0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
@ - - - - -
X - - - - - X
15 turns into the placing phase
Player @ : Oh opponent did (2, 2) , good to know.
time: 0.000s (this turn), 12.444s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 16
[PlayerBase] decision is: (1, 6)
time: 1.333s (this turn), 13.777s (total)
unable to measure memory usage on this platform
X 0 0 - - - - X
0 0 0 - - - - -
0 0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
X - - - - - X
16 turns into the placing phase
Player 0 : Oh opponent did (1, 6) , good to know.
time: 0.000s (this turn), 13.919s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 17
[PlayerBase] decision is: (3, 0)
time: 1.332s (this turn), 15.251s (total)

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unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 - - - - -
0 0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
X - - - - - X
17 turns into the placing phase
Player @ : 0h opponent did (3, 0) , good to know.
time: 0.000s (this turn), 13.778s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 18
[PlayerBase] decision is: (1, 7)
time: 1.278s (this turn), 15.055s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 - - - - -
0 0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
X @ - - - - - X
18 turns into the placing phase
Player 0 : 0h opponent did (1, 7) , good to know.
time: 0.000s (this turn), 15.251s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 19
[PlayerBase] decision is: (3, 1)
time: 1.326s (this turn), 16.577s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 0 - - - -
0 0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
X @ - - - - - X
19 turns into the placing phase
Player @ : 0h opponent did (3, 1) , good to know.
time: 0.000s (this turn), 15.056s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 20
[PlayerBase] decision is: (2, 4)
time: 1.267s (this turn), 16.323s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 0 - - - -
0 0 0 - - - - -
@ @ - - - - -
@ @ @ - - - - -
@ @ - - - - -
@ @ - - - - -
X @ - - - - - X
20 turns into the placing phase
Player 0 : 0h opponent did (2, 4) , good to know.
time: 0.000s (this turn), 16.577s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 21
[PlayerBase] decision is: (3, 2)
time: 1.198s (this turn), 17.775s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ - - - - -
@ @ @ - - - - -
@ @ - - - - -
@ @ - - - - -

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X @ - - - - - X
21 turns into the placing phase
Player @ : 0h opponent did (3, 2) , good to know.
time: 0.001s (this turn), 16.324s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 22
[PlayerBase] decision is: (2, 3)
time: 1.112s (this turn), 17.436s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
@ @ @ - - - - -
@ @ - - - - - -
@ @ - - - - - -
X @ - - - - - X
22 turns into the placing phase
Player 0 : 0h opponent did (2, 3) , good to know.
time: 0.000s (this turn), 17.775s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 23
[PlayerBase] decision is: (3, 5)
time: 1.121s (this turn), 18.897s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
@ @ @ - - - - -
@ @ - 0 - - - - -
@ @ - - - - - -
X @ - - - - - X
23 turns into the placing phase
Player @ : 0h opponent did (3, 5) , good to know.
time: 0.000s (this turn), 17.436s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 24
[PlayerBase] decision is: (2, 5)
time: 0.514s (this turn), 17.951s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - - -
@ @ - - - - - -
X @ - - - - - X
0 turns into the moving phase
Player 0 : 0h opponent did (2, 5) , good to know.
time: 0.000s (this turn), 18.897s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 1
[PlayerBase] decision is: ((2, 0), (4, 0))
time: 0.178s (this turn), 19.075s (total)
unable to measure memory usage on this platform
X 0 - 0 0 - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - - -
@ @ - - - - - -
X @ - - - - - X
1 turns into the moving phase
Player @ : 0h opponent did ((2, 0), (4, 0)) , good to know.
time: 0.000s (this turn), 17.951s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 2
[PlayerBase] decision is: ((0, 6), (2, 6))
time: 0.243s (this turn), 18.194s (total)

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unable to measure memory usage on this platform
X 0 - 0 0 - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
- @ @ - - - - -
X @ - - - - - X
2 turns into the moving phase
Player 0 : Oh opponent did ((0, 6), (2, 6)) , good to know.
time: 0.000s (this turn), 19.075s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 3
[PlayerBase] decision is: ((1, 0), (2, 0))
time: 0.399s (this turn), 19.474s (total)
unable to measure memory usage on this platform
X - 0 0 0 - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
- @ @ - - - - -
X @ - - - - - X
3 turns into the moving phase
Player @ : Oh opponent did ((1, 0), (2, 0)) , good to know.
time: 0.000s (this turn), 18.194s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 4
[PlayerBase] decision is: ((0, 4), (0, 6))
time: 0.350s (this turn), 18.545s (total)
unable to measure memory usage on this platform
X - 0 0 0 - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
4 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 6)) , good to know.
time: 0.000s (this turn), 19.474s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 5
[PlayerBase] decision is: ((1, 1), (1, 0))
time: 0.414s (this turn), 19.889s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
5 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (1, 0)) , good to know.
time: 0.000s (this turn), 18.545s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 6
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.374s (this turn), 18.919s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

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X @ - - - - - X
6 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 19.889s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 7
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.403s (this turn), 20.292s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
7 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 18.920s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 8
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.312s (this turn), 19.231s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
8 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 20.293s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 9
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.359s (this turn), 20.652s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
9 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 19.232s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 10
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.412s (this turn), 19.644s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
10 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 20.652s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 11
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.379s (this turn), 21.031s (total)

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unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
11 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 19.645s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 12
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.312s (this turn), 19.957s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
12 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 21.032s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 13
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.367s (this turn), 21.398s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
13 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 19.957s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 14
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.353s (this turn), 20.311s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
14 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 21.399s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 15
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.374s (this turn), 21.772s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

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X @ - - - - X
15 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 20.311s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 16
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.311s (this turn), 20.622s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
16 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 21.773s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 17
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.350s (this turn), 22.123s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
17 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 20.623s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 18
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.376s (this turn), 20.999s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
18 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 22.123s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 19
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.396s (this turn), 22.519s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
19 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 20.999s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 20
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.309s (this turn), 21.309s (total)

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unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
20 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 22.520s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 21
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.376s (this turn), 22.896s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
21 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 21.309s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 22
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.368s (this turn), 21.677s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
22 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 22.896s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 23
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.372s (this turn), 23.268s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
23 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 21.678s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 24
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.316s (this turn), 21.994s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

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X @ - - - - - X
24 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 23.269s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 25
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.383s (this turn), 23.651s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
25 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 21.994s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 26
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.363s (this turn), 22.358s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
26 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 23.652s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 27
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.430s (this turn), 24.082s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
27 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 22.358s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 28
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.321s (this turn), 22.679s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
28 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 24.082s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 29
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.354s (this turn), 24.435s (total)

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unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
29 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 22.679s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 30
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.374s (this turn), 23.054s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
30 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 24.436s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 31
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.387s (this turn), 24.823s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
31 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 23.054s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 32
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.299s (this turn), 23.353s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
32 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 24.823s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 33
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.414s (this turn), 25.237s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

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X @ - - - - X
33 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 23.354s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 34
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.389s (this turn), 23.743s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
34 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 25.237s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 35
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.390s (this turn), 25.627s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
35 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 23.743s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 36
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.296s (this turn), 24.039s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
36 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 25.627s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 37
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.360s (this turn), 25.987s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
37 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 24.039s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 38
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.380s (this turn), 24.419s (total)

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unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
38 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 25.987s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 39
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.387s (this turn), 26.374s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
39 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 24.419s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 40
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.334s (this turn), 24.754s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
40 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 26.375s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 41
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.373s (this turn), 26.747s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
41 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 24.754s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 42
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.393s (this turn), 25.147s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

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X @ - - - - X
42 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 26.748s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 43
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.404s (this turn), 27.152s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - X
43 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 25.147s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 44
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.326s (this turn), 25.474s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - X
44 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 27.152s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 45
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.375s (this turn), 27.527s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - X
45 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 25.474s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 46
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.381s (this turn), 25.855s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - X
46 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 27.528s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 47
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.412s (this turn), 27.939s (total)

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unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
47 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.001s (this turn), 25.856s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 48
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.329s (this turn), 26.184s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
48 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 27.940s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 49
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.382s (this turn), 28.321s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
49 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 26.185s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 50
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.374s (this turn), 26.559s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
50 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 28.322s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 51
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.421s (this turn), 28.742s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

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X @ - - - - - X
51 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 26.559s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 52
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.331s (this turn), 26.890s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
52 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 28.743s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 53
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.408s (this turn), 29.151s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
53 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.001s (this turn), 26.891s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 54
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.382s (this turn), 27.273s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
54 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.001s (this turn), 29.152s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 55
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.400s (this turn), 29.552s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
55 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 27.273s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 56
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.318s (this turn), 27.591s (total)

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unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
56 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 29.552s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 57
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.365s (this turn), 29.917s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
57 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 27.591s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 58
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.407s (this turn), 27.998s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
58 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.001s (this turn), 29.918s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 59
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.406s (this turn), 30.323s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
59 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 27.999s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 60
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.330s (this turn), 28.329s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

```

```

X @ - - - - - X
60 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 30.324s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 61
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.387s (this turn), 30.711s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
61 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 28.329s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 62
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.387s (this turn), 28.716s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
62 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 30.711s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 63
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.432s (this turn), 31.143s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
63 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 28.717s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 64
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.330s (this turn), 29.046s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
64 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 31.143s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 65
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.358s (this turn), 31.501s (total)

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unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
65 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 29.047s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 66
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.377s (this turn), 29.423s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
66 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 31.501s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 67
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.386s (this turn), 31.887s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
67 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 29.424s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 68
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.313s (this turn), 29.737s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
68 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 31.887s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 69
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.360s (this turn), 32.247s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

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X @ - - - - - X
69 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 29.737s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 70
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.370s (this turn), 30.108s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
70 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 32.248s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 71
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.381s (this turn), 32.629s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
71 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 30.108s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 72
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.308s (this turn), 30.416s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
72 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 32.629s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 73
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.366s (this turn), 32.995s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
73 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 30.417s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 74
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.386s (this turn), 30.803s (total)

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unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
74 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 32.995s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 75
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.377s (this turn), 33.372s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
75 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 30.803s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 76
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.313s (this turn), 31.116s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
76 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 33.373s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 77
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.366s (this turn), 33.738s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
77 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 31.116s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 78
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.382s (this turn), 31.498s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

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```

X @ - - - - - X
78 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 33.738s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 79
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.379s (this turn), 34.118s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
79 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 31.499s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 80
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.300s (this turn), 31.799s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
80 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 34.118s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 81
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.368s (this turn), 34.485s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
81 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 31.799s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 82
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.383s (this turn), 32.183s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
82 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 34.486s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 83
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.394s (this turn), 34.880s (total)

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unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
83 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 32.183s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 84
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.320s (this turn), 32.503s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
84 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 34.880s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 85
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.364s (this turn), 35.244s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
85 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 32.503s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 86
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.376s (this turn), 32.879s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
86 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 35.245s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 87
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.401s (this turn), 35.646s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

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X @ - - - - - X
87 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 32.879s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 88
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.298s (this turn), 33.177s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
88 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 35.646s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 89
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.381s (this turn), 36.027s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
89 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 33.177s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 90
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.371s (this turn), 33.548s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
90 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 36.027s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 91
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.392s (this turn), 36.419s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
91 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.001s (this turn), 33.549s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 92
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.316s (this turn), 33.865s (total)

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unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
92 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 36.419s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 93
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.362s (this turn), 36.781s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
93 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 33.865s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 94
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.408s (this turn), 34.273s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
94 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 36.782s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 95
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.405s (this turn), 37.187s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
95 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.001s (this turn), 34.274s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 96
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.307s (this turn), 34.580s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

```

```

X @ - - - - - X
96 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 37.187s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 97
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.380s (this turn), 37.567s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
97 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 34.581s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 98
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.384s (this turn), 34.964s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
98 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 37.567s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 99
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.375s (this turn), 37.942s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
99 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 34.965s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 100
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.305s (this turn), 35.270s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
100 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 37.942s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 101
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.364s (this turn), 38.306s (total)

```

```

unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
101 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 35.270s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 102
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.375s (this turn), 35.645s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
102 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 38.307s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 103
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.408s (this turn), 38.715s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
103 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 35.645s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 104
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.349s (this turn), 35.994s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
104 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 38.715s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 105
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.393s (this turn), 39.108s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

```

```

X @ - - - - - X
105 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 35.995s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 106
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.399s (this turn), 36.394s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
106 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 39.108s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 107
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.408s (this turn), 39.516s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
107 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 36.394s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 108
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.330s (this turn), 36.724s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
108 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 39.517s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 109
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.356s (this turn), 39.873s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
109 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 36.725s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 110
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.357s (this turn), 37.082s (total)

```

```

unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
110 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 39.873s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 111
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.407s (this turn), 40.280s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
111 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 37.082s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 112
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.299s (this turn), 37.381s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
112 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 40.280s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 113
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.381s (this turn), 40.662s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
113 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 37.381s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 114
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.401s (this turn), 37.782s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

```

```

X @ - - - - - X
114 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 40.662s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 115
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.400s (this turn), 41.062s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
115 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 37.783s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 116
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.328s (this turn), 38.111s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
116 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 41.062s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 117
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.439s (this turn), 41.501s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
117 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 38.111s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 118
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.388s (this turn), 38.500s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
118 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 41.501s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 119
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.439s (this turn), 41.940s (total)

```



```

unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
119 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 38.500s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 120
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.323s (this turn), 38.823s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
120 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.001s (this turn), 41.941s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 121
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.413s (this turn), 42.353s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
121 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.001s (this turn), 38.823s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 122
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.384s (this turn), 39.207s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
122 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 42.354s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 123
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.438s (this turn), 42.792s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -

```

```

X @ - - - - - X
123 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 39.208s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 124
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.331s (this turn), 39.538s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
124 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 42.792s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 125
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.379s (this turn), 43.171s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
125 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 39.539s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 126
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.373s (this turn), 39.912s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
126 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 43.172s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 127
[PlayerBase] decision is: ((4, 0), (4, 1))
time: 0.354s (this turn), 43.525s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 - 0 0 0 - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
127 turns into the moving phase
Player @ : 0h opponent did ((4, 0), (4, 1)) , good to know.
time: 0.000s (this turn), 39.912s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 128
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.077s (this turn), 39.989s (total)

```

unable to measure memory usage on this platform

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

128 turns into the moving phase

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

time: 0.001s (this turn), 43.526s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 129

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

time: 0.081s (this turn), 43.607s (total)

unable to measure memory usage on this platform

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

129 turns into the moving phase

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

time: 0.000s (this turn), 39.989s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 130

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

time: 0.099s (this turn), 40.089s (total)

unable to measure memory usage on this platform

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

130 turns into the moving phase

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

time: 0.000s (this turn), 43.608s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 131

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

time: 0.146s (this turn), 43.754s (total)

unable to measure memory usage on this platform

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

131 turns into the moving phase

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

time: 0.000s (this turn), 40.089s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 132

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

time: 0.099s (this turn), 40.188s (total)

unable to measure memory usage on this platform

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

132 turns into the moving phase
Player 0 : Oh opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 43.754s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 133
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.140s (this turn), 43.894s (total)
unable to measure memory usage on this platform

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

133 turns into the moving phase
Player @ : Oh opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 40.188s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 134
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.116s (this turn), 40.304s (total)
unable to measure memory usage on this platform

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

134 turns into the moving phase
Player 0 : Oh opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 43.894s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 135
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.173s (this turn), 44.067s (total)
unable to measure memory usage on this platform

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

135 turns into the moving phase
Player @ : Oh opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 40.305s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 136
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.101s (this turn), 40.406s (total)
unable to measure memory usage on this platform

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

136 turns into the moving phase
Player 0 : Oh opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 44.067s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 137
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.139s (this turn), 44.206s (total)

unable to measure memory usage on this platform

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

137 turns into the moving phase

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

time: 0.000s (this turn), 40.406s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 138

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

time: 0.104s (this turn), 40.510s (total)

unable to measure memory usage on this platform

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

138 turns into the moving phase

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

time: 0.000s (this turn), 44.207s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 139

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

time: 0.154s (this turn), 44.361s (total)

unable to measure memory usage on this platform

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

139 turns into the moving phase

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

time: 0.000s (this turn), 40.511s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 140

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

time: 0.118s (this turn), 40.629s (total)

unable to measure memory usage on this platform

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

140 turns into the moving phase

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

time: 0.001s (this turn), 44.362s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 141

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

time: 0.125s (this turn), 44.486s (total)

unable to measure memory usage on this platform

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

141 turns into the moving phase
Player @ : 0h opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 40.630s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 142
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.100s (this turn), 40.729s (total)
unable to measure memory usage on this platform

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

142 turns into the moving phase
Player 0 : 0h opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 44.487s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 143
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.167s (this turn), 44.654s (total)
unable to measure memory usage on this platform

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

143 turns into the moving phase
Player @ : 0h opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 40.730s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 144
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.112s (this turn), 40.842s (total)
unable to measure memory usage on this platform

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

144 turns into the moving phase
Player 0 : 0h opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 44.654s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 145
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.132s (this turn), 44.786s (total)
unable to measure memory usage on this platform

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

145 turns into the moving phase
Player @ : 0h opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 40.842s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 146
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.097s (this turn), 40.939s (total)

unable to measure memory usage on this platform

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

146 turns into the moving phase

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

time: 0.000s (this turn), 44.786s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 147

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

time: 0.149s (this turn), 44.935s (total)

unable to measure memory usage on this platform

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

147 turns into the moving phase

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

time: 0.000s (this turn), 40.939s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 148

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

time: 0.103s (this turn), 41.042s (total)

unable to measure memory usage on this platform

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

148 turns into the moving phase

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

time: 0.000s (this turn), 44.935s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 149

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

time: 0.121s (this turn), 45.056s (total)

unable to measure memory usage on this platform

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

149 turns into the moving phase

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

time: 0.000s (this turn), 41.042s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 150

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

time: 0.093s (this turn), 41.135s (total)

unable to measure memory usage on this platform

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

150 turns into the moving phase
Player 0 : Oh opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 45.056s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 151
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.130s (this turn), 45.186s (total)
unable to measure memory usage on this platform

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

151 turns into the moving phase
Player @ : Oh opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 41.136s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 152
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.097s (this turn), 41.233s (total)
unable to measure memory usage on this platform

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

152 turns into the moving phase
Player 0 : Oh opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 45.187s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 153
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.131s (this turn), 45.318s (total)
unable to measure memory usage on this platform

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

153 turns into the moving phase
Player @ : Oh opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 41.233s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 154
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.100s (this turn), 41.333s (total)
unable to measure memory usage on this platform

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

154 turns into the moving phase
Player 0 : Oh opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 45.318s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 155
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.140s (this turn), 45.458s (total)

unable to measure memory usage on this platform

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

155 turns into the moving phase

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

time: 0.000s (this turn), 41.333s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 156

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

time: 0.103s (this turn), 41.435s (total)

unable to measure memory usage on this platform

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

156 turns into the moving phase

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

time: 0.000s (this turn), 45.458s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 157

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

time: 0.127s (this turn), 45.585s (total)

unable to measure memory usage on this platform

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

157 turns into the moving phase

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

time: 0.000s (this turn), 41.436s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 158

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

time: 0.093s (this turn), 41.529s (total)

unable to measure memory usage on this platform

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

158 turns into the moving phase

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

time: 0.000s (this turn), 45.585s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 159

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

time: 0.131s (this turn), 45.716s (total)

unable to measure memory usage on this platform

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

159 turns into the moving phase
Player @ : 0h opponent did ((2, 1), (2, 2)) , good to know.
time: 0.001s (this turn), 41.530s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 160
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.095s (this turn), 41.625s (total)
unable to measure memory usage on this platform

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

160 turns into the moving phase
Player 0 : 0h opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 45.716s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 161
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.126s (this turn), 45.842s (total)
unable to measure memory usage on this platform

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

161 turns into the moving phase
Player @ : 0h opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 41.625s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 162
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.096s (this turn), 41.721s (total)
unable to measure memory usage on this platform

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

162 turns into the moving phase
Player 0 : 0h opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 45.843s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 163
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.144s (this turn), 45.987s (total)
unable to measure memory usage on this platform

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

163 turns into the moving phase
Player @ : 0h opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 41.721s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 164
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.103s (this turn), 41.825s (total)

unable to measure memory usage on this platform

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

164 turns into the moving phase

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

time: 0.000s (this turn), 45.987s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 165

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

time: 0.136s (this turn), 46.123s (total)

unable to measure memory usage on this platform

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

165 turns into the moving phase

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

time: 0.000s (this turn), 41.825s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 166

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

time: 0.100s (this turn), 41.925s (total)

unable to measure memory usage on this platform

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

166 turns into the moving phase

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

time: 0.000s (this turn), 46.123s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 167

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

time: 0.136s (this turn), 46.260s (total)

unable to measure memory usage on this platform

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

167 turns into the moving phase

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

time: 0.000s (this turn), 41.925s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 168

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

time: 0.100s (this turn), 42.025s (total)

unable to measure memory usage on this platform

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

168 turns into the moving phase
Player 0 : Oh opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 46.260s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 169
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.129s (this turn), 46.390s (total)
unable to measure memory usage on this platform

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

169 turns into the moving phase
Player @ : Oh opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 42.025s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 170
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.105s (this turn), 42.130s (total)
unable to measure memory usage on this platform

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

170 turns into the moving phase
Player 0 : Oh opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 46.390s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 171
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.135s (this turn), 46.524s (total)
unable to measure memory usage on this platform

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

171 turns into the moving phase
Player @ : Oh opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 42.131s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 172
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.095s (this turn), 42.226s (total)
unable to measure memory usage on this platform

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

172 turns into the moving phase
Player 0 : Oh opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 46.525s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 173
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.131s (this turn), 46.656s (total)

unable to measure memory usage on this platform

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

173 turns into the moving phase

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

time: 0.000s (this turn), 42.226s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 174

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

time: 0.100s (this turn), 42.326s (total)

unable to measure memory usage on this platform

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

174 turns into the moving phase

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

time: 0.000s (this turn), 46.656s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 175

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

time: 0.144s (this turn), 46.800s (total)

unable to measure memory usage on this platform

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

175 turns into the moving phase

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

time: 0.000s (this turn), 42.326s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 176

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

time: 0.100s (this turn), 42.426s (total)

unable to measure memory usage on this platform

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

176 turns into the moving phase

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

time: 0.000s (this turn), 46.800s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 177

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

time: 0.118s (this turn), 46.919s (total)

unable to measure memory usage on this platform

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

177 turns into the moving phase
Player @ : 0h opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 42.426s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 178
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.103s (this turn), 42.529s (total)
unable to measure memory usage on this platform

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

178 turns into the moving phase
Player 0 : 0h opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 46.919s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 179
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.142s (this turn), 47.061s (total)
unable to measure memory usage on this platform

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

179 turns into the moving phase
Player @ : 0h opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 42.530s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 180
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.102s (this turn), 42.632s (total)
unable to measure memory usage on this platform

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

180 turns into the moving phase
Player 0 : 0h opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 47.061s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 181
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.123s (this turn), 47.184s (total)
unable to measure memory usage on this platform

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

181 turns into the moving phase
Player @ : 0h opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 42.632s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 182
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.107s (this turn), 42.739s (total)

unable to measure memory usage on this platform

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

182 turns into the moving phase

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

time: 0.000s (this turn), 47.185s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 183

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

time: 0.130s (this turn), 47.315s (total)

unable to measure memory usage on this platform

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

183 turns into the moving phase

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

time: 0.000s (this turn), 42.739s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 184

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

time: 0.094s (this turn), 42.833s (total)

unable to measure memory usage on this platform

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

184 turns into the moving phase

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

time: 0.000s (this turn), 47.315s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 185

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

time: 0.130s (this turn), 47.445s (total)

unable to measure memory usage on this platform

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

185 turns into the moving phase

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

time: 0.000s (this turn), 42.833s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 186

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

time: 0.102s (this turn), 42.935s (total)

unable to measure memory usage on this platform

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

186 turns into the moving phase
Player 0 : Oh opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 47.445s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 187
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.144s (this turn), 47.589s (total)
unable to measure memory usage on this platform

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

187 turns into the moving phase
Player @ : Oh opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 42.935s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 188
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.114s (this turn), 43.049s (total)
unable to measure memory usage on this platform

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

188 turns into the moving phase
Player 0 : Oh opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 47.590s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 189
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.137s (this turn), 47.727s (total)
unable to measure memory usage on this platform

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

189 turns into the moving phase
Player @ : Oh opponent did ((2, 2), (2, 1)) , good to know.
time: 0.001s (this turn), 43.049s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 190
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.106s (this turn), 43.156s (total)
unable to measure memory usage on this platform

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

190 turns into the moving phase
Player 0 : Oh opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 47.727s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 191
[PlayerBase] decision is: ((3, 1), (3, 3))
time: 0.116s (this turn), 47.843s (total)

unable to measure memory usage on this platform

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

191 turns into the moving phase

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

time: 0.000s (this turn), 43.156s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 192

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

time: 0.014s (this turn), 43.170s (total)

unable to measure memory usage on this platform

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

192 turns into the moving phase

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

time: 0.001s (this turn), 47.844s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 193

[PlayerBase] decision is: ((3, 2), (3, 4))

time: 0.004s (this turn), 47.848s (total)

unable to measure memory usage on this platform

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

193 turns into the moving phase

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

time: 0.000s (this turn), 43.170s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 194

[PlayerBase] decision is: ((2, 3), (4, 3))

time: 0.003s (this turn), 43.174s (total)

unable to measure memory usage on this platform

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

194 turns into the moving phase

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

time: 0.000s (this turn), 47.848s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 195

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

time: 0.003s (this turn), 47.851s (total)

unable to measure memory usage on this platform

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

game over!
Player @ : 0h opponent did ((3, 3), (2, 3)) , good to know.
time: 0.000s (this turn), 43.174s (total)
unable to measure memory usage on this platform
winner: W!
Terranz-MacBook:comp30024-ai-project Terra\$ python3 referee.py player player
note: unable to measure memory usage on this platform (try dimefox)
Referee version 1.2 (released May 07 2018)
Plays a basic game of Watch Your Back! between two Player classes
Allows for resource limiting to simulate performance constraints used in marking
Run `python referee.py -h` for help and additional usage information

time: 0.000s (this turn), 0.000s (total)
unable to measure memory usage on this platform
time: 0.000s (this turn), 0.000s (total)
unable to measure memory usage on this platform
X - - - - - X
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
0 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 1
[PlayerBase] decision is: (0, 2)
time: 2.352s (this turn), 2.353s (total)
unable to measure memory usage on this platform

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

1 turns into the placing phase
Player @ : 0h opponent did (0, 2) , good to know.
time: 0.000s (this turn), 0.001s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 2
[PlayerBase] decision is: (0, 4)
time: 2.014s (this turn), 2.015s (total)
unable to measure memory usage on this platform

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

2 turns into the placing phase
Player 0 : 0h opponent did (0, 4) , good to know.
time: 0.000s (this turn), 2.353s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 3
[PlayerBase] decision is: (0, 1)
time: 1.946s (this turn), 4.299s (total)
unable to measure memory usage on this platform

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

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

```

time: 0.000s (this turn), 2.015s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 4
[PlayerBase] decision is: (0, 3)
time: 1.995s (this turn), 4.010s (total)
unable to measure memory usage on this platform
X - - - - - X
0 - - - - - 
0 - - - - - 
@ - - - - - 
@ - - - - - 
- - - - - 
- - - - - 
X - - - - - X
4 turns into the placing phase
Player 0 : Oh opponent did (0, 3) , good to know.
time: 0.000s (this turn), 4.299s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 5
[PlayerBase] decision is: (1, 0)
time: 1.921s (this turn), 6.220s (total)
unable to measure memory usage on this platform
X 0 - - - - - X
0 - - - - - 
0 - - - - - 
@ - - - - - 
@ - - - - - 
- - - - - 
- - - - - 
X - - - - - X
5 turns into the placing phase
Player @ : Oh opponent did (1, 0) , good to know.
time: 0.000s (this turn), 4.011s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 6
[PlayerBase] decision is: (0, 5)
time: 1.872s (this turn), 5.883s (total)
unable to measure memory usage on this platform
X 0 - - - - - X
0 - - - - - 
0 - - - - - 
@ - - - - - 
@ - - - - - 
@ - - - - - 
- - - - - 
X - - - - - X
6 turns into the placing phase
Player 0 : Oh opponent did (0, 5) , good to know.
time: 0.000s (this turn), 6.220s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 7
[PlayerBase] decision is: (1, 1)
time: 1.724s (this turn), 7.944s (total)
unable to measure memory usage on this platform
X 0 - - - - - X
0 0 - - - - - 
0 - - - - - 
@ - - - - - 
@ - - - - - 
@ - - - - - 
- - - - - 
X - - - - - X
7 turns into the placing phase
Player @ : Oh opponent did (1, 1) , good to know.
time: 0.001s (this turn), 5.884s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 8
[PlayerBase] decision is: (0, 6)
time: 1.872s (this turn), 7.756s (total)
unable to measure memory usage on this platform
X 0 - - - - - X
0 0 - - - - - 

```

```

0 - - - - -
@ - - - - -
@ - - - - -
@ - - - - -
@ - - - - -
X - - - - - X
8 turns into the placing phase
Player 0 : Oh opponent did (0, 6) , good to know.
time: 0.000s (this turn), 7.944s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 9
[PlayerBase] decision is: (1, 2)
time: 2.032s (this turn), 9.976s (total)
unable to measure memory usage on this platform
X 0 - - - - - X
0 0 - - - - -
0 0 - - - - -
@ - - - - -
@ - - - - -
@ - - - - -
@ - - - - -
X - - - - - X
9 turns into the placing phase
Player @ : Oh opponent did (1, 2) , good to know.
time: 0.000s (this turn), 7.757s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 10
[PlayerBase] decision is: (1, 4)
time: 1.876s (this turn), 9.632s (total)
unable to measure memory usage on this platform
X 0 - - - - - X
0 0 - - - - -
0 0 - - - - -
@ - - - - -
@@ - - - - -
@ - - - - -
@ - - - - -
X - - - - - X
10 turns into the placing phase
Player 0 : Oh opponent did (1, 4) , good to know.
time: 0.000s (this turn), 9.977s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 11
[PlayerBase] decision is: (2, 0)
time: 1.879s (this turn), 11.856s (total)
unable to measure memory usage on this platform
X 0 0 - - - - - X
0 0 - - - - -
0 0 - - - - -
@ - - - - -
@@ - - - - -
@ - - - - -
@ - - - - -
X - - - - - X
11 turns into the placing phase
Player @ : Oh opponent did (2, 0) , good to know.
time: 0.001s (this turn), 9.633s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 12
[PlayerBase] decision is: (1, 3)
time: 1.794s (this turn), 11.427s (total)
unable to measure memory usage on this platform
X 0 0 - - - - - X
0 0 - - - - -
0 0 - - - - -
@@ - - - - -
@@ - - - - -
@ - - - - -
@ - - - - -
X - - - - - X
12 turns into the placing phase
Player 0 : Oh opponent did (1, 3) , good to know.

```

```

time: 0.000s (this turn), 11.857s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 13
[PlayerBase] decision is: (2, 1)
time: 1.537s (this turn), 13.393s (total)
unable to measure memory usage on this platform
X 0 0 - - - - X
0 0 0 - - - - -
0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ - - - - -
@ - - - - -
X - - - - - X
13 turns into the placing phase
Player @ : Oh opponent did (2, 1) , good to know.
time: 0.000s (this turn), 11.427s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 14
[PlayerBase] decision is: (1, 5)
time: 1.492s (this turn), 12.919s (total)
unable to measure memory usage on this platform
X 0 0 - - - - X
0 0 0 - - - - -
0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
@ - - - - -
X - - - - - X
14 turns into the placing phase
Player 0 : Oh opponent did (1, 5) , good to know.
time: 0.000s (this turn), 13.394s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 15
[PlayerBase] decision is: (2, 2)
time: 1.394s (this turn), 14.788s (total)
unable to measure memory usage on this platform
X 0 0 - - - - X
0 0 0 - - - - -
0 0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
@ - - - - -
X - - - - - X
15 turns into the placing phase
Player @ : Oh opponent did (2, 2) , good to know.
time: 0.000s (this turn), 12.920s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 16
[PlayerBase] decision is: (1, 6)
time: 1.465s (this turn), 14.385s (total)
unable to measure memory usage on this platform
X 0 0 - - - - X
0 0 0 - - - - -
0 0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
X - - - - - X
16 turns into the placing phase
Player 0 : Oh opponent did (1, 6) , good to know.
time: 0.000s (this turn), 14.788s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 17
[PlayerBase] decision is: (3, 0)
time: 1.392s (this turn), 16.180s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 - - - - -

```

```

0 0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
X - - - - - X
17 turns into the placing phase
Player @ : 0h opponent did (3, 0) , good to know.
time: 0.000s (this turn), 14.385s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 18
[PlayerBase] decision is: (1, 7)
time: 1.306s (this turn), 15.692s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 - - - - -
0 0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
X @ - - - - - X
18 turns into the placing phase
Player 0 : 0h opponent did (1, 7) , good to know.
time: 0.000s (this turn), 16.181s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 19
[PlayerBase] decision is: (3, 1)
time: 1.436s (this turn), 17.617s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 0 - - - - -
0 0 0 - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
@ @ - - - - -
X @ - - - - - X
19 turns into the placing phase
Player @ : 0h opponent did (3, 1) , good to know.
time: 0.000s (this turn), 15.692s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 20
[PlayerBase] decision is: (2, 4)
time: 1.374s (this turn), 17.066s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 0 - - - - -
0 0 0 - - - - -
@ @ - - - - -
@ @ @ - - - - -
@ @ - - - - -
@ @ - - - - -
X @ - - - - - X
20 turns into the placing phase
Player 0 : 0h opponent did (2, 4) , good to know.
time: 0.000s (this turn), 17.617s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 21
[PlayerBase] decision is: (3, 2)
time: 1.226s (this turn), 18.843s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 0 - - - - -
0 0 0 0 - - - - -
@ @ - - - - -
@ @ @ - - - - -
@ @ - - - - -
@ @ - - - - -
X @ - - - - - X
21 turns into the placing phase
Player @ : 0h opponent did (3, 2) , good to know.

```

```

time: 0.000s (this turn), 17.067s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 22
[PlayerBase] decision is: (2, 3)
time: 1.092s (this turn), 18.159s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
@ @ @ - - - - -
@ @ - - - - - -
@ @ - - - - - -
X @ - - - - - X
22 turns into the placing phase
Player 0 : Oh opponent did (2, 3) , good to know.
time: 0.000s (this turn), 18.843s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 23
[PlayerBase] decision is: (3, 5)
time: 1.047s (this turn), 19.890s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
@ @ @ - - - - -
@ @ - 0 - - - -
@ @ - - - - - -
X @ - - - - - X
23 turns into the placing phase
Player @ : Oh opponent did (3, 5) , good to know.
time: 0.000s (this turn), 18.159s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 24
[PlayerBase] decision is: (2, 5)
time: 0.499s (this turn), 18.658s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ - - - - - -
X @ - - - - - X
0 turns into the moving phase
Player 0 : Oh opponent did (2, 5) , good to know.
time: 0.000s (this turn), 19.891s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 1
[PlayerBase] decision is: ((2, 0), (4, 0))
time: 0.166s (this turn), 20.057s (total)
unable to measure memory usage on this platform
X 0 - 0 0 - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ - - - - - -
X @ - - - - - X
1 turns into the moving phase
Player @ : Oh opponent did ((2, 0), (4, 0)) , good to know.
time: 0.000s (this turn), 18.658s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 2
[PlayerBase] decision is: ((0, 6), (2, 6))
time: 0.217s (this turn), 18.875s (total)
unable to measure memory usage on this platform
X 0 - 0 0 - - X
0 0 0 0 - - - -

```

```

0 0 0 0 - - - -
@ @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
- @ @ - - - -
X @ - - - - X
2 turns into the moving phase
Player 0 : Oh opponent did ((0, 6), (2, 6)) , good to know.
time: 0.000s (this turn), 20.057s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 3
[PlayerBase] decision is: ((1, 0), (2, 0))
time: 0.339s (this turn), 20.396s (total)
unable to measure memory usage on this platform
X - 0 0 0 - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
- @ @ - - - -
X @ - - - - X
3 turns into the moving phase
Player @ : Oh opponent did ((1, 0), (2, 0)) , good to know.
time: 0.000s (this turn), 18.875s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 4
[PlayerBase] decision is: ((0, 4), (0, 6))
time: 0.294s (this turn), 19.169s (total)
unable to measure memory usage on this platform
X - 0 0 0 - - X
0 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
4 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 6)) , good to know.
time: 0.000s (this turn), 20.396s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 5
[PlayerBase] decision is: ((1, 1), (1, 0))
time: 0.392s (this turn), 20.789s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
5 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (1, 0)) , good to know.
time: 0.000s (this turn), 19.169s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 6
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.365s (this turn), 19.534s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
6 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.

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time: 0.000s (this turn), 20.789s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 7
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.389s (this turn), 21.177s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
7 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 19.534s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 8
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.302s (this turn), 19.836s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
8 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 21.178s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 9
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.398s (this turn), 21.576s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
9 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 19.836s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 10
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.362s (this turn), 20.198s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
10 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 21.576s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 11
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.397s (this turn), 21.973s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -

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0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
11 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 20.199s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 12
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.338s (this turn), 20.537s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
12 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 21.974s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 13
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.414s (this turn), 22.388s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
13 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.001s (this turn), 20.538s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 14
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.368s (this turn), 20.906s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
14 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 22.388s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 15
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.422s (this turn), 22.810s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
15 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.

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time: 0.000s (this turn), 20.906s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 16
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.357s (this turn), 21.263s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
16 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.001s (this turn), 22.811s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 17
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.387s (this turn), 23.198s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
17 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 21.263s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 18
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.378s (this turn), 21.641s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
18 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 23.198s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 19
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.367s (this turn), 23.566s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
19 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 21.641s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 20
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.310s (this turn), 21.951s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -

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0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
20 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 23.566s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 21
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.352s (this turn), 23.918s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
21 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 21.952s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 22
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.387s (this turn), 22.339s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
22 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 23.918s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 23
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.420s (this turn), 24.339s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
23 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 22.339s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 24
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.349s (this turn), 22.688s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
24 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.

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time: 0.000s (this turn), 24.339s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 25
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.385s (this turn), 24.724s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
25 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 22.689s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 26
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.402s (this turn), 23.091s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
26 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 24.724s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 27
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.392s (this turn), 25.116s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
27 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 23.091s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 28
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.335s (this turn), 23.426s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
28 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 25.116s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 29
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.381s (this turn), 25.498s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -

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0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
29 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 23.426s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 30
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.397s (this turn), 23.823s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
30 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 25.498s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 31
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.424s (this turn), 25.923s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
31 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 23.824s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 32
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.308s (this turn), 24.132s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
32 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 25.923s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 33
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.397s (this turn), 26.320s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
33 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.

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time: 0.000s (this turn), 24.132s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 34
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.374s (this turn), 24.506s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
34 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 26.320s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 35
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.451s (this turn), 26.771s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
35 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.001s (this turn), 24.508s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 36
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.336s (this turn), 24.844s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
36 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.001s (this turn), 26.771s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 37
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.374s (this turn), 27.145s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
37 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 24.844s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 38
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.372s (this turn), 25.216s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -

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0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
38 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 27.145s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 39
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.394s (this turn), 27.539s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
39 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.001s (this turn), 25.217s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 40
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.330s (this turn), 25.546s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
40 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 27.540s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 41
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.410s (this turn), 27.950s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
41 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 25.546s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 42
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.387s (this turn), 25.933s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
42 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.

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time: 0.000s (this turn), 27.950s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 43
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.406s (this turn), 28.356s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
43 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 25.934s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 44
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.289s (this turn), 26.223s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
44 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 28.356s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 45
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.361s (this turn), 28.717s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
45 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 26.223s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 46
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.359s (this turn), 26.582s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
46 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 28.717s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 47
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.382s (this turn), 29.099s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -

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0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
47 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 26.582s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 48
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.305s (this turn), 26.887s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
48 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 29.100s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 49
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.349s (this turn), 29.449s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
49 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 26.888s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 50
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.348s (this turn), 27.236s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
50 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 29.449s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 51
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.365s (this turn), 29.814s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
51 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.

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time: 0.000s (this turn), 27.236s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 52
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.293s (this turn), 27.529s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
52 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 29.815s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 53
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.355s (this turn), 30.170s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
53 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 27.530s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 54
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.390s (this turn), 27.920s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
54 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 30.170s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 55
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.383s (this turn), 30.553s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
55 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 27.920s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 56
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.313s (this turn), 28.233s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -

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0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
56 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 30.554s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 57
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.413s (this turn), 30.966s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
57 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 28.233s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 58
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.375s (this turn), 28.608s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
58 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 30.967s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 59
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.439s (this turn), 31.406s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
59 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 28.608s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 60
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.306s (this turn), 28.914s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
60 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.

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time: 0.000s (this turn), 31.406s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 61
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.398s (this turn), 31.804s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
61 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 28.914s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 62
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.365s (this turn), 29.279s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
62 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 31.805s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 63
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.378s (this turn), 32.182s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
63 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 29.280s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 64
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.311s (this turn), 29.591s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
64 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 32.183s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 65
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.376s (this turn), 32.559s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -

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0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
65 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 29.591s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 66
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.378s (this turn), 29.970s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
66 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 32.559s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 67
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.391s (this turn), 32.950s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
67 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 29.970s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 68
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.293s (this turn), 30.263s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
68 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 32.951s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 69
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.350s (this turn), 33.300s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
69 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.

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time: 0.000s (this turn), 30.264s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 70
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.355s (this turn), 30.619s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
70 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 33.301s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 71
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.375s (this turn), 33.675s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
71 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 30.619s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 72
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.291s (this turn), 30.910s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
72 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 33.676s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 73
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.360s (this turn), 34.036s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
73 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 30.910s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 74
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.346s (this turn), 31.256s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -

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0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
74 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 34.036s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 75
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.384s (this turn), 34.420s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
75 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 31.256s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 76
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.290s (this turn), 31.546s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
76 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 34.421s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 77
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.364s (this turn), 34.785s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
77 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 31.547s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 78
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.352s (this turn), 31.898s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
78 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.

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time: 0.000s (this turn), 34.785s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 79
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.363s (this turn), 35.148s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
79 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 31.898s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 80
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.289s (this turn), 32.188s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
80 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 35.149s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 81
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.360s (this turn), 35.509s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
81 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 32.188s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 82
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.364s (this turn), 32.552s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
82 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 35.509s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 83
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.377s (this turn), 35.887s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -

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0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
83 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 32.552s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 84
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.293s (this turn), 32.845s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
84 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 35.887s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 85
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.347s (this turn), 36.234s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
85 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 32.845s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 86
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.352s (this turn), 33.197s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
86 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 36.234s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 87
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.362s (this turn), 36.597s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
87 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.

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time: 0.000s (this turn), 33.198s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 88
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.292s (this turn), 33.490s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
88 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 36.597s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 89
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.348s (this turn), 36.945s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
89 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 33.491s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 90
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.351s (this turn), 33.841s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
90 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 36.946s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 91
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.372s (this turn), 37.318s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
91 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 33.842s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 92
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.293s (this turn), 34.135s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -

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0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
92 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 37.318s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 93
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.348s (this turn), 37.666s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
93 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 34.135s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 94
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.347s (this turn), 34.483s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
94 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 37.667s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 95
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.368s (this turn), 38.035s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
95 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 34.483s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 96
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.292s (this turn), 34.775s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
96 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.

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time: 0.000s (this turn), 38.035s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 97
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.355s (this turn), 38.391s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
97 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 34.775s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 98
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.354s (this turn), 35.129s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
98 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 38.391s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 99
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.379s (this turn), 38.771s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
99 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 35.129s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 100
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.331s (this turn), 35.461s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
100 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 38.771s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 101
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.365s (this turn), 39.136s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -

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0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
101 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 35.461s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 102
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.388s (this turn), 35.849s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
102 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 39.136s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 103
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.384s (this turn), 39.521s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
103 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 35.849s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 104
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.307s (this turn), 36.156s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
104 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 39.521s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 105
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.386s (this turn), 39.907s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
105 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.

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time: 0.000s (this turn), 36.156s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 106
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.362s (this turn), 36.519s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
106 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 39.908s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 107
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.402s (this turn), 40.309s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
107 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 36.519s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 108
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.327s (this turn), 36.846s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
108 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 40.310s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 109
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.372s (this turn), 40.682s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
109 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 36.846s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 110
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.411s (this turn), 37.257s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -

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0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
110 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 40.682s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 111
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.363s (this turn), 41.045s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
111 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 37.257s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 112
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.294s (this turn), 37.551s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
112 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 41.046s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 113
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.416s (this turn), 41.462s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
113 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 37.552s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 114
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.376s (this turn), 37.928s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
114 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.

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time: 0.000s (this turn), 41.462s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 115
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.375s (this turn), 41.837s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
115 turns into the moving phase
Player @ : Oh opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 37.928s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 116
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.286s (this turn), 38.214s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
116 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 41.837s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 117
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.348s (this turn), 42.186s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
117 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 38.215s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 118
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.357s (this turn), 38.572s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
118 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 42.186s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 119
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.369s (this turn), 42.555s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -

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0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
119 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.
time: 0.000s (this turn), 38.572s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 120
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.287s (this turn), 38.859s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
120 turns into the moving phase
Player 0 : 0h opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 42.555s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 121
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.348s (this turn), 42.903s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - -
- @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
121 turns into the moving phase
Player @ : 0h opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 38.859s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 122
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.389s (this turn), 39.248s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
122 turns into the moving phase
Player 0 : 0h opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 42.904s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 123
[PlayerBase] decision is: ((0, 1), (1, 1))
time: 0.381s (this turn), 43.285s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - -
@ @ @ - - - -
@ @ @ 0 - - - -
@ @ @ - - - -
X @ - - - - X
123 turns into the moving phase
Player @ : 0h opponent did ((0, 1), (1, 1)) , good to know.

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time: 0.000s (this turn), 39.248s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 124
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.311s (this turn), 39.559s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
- 0 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
124 turns into the moving phase
Player 0 : Oh opponent did ((0, 4), (0, 3)) , good to know.
time: 0.000s (this turn), 43.285s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 125
[PlayerBase] decision is: ((1, 1), (0, 1))
time: 0.367s (this turn), 43.652s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
@ @ @ - - - - -
- @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
125 turns into the moving phase
Player @ : Oh opponent did ((1, 1), (0, 1)) , good to know.
time: 0.000s (this turn), 39.560s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 126
[PlayerBase] decision is: ((0, 3), (0, 4))
time: 0.351s (this turn), 39.911s (total)
unable to measure memory usage on this platform
X 0 0 0 0 - - X
0 - 0 0 - - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
126 turns into the moving phase
Player 0 : Oh opponent did ((0, 3), (0, 4)) , good to know.
time: 0.000s (this turn), 43.652s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 127
[PlayerBase] decision is: ((4, 0), (4, 1))
time: 0.349s (this turn), 44.001s (total)
unable to measure memory usage on this platform
X 0 0 0 - - - X
0 - 0 0 0 - - -
0 0 0 0 - - - -
- @ @ - - - - -
@ @ @ - - - - -
@ @ @ 0 - - - -
@ @ @ - - - - -
X @ - - - - - X
127 turns into the moving phase
Player @ : Oh opponent did ((4, 0), (4, 1)) , good to know.
time: 0.000s (this turn), 39.911s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 128
[PlayerBase] decision is: ((0, 4), (0, 3))
time: 0.082s (this turn), 39.993s (total)
unable to measure memory usage on this platform

```

```

X 0 0 0 - X

```

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

128 turns into the moving phase

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

time: 0.001s (this turn), 44.002s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 129

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

time: 0.086s (this turn), 44.088s (total)

unable to measure memory usage on this platform

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

129 turns into the moving phase

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

time: 0.000s (this turn), 39.994s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 130

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

time: 0.099s (this turn), 40.093s (total)

unable to measure memory usage on this platform

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

130 turns into the moving phase

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

time: 0.000s (this turn), 44.088s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 131

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

time: 0.134s (this turn), 44.222s (total)

unable to measure memory usage on this platform

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

131 turns into the moving phase

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

time: 0.000s (this turn), 40.093s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 132

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

time: 0.093s (this turn), 40.187s (total)

unable to measure memory usage on this platform

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

132 turns into the moving phase

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

time: 0.000s (this turn), 44.222s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 133
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.115s (this turn), 44.337s (total)
unable to measure memory usage on this platform

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

133 turns into the moving phase
Player @ : 0h opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 40.187s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 134
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.093s (this turn), 40.280s (total)
unable to measure memory usage on this platform

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

134 turns into the moving phase
Player 0 : 0h opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 44.338s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 135
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.143s (this turn), 44.481s (total)
unable to measure memory usage on this platform

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

135 turns into the moving phase
Player @ : 0h opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 40.280s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 136
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.094s (this turn), 40.374s (total)
unable to measure memory usage on this platform

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

136 turns into the moving phase
Player 0 : 0h opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 44.481s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 137
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.115s (this turn), 44.596s (total)
unable to measure memory usage on this platform

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

```

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

```

137 turns into the moving phase

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

time: 0.000s (this turn), 40.374s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 138

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

time: 0.094s (this turn), 40.468s (total)

unable to measure memory usage on this platform

```

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

```

138 turns into the moving phase

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

time: 0.000s (this turn), 44.597s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 139

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

time: 0.153s (this turn), 44.750s (total)

unable to measure memory usage on this platform

```

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

```

139 turns into the moving phase

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

time: 0.000s (this turn), 40.468s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 140

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

time: 0.101s (this turn), 40.570s (total)

unable to measure memory usage on this platform

```

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

```

140 turns into the moving phase

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

time: 0.000s (this turn), 44.750s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 141

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

time: 0.115s (this turn), 44.865s (total)

unable to measure memory usage on this platform

```

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

```

141 turns into the moving phase

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

time: 0.000s (this turn), 40.570s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 142
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.094s (this turn), 40.664s (total)
unable to measure memory usage on this platform

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

142 turns into the moving phase
Player 0 : Oh opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 44.865s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 143
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.130s (this turn), 44.996s (total)
unable to measure memory usage on this platform

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

143 turns into the moving phase
Player @ : Oh opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 40.664s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 144
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.094s (this turn), 40.758s (total)
unable to measure memory usage on this platform

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

144 turns into the moving phase
Player 0 : Oh opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 44.996s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 145
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.115s (this turn), 45.112s (total)
unable to measure memory usage on this platform

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

145 turns into the moving phase
Player @ : Oh opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 40.758s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 146
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.104s (this turn), 40.862s (total)
unable to measure memory usage on this platform

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

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

146 turns into the moving phase

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

time: 0.000s (this turn), 45.112s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 147

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

time: 0.130s (this turn), 45.242s (total)

unable to measure memory usage on this platform

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

147 turns into the moving phase

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

time: 0.000s (this turn), 40.863s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 148

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

time: 0.094s (this turn), 40.956s (total)

unable to measure memory usage on this platform

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

148 turns into the moving phase

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

time: 0.000s (this turn), 45.243s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 149

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

time: 0.122s (this turn), 45.364s (total)

unable to measure memory usage on this platform

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

149 turns into the moving phase

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

time: 0.000s (this turn), 40.956s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 150

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

time: 0.093s (this turn), 41.049s (total)

unable to measure memory usage on this platform

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

150 turns into the moving phase

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

time: 0.000s (this turn), 45.365s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 151
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.133s (this turn), 45.498s (total)
unable to measure memory usage on this platform

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

151 turns into the moving phase
Player @ : 0h opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 41.049s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 152
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.094s (this turn), 41.143s (total)
unable to measure memory usage on this platform

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

152 turns into the moving phase
Player 0 : 0h opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 45.498s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 153
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.121s (this turn), 45.619s (total)
unable to measure memory usage on this platform

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

153 turns into the moving phase
Player @ : 0h opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 41.144s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 154
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.093s (this turn), 41.237s (total)
unable to measure memory usage on this platform

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

154 turns into the moving phase
Player 0 : 0h opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 45.620s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 155
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.132s (this turn), 45.751s (total)
unable to measure memory usage on this platform

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

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

155 turns into the moving phase

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

time: 0.000s (this turn), 41.237s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 156

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

time: 0.106s (this turn), 41.343s (total)

unable to measure memory usage on this platform

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

156 turns into the moving phase

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

time: 0.000s (this turn), 45.752s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 157

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

time: 0.129s (this turn), 45.880s (total)

unable to measure memory usage on this platform

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

157 turns into the moving phase

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

time: 0.000s (this turn), 41.343s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 158

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

time: 0.101s (this turn), 41.445s (total)

unable to measure memory usage on this platform

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

158 turns into the moving phase

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

time: 0.000s (this turn), 45.881s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 159

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

time: 0.130s (this turn), 46.011s (total)

unable to measure memory usage on this platform

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

159 turns into the moving phase

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

time: 0.000s (this turn), 41.445s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 160
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.096s (this turn), 41.541s (total)
unable to measure memory usage on this platform

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

160 turns into the moving phase
Player 0 : Oh opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 46.011s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 161
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.121s (this turn), 46.132s (total)
unable to measure memory usage on this platform

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

161 turns into the moving phase
Player @ : Oh opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 41.541s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 162
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.104s (this turn), 41.646s (total)
unable to measure memory usage on this platform

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

162 turns into the moving phase
Player 0 : Oh opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 46.133s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 163
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.130s (this turn), 46.263s (total)
unable to measure memory usage on this platform

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

163 turns into the moving phase
Player @ : Oh opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 41.646s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 164
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.094s (this turn), 41.740s (total)
unable to measure memory usage on this platform

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

```

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

```

164 turns into the moving phase

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

time: 0.000s (this turn), 46.263s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 165

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

time: 0.123s (this turn), 46.386s (total)

unable to measure memory usage on this platform

```

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

```

165 turns into the moving phase

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

time: 0.000s (this turn), 41.740s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 166

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

time: 0.093s (this turn), 41.833s (total)

unable to measure memory usage on this platform

```

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

```

166 turns into the moving phase

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

time: 0.000s (this turn), 46.386s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 167

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

time: 0.131s (this turn), 46.517s (total)

unable to measure memory usage on this platform

```

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

```

167 turns into the moving phase

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

time: 0.000s (this turn), 41.833s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 168

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

time: 0.094s (this turn), 41.927s (total)

unable to measure memory usage on this platform

```

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

```

168 turns into the moving phase

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

time: 0.000s (this turn), 46.517s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 169
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.121s (this turn), 46.639s (total)
unable to measure memory usage on this platform

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

169 turns into the moving phase
Player @ : Oh opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 41.928s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 170
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.099s (this turn), 42.027s (total)
unable to measure memory usage on this platform

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

170 turns into the moving phase
Player 0 : Oh opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 46.639s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 171
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.133s (this turn), 46.771s (total)
unable to measure memory usage on this platform

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

171 turns into the moving phase
Player @ : Oh opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 42.027s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 172
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.100s (this turn), 42.127s (total)
unable to measure memory usage on this platform

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

172 turns into the moving phase
Player 0 : Oh opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 46.772s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 173
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.122s (this turn), 46.894s (total)
unable to measure memory usage on this platform

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

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

173 turns into the moving phase

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

time: 0.000s (this turn), 42.127s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 174

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

time: 0.096s (this turn), 42.223s (total)

unable to measure memory usage on this platform

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

174 turns into the moving phase

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

time: 0.000s (this turn), 46.894s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 175

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

time: 0.131s (this turn), 47.025s (total)

unable to measure memory usage on this platform

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

175 turns into the moving phase

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

time: 0.000s (this turn), 42.223s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 176

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

time: 0.103s (this turn), 42.327s (total)

unable to measure memory usage on this platform

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

176 turns into the moving phase

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

time: 0.000s (this turn), 47.025s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 177

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

time: 0.118s (this turn), 47.143s (total)

unable to measure memory usage on this platform

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

177 turns into the moving phase

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

time: 0.000s (this turn), 42.327s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 178
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.094s (this turn), 42.422s (total)
unable to measure memory usage on this platform

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

178 turns into the moving phase
Player 0 : Oh opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 47.144s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 179
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.137s (this turn), 47.280s (total)
unable to measure memory usage on this platform

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

179 turns into the moving phase
Player @ : Oh opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 42.422s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 180
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.094s (this turn), 42.516s (total)
unable to measure memory usage on this platform

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

180 turns into the moving phase
Player 0 : Oh opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 47.280s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 181
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.121s (this turn), 47.402s (total)
unable to measure memory usage on this platform

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

181 turns into the moving phase
Player @ : Oh opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 42.516s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 182
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.101s (this turn), 42.617s (total)
unable to measure memory usage on this platform

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

```

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

```

182 turns into the moving phase

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

time: 0.000s (this turn), 47.402s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 183

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

time: 0.136s (this turn), 47.538s (total)

unable to measure memory usage on this platform

```

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

```

183 turns into the moving phase

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

time: 0.000s (this turn), 42.617s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 184

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

time: 0.094s (this turn), 42.711s (total)

unable to measure memory usage on this platform

```

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

```

184 turns into the moving phase

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

time: 0.000s (this turn), 47.538s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 185

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

time: 0.123s (this turn), 47.661s (total)

unable to measure memory usage on this platform

```

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

```

185 turns into the moving phase

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

time: 0.000s (this turn), 42.711s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 186

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

time: 0.093s (this turn), 42.804s (total)

unable to measure memory usage on this platform

```

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

```

186 turns into the moving phase

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

time: 0.000s (this turn), 47.661s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 187
[PlayerBase] decision is: ((2, 1), (2, 2))
time: 0.131s (this turn), 47.793s (total)
unable to measure memory usage on this platform

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

187 turns into the moving phase
Player @ : 0h opponent did ((2, 1), (2, 2)) , good to know.
time: 0.000s (this turn), 42.805s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 188
[PlayerBase] decision is: ((1, 2), (1, 3))
time: 0.100s (this turn), 42.905s (total)
unable to measure memory usage on this platform

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

188 turns into the moving phase
Player 0 : 0h opponent did ((1, 2), (1, 3)) , good to know.
time: 0.000s (this turn), 47.793s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 189
[PlayerBase] decision is: ((2, 2), (2, 1))
time: 0.121s (this turn), 47.914s (total)
unable to measure memory usage on this platform

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

189 turns into the moving phase
Player @ : 0h opponent did ((2, 2), (2, 1)) , good to know.
time: 0.000s (this turn), 42.905s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for @ player on turn 190
[PlayerBase] decision is: ((1, 3), (1, 2))
time: 0.093s (this turn), 42.998s (total)
unable to measure memory usage on this platform

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

190 turns into the moving phase
Player 0 : 0h opponent did ((1, 3), (1, 2)) , good to know.
time: 0.000s (this turn), 47.915s (total)
unable to measure memory usage on this platform
[PlayerBase] Requesting action for 0 player on turn 191
[PlayerBase] decision is: ((3, 1), (3, 3))
time: 0.112s (this turn), 48.027s (total)
unable to measure memory usage on this platform

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

```

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

```

191 turns into the moving phase

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

time: 0.000s (this turn), 42.998s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 192

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

time: 0.014s (this turn), 43.013s (total)

unable to measure memory usage on this platform

```

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

```

192 turns into the moving phase

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

time: 0.001s (this turn), 48.027s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 193

[PlayerBase] decision is: ((3, 2), (3, 4))

time: 0.004s (this turn), 48.031s (total)

unable to measure memory usage on this platform

```

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

```

193 turns into the moving phase

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

time: 0.000s (this turn), 43.013s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for @ player on turn 194

[PlayerBase] decision is: ((2, 3), (4, 3))

time: 0.003s (this turn), 43.016s (total)

unable to measure memory usage on this platform

```

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

```

194 turns into the moving phase

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

time: 0.000s (this turn), 48.032s (total)

unable to measure memory usage on this platform

[PlayerBase] Requesting action for 0 player on turn 195

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

time: 0.003s (this turn), 48.035s (total)

unable to measure memory usage on this platform

```

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

```

game over!

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

time: 0.000s (this turn), 43.016s (total)
unable to measure memory usage on this platform
winner: W!
Terranz-MacBook:comp30024-ai-project Terra\$ python3 netreferee.py player peoples_bicep
NetReferee version 1.0 (released May 06 2018)
Coordinate a game of Watch Your Back! between your Player class and the server.
Run `python netreferee.py -h` for help and additional usage information

welcome, peoples_bicep
attempting to connect to the server...
connection established!
submitting game request for player 'peoples_bicep'...
game request submitted!
waiting for an opponent (with default key)
press ^C to stop waiting
opponent found! beginning game
white player: peoples_bicep
black player: Syntax

X - - - - - X
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 0 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 1
[PlayerBase] decision is: (0, 2)

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

X - - - - - X
after 1 turns into the placing phase
^C
bye!

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

welcome, peoples_bicep
attempting to connect to the server...
connection established!
submitting game request for player 'peoples_bicep'...
game request submitted!
waiting for an opponent (with default key)
press ^C to stop waiting
opponent found! beginning game
white player: peoples_bicep
black player: Alex

X - - - - - X
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 0 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 1
[PlayerBase] decision is: (0, 2)

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

```

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

```

```

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

```

```

0 - - - @ @ - -
0 - - @ @ @ - -
0 - - @ @ - - -
- - - - -
X - - - - - X
after 15 turns into the placing phase
Player 0 : Oh opponent did (5, 5) , good to know.
X 0 - - - - - X
0 0 - - - - -
0 0 - - - - -
0 - - - @ @ - -
0 - - @ @ @ - -
0 - - @ @ @ - -
- - - - -
X - - - - - X
after 16 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 17
[PlayerBase] decision is: (1, 3)
X 0 - - - - - X
0 0 - - - - -
0 0 - - - - -
0 0 - - @ @ - -
0 - - @ @ @ - -
0 - - @ @ @ - -
- - - - -
X - - - - - X
after 17 turns into the placing phase
Player 0 : Oh opponent did (2, 5) , good to know.
X 0 - - - - - X
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
[PlayerBase] decision is: (1, 4)
X 0 - - - - - X
0 0 - - - - -
0 0 - - - - -
0 0 - - @ @ - -
0 0 - @ @ @ - -
0 - @ @ @ @ - -
- - - - -
X - - - - - X
after 19 turns into the placing phase
Player 0 : Oh opponent did (2, 4) , good to know.
X 0 - - - - - X
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
[PlayerBase] decision is: (1, 5)
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, 3) , 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
[PlayerBase] decision is: (2, 0)
X 0 0 - - - - X
0 0 - - - - -
0 0 - - - - -
0 0 - @ @ @ - -
0 0 @ @ @ @ - -
0 0 @ @ @ @ - -
- - - - -
X - - - - - X
after 23 turns into the placing phase
Player 0 : Oh opponent did (6, 3) , good to know.
X 0 0 - - - - X
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
[PlayerBase] decision is: ((0, 1), (2, 1))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 - - - - -
0 0 - @ @ @ @ -
0 0 @ @ @ @ - -
0 0 @ @ @ @ - -
- - - - -
X - - - - - X
after 1 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 3)) , good to know.
X 0 0 - - - - X
- 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
[PlayerBase] decision is: ((0, 2), (2, 2))
X 0 0 - - - - X
- 0 0 - - - - -
- 0 0 - - - - -
0 0 @ @ @ @ @ -
0 0 @ @ @ @ - -
0 0 - @ @ @ - -
- - - - -
X - - - - - X
after 3 turns into the moving phase
Player 0 : Oh opponent did ((6, 3), (6, 4)) , good to know.
X 0 0 - - - - X
- 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
[PlayerBase] decision is: ((0, 3), (0, 2))

```

```

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 ((6, 4), (6, 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((4, 5), (2, 5)) , 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
[PlayerBase] decision is: ((0, 1), (0, 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 ((6, 5), (6, 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
[PlayerBase] decision is: ((0, 2), (0, 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 ((6, 6), (5, 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

[PlayerBase] decision is: ((0, 1), (0, 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 ((3, 5), (4, 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

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

```
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 ((4, 5), (3, 5)) , 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

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

```
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, 5), (4, 5)) , 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((4, 5), (3, 5)) , 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
[PlayerBase] decision is: ((0, 1), (0, 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 ((3, 5), (4, 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
[PlayerBase] decision is: ((0, 2), (0, 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 ((4, 5), (3, 5)) , 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
[PlayerBase] decision is: ((0, 1), (0, 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 ((3, 5), (4, 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((4, 5), (3, 5)) , 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
[PlayerBase] decision is: ((0, 1), (0, 2))
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 ((5, 5), (4, 5)) , 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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), (4, 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
[PlayerBase] decision is: ((0, 1), (0, 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 ((4, 5), (5, 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
[PlayerBase] decision is: ((0, 2), (0, 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 ((4, 6), (3, 6)) , 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
[PlayerBase] decision is: ((0, 1), (0, 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 ((5, 5), (4, 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((3, 5), (5, 5)) , 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
[PlayerBase] decision is: ((0, 1), (0, 2))
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), (4, 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((4, 6), (5, 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
[PlayerBase] decision is: ((0, 1), (0, 2))
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 ((4, 5), (3, 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
[PlayerBase] decision is: ((0, 2), (0, 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 ((5, 5), (4, 5)) , 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
[PlayerBase] decision is: ((0, 1), (0, 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 ((5, 6), (4, 6)) , 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((4, 5), (5, 5)) , 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
[PlayerBase] decision is: ((0, 1), (0, 2))

```

```

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 ((4, 6), (3, 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((3, 5), (4, 5)) , 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
[PlayerBase] decision is: ((0, 1), (0, 2))
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), (4, 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((4, 6), (5, 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

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

```
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 ((4, 5), (3, 5)) , 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

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

```
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, 5), (4, 5)) , 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

[PlayerBase] decision is: ((0, 1), (0, 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 ((5, 6), (4, 6)) , 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((4, 5), (5, 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
[PlayerBase] decision is: ((0, 1), (0, 2))
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 ((4, 6), (3, 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((3, 5), (4, 5)) , 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
[PlayerBase] decision is: ((0, 1), (0, 2))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 0 - - - - -
- 0 @ @ @ @ - -
0 0 @ @ @ @ - -
0 0 @ - @ @ - -
0 0 @ - @ @ - -

```

```

- - - @ - - - -
X - - - - - X
after 73 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 74 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 75
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((4, 6), (5, 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
[PlayerBase] decision is: ((0, 1), (0, 2))
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 ((4, 5), (3, 5)) , 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((5, 5), (4, 5)) , 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
[PlayerBase] decision is: ((0, 1), (0, 2))
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 ((5, 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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, 5), (5, 5)) , 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
[PlayerBase] decision is: ((0, 1), (0, 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 ((4, 6), (3, 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((3, 5), (4, 5)) , 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
[PlayerBase] decision is: ((0, 1), (0, 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), (4, 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((4, 6), (5, 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
[PlayerBase] decision is: ((0, 1), (0, 2))
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 ((5, 5), (3, 5)) , 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((5, 6), (4, 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
[PlayerBase] decision is: ((0, 1), (0, 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 ((4, 6), (3, 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
[PlayerBase] decision is: ((0, 2), (0, 1))
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 ((3, 5), (5, 5)) , 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
[PlayerBase] decision is: ((0, 1), (0, 2))

```

```

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 ((3, 6), (4, 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
[PlayerBase] decision is: ((0, 2), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
- 0 0 - - - - -
- 0 @ @ @ @ - -
0 0 @ @ @ @ - -
0 0 @ - @ @ - -
- - - @ - - - -
X - - - - - X
after 103 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 104 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 105
[PlayerBase] decision is: ((0, 1), (0, 2))
X 0 0 - - - - X
- 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), (4, 6)) , good to know.
X 0 0 - - - - X
- 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
[PlayerBase] decision is: ((0, 2), (0, 1))
X 0 0 - - - - X
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), (3, 6)) , good to know.

```
X 0 0 - - - - X
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

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

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

after 109 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 110 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 111

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

```
X 0 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 ((4, 6), (3, 6)) , good to know.

```
X 0 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

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

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

after 113 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 114 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 115
[PlayerBase] decision is: ((0, 2), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
- 0 0 - - - - -
- 0 @ @ @ @ - -
0 0 @ @ @ @ - -
0 0 @ - @ @ - -
- - - - @ - - -
X - - - - - X
after 115 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 116 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 117
[PlayerBase] decision is: ((0, 1), (0, 2))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 0 - - - - -
- 0 @ @ @ @ - -
0 0 @ @ @ @ - -
0 0 @ - @ @ - -
- - - @ - - - -
X - - - - - X
after 117 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 118 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 119
[PlayerBase] decision is: ((0, 2), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
- 0 0 - - - - -
- 0 @ @ @ @ - -
0 0 @ @ @ @ - -
0 0 @ - @ @ - -
- - - @ - - - -
X - - - - - X
after 119 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 120 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 121
[PlayerBase] decision is: ((0, 1), (0, 2))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 0 - - - - -
- 0 @ @ @ @ - -
0 0 @ @ @ @ - -
0 0 @ - @ @ - -

```



```

- - - @ - - - -
X - - - - - X
after 121 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 122 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 123
[PlayerBase] decision is: ((0, 2), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
- 0 0 - - - - -
- 0 @ @ @ @ - -
0 0 @ @ @ @ - -
0 0 @ - @ @ - -
- - - @ - - - -
X - - - - - X
after 123 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 124 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 125
[PlayerBase] decision is: ((0, 1), (0, 2))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 0 - - - - -
- 0 @ @ @ @ - -
0 0 @ @ @ @ - -
0 0 @ - @ @ - -
- - - @ - - - -
X - - - - - X
after 125 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 126 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 127
[PlayerBase] decision is: ((1, 1), (3, 1))
X 0 0 - - - - X
- - 0 0 - - - -
0 0 0 - - - - -
- 0 @ @ @ @ - -
0 0 @ @ @ @ - -
0 0 @ - @ @ - -
- - @ - - - - -
X - - - - - X
after 127 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (3, 5)) , good to know.

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

```

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

after 128 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 129

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

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

after 129 turns into the moving phase

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

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

after 130 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 131

[PlayerBase] decision is: ((2, 1), (4, 1))

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

after 131 turns into the moving phase

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

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

after 132 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 133

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

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

after 133 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 @ - - @ -
X @ - @ - X
```

after 134 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 135

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

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

```

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

```

after 135 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 @ - - @ -
X @ @ - - X

```

after 136 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 137
 [PlayerBase] decision is: ((2, 2), (1, 2))

```

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

```

after 137 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 @ - - @ -
X @ - @ - X

```

after 138 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 139
 [PlayerBase] decision is: ((1, 2), (2, 2))

```

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

```

after 139 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 @ - - @ -
X @ @ - - X

```

after 140 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 141
 [PlayerBase] decision is: ((2, 2), (1, 2))

```

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

```

after 141 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 @ - - @ -
X @ - @ - X

```

after 142 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 143
[PlayerBase] decision is: ((1, 2), (2, 2))

```

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

```

after 143 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 @ - - @ -
X @ @ - - X

```

after 144 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 145
[PlayerBase] decision is: ((2, 2), (1, 2))

```

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

```

after 145 turns into the moving phase

```

^C
bye!
Terranz-MacBook:comp30024-ai-project Terra$ python3 netreferee.py player peoples_bicep
NetReferee version 1.0 (released May 06 2018)
Coordinate a game of Watch Your Back! between your Player class and the server.
Run `python netreferee.py -h` for help and additional usage information

```

```

welcome, peoples_bicep
attempting to connect to the server...
connection established!
submitting game request for player 'peoples_bicep'...
game request submitted!
waiting for an opponent (with default key)
press ^C to stop waiting
opponent found! beginning game
white player: Syntax
black player: peoples_bicep
X - - - - - X
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X

```

```

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

```

```

- - - - -
X - - - - - X
after 1 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 2
[PlayerBase] decision is: (2, 2)
X - - - - - X
- - - - -
- - @ - - - - -
- - - 0 - - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 2 turns into the placing phase
Player @ : Oh opponent did (2, 1) , good to know.
X - - - - - X
- - 0 - - - - -
- - @ - - - - -
- - - 0 - - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 3 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 4
[PlayerBase] decision is: (2, 3)
X - - - - - X
- - 0 - - - - -
- - @ - - - - -
- - @ 0 - - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 4 turns into the placing phase
^C
bye!
Terranz-MacBook:comp30024-ai-project Terra$ python3 netreferee.py player peoples_bicep
NetReferee version 1.0 (released May 06 2018)
Coordinate a game of Watch Your Back! between your Player class and the server.
Run `python netreferee.py -h` for help and additional usage information

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

```



```

after 8 turns into the placing phase
Player @ : 0h opponent did (4, 5) , 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
[PlayerBase] decision is: (3, 3)
X - - - - - X
- - - - -
- - @ @ - - -
- - @ @ 0 - - -
- - @ - 0 0 - -
- - - - 0 0 - -
- - - - -
X - - - - - X
after 10 turns into the placing phase
Player @ : 0h opponent did (3, 5) , 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
[PlayerBase] decision is: (3, 4)
X - - - - - X
- - - - -
- - @ @ - - -
- - @ @ 0 - - -
- - @ @ 0 0 - -
- - - 0 0 0 - -
- - - - -
X - - - - - X
after 12 turns into the placing phase
Player @ : 0h opponent did (6, 5) , 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
[PlayerBase] decision is: (4, 2)
X - - - - - X
- - - - -
- - @ @ @ - - -
- - @ @ 0 - - -
- - @ @ 0 0 - -
- - - 0 0 0 0 - -
- - - - -
X - - - - - X
after 14 turns into the placing phase
Player @ : 0h opponent did (2, 5) , 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
[PlayerBase] decision is: None
X - - - - - X
- - - - -
- - @ @ @ - - -
- - @ @ 0 - - -
- - @ @ 0 0 - -
- - 0 0 0 0 0 -
- - - - -
X - - - - - X
after 16 turns into the placing phase
game over!
B loses:
invalid place action representation: None
Terranz-MacBook:comp30024-ai-project Terra$ python3 netreferee.py player peoples_bicep
NetReferee version 1.0 (released May 06 2018)
Coordinate a game of Watch Your Back! between your Player class and the server.
Run `python netreferee.py -h` for help and additional usage information

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

```


[PlayerBase] decision is: (2, 3)

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

after 4 turns into the placing phase

Player @ : 0h opponent did (5, 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

[PlayerBase] decision is: (2, 4)

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

after 6 turns into the placing phase

Player @ : 0h opponent did (5, 5) , 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

[PlayerBase] decision is: (2, 5)

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

after 8 turns into the placing phase

Player @ : 0h opponent did (4, 5) , 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

[PlayerBase] decision is: (2, 6)

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

```

after 10 turns into the placing phase
Player @ : 0h opponent did (6, 5) , 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
[PlayerBase] decision is: (3, 2)
X - - - - - X
- - - - -
- - @ @ - - - -
- - @ - 0 - - -
- - @ - 0 0 - -
- - @ - 0 0 0 -
- - @ - - - -
X - - - - - X
after 12 turns into the placing phase
Player @ : 0h opponent did (6, 4) , 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
[PlayerBase] decision is: (3, 3)
X - - - - - X
- - - - -
- - @ @ - - - -
- - @ @ 0 - - -
- - @ - 0 0 0 -
- - @ - 0 0 0 -
- - @ - - - -
X - - - - - X
after 14 turns into the placing phase
Player @ : 0h opponent did (6, 3) , 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
[PlayerBase] decision is: (5, 3)
X - - - - - X
- - - - -
- - @ @ - - - -
- - @ @ - @ 0 -
- - @ - 0 0 0 -
- - @ - 0 0 0 -
- - @ - - - -
X - - - - - X
after 16 turns into the placing phase
Player @ : 0h opponent did (7, 3) , good to know.
X - - - - - 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
[PlayerBase] decision is: (3, 4)
X - - - - - X
- - - - -
- - @ @ - - -
- - @ @ - @ 0 0
- - @ @ 0 0 0 -
- - @ - 0 0 0 -
- - @ - - - -
X - - - - - X
after 18 turns into the placing phase
Player @ : 0h opponent did (7, 4) , good to know.
X - - - - - 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
[PlayerBase] decision is: (3, 5)
X - - - - - X
- - - - -
- - @ @ - - -
- - @ @ - @ 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ - - - -
X - - - - - X
after 20 turns into the placing phase
Player @ : 0h opponent did (7, 5) , good to know.
X - - - - - X
- - - - -
- - @ @ - - -
- - @ @ - @ 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
[PlayerBase] decision is: (3, 6)
X - - - - - X
- - - - -
- - @ @ - - -
- - @ @ - @ 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 0
- - @ @ - - -
X - - - - - X
after 22 turns into the placing phase
Player @ : 0h opponent did (4, 3) , good to know.
X - - - - - X
- - - - -
- - @ @ - - -
- - @ @ 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
[PlayerBase] decision is: (5, 3)
X - - - - - X
- - - - -
- - @ @ - - -
- - @ @ - @ 0 0
- - @ @ 0 0 0 0

```

```

- - @ @ 0 0 0 0
- - @ @ - - - -
X - - - - - X
after 0 turns into the moving phase
Player @ : 0h opponent did ((4, 5), (4, 3)) , good to know.
X - - - - - X
- - - - - - - -
- - @ @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ - 0 0 0
- - @ @ - - - -
X - - - - - X
after 2 turns into the moving phase
Player @ : 0h opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X
- - - - - - - -
- @ - @ - - - -
- - @ @ 0 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - - - - -
@ - - @ - - - -
- - @ @ 0 0 0 0
- - @ @ 0 0 0 0
- - @ @ - - 0 0
- - @ @ - - - -
X - - - - - X
after 4 turns into the moving phase
Player @ : 0h opponent did ((7, 5), (5, 5)) , good to know.
X - - - - - X
- - - - - - - -
@ - - @ - - - -
- - @ @ 0 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - - - - -
- @ - @ - - - -
- - @ @ 0 0 0 0
- - @ @ 0 0 0 0
- - @ @ - 0 0 -
- - @ @ - - - -
X - - - - - X
after 6 turns into the moving phase
Player @ : 0h opponent did ((6, 5), (7, 5)) , good to know.
X - - - - - X
- - - - - - - -
- @ - @ - - - -
- - @ @ 0 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - - -
@ - - @ - - - -
-- @@ 0 0 0 0
-- @@ 0 0 0 0
-- @@ - 0 - 0
-- @@ - - - -
X - - - - - X
after 8 turns into the moving phase
Player @ : Oh opponent did ((5, 5), (4, 5)) , good to know.
X - - - - - X
- - - - - -
@ - - @ - - - -
-- @@ 0 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - - -
- @ - @ - - - -
-- @@ 0 0 0 0
-- @@ 0 0 0 0
-- @@ 0 - - 0
-- @@ - - - -
X - - - - - X
after 10 turns into the moving phase
Player @ : Oh opponent did ((7, 5), (6, 5)) , good to know.
X - - - - - X
- - - - - -
- @ - @ - - - -
-- @@ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - - -
@ - - @ - - - -
-- @@ 0 0 0 0
-- @@ 0 0 0 0
-- @@ 0 - 0 -
-- @@ - - - -
X - - - - - X
after 12 turns into the moving phase
Player @ : Oh opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - -
@ - - @ - - - -
-- @@ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - - -

```

```

- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 14 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (7, 2)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - 0
- - @ @ 0 - 0 0
- - @ @ 0 0 0 -
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 16 turns into the moving phase
Player @ : 0h opponent did ((7, 2), (7, 4)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 18 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (7, 2)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - 0
- - @ @ 0 - 0 0
- - @ @ 0 0 0 -
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 20 turns into the moving phase
Player @ : 0h opponent did ((7, 2), (7, 4)) , good to know.
X - - - - - X

```

```

- - - - -
@ - - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 22 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (7, 2)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - 0
- - @ @ 0 - 0 0
- - @ @ 0 0 0 -
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 24 turns into the moving phase
Player @ : 0h opponent did ((7, 2), (7, 4)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 26 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (7, 2)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - 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

```

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

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

after 28 turns into the moving phase

Player @ : Oh opponent did ((7, 2), (7, 4)) , good to know.

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

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

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

after 30 turns into the moving phase

Player @ : Oh opponent did ((7, 4), (7, 2)) , good to know.

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

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

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

after 32 turns into the moving phase

Player @ : Oh opponent did ((7, 2), (7, 4)) , good to know.

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

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

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


after 34 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (7, 2)) , good to know.

```
X - - - - - X
- - - - -
- @ - @ - - - 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
[PlayerBase] decision is: ((1, 2), (0, 2))

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

after 36 turns into the moving phase
Player @ : 0h opponent did ((7, 2), (7, 4)) , good to know.

```
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))

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

after 38 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (7, 2)) , good to know.

```
X - - - - - X
- - - - -
- @ - @ - - - 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
[PlayerBase] decision is: ((1, 2), (0, 2))

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

after 40 turns into the moving phase
Player @ : 0h opponent did ((7, 2), (7, 4)) , good to know.

```
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - -
X - - - - - X
after 42 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (7, 2)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - 0
- - @ @ 0 - 0 0
- - @ @ 0 0 0 -
- - @ @ 0 0 0 -
- - @ @ - - -
X - - - - - X
after 44 turns into the moving phase
Player @ : 0h opponent did ((7, 2), (7, 4)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - -
X - - - - - X
after 46 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - -
- - @ @ 0 - 0 -
- - @ @ 0 0 0 0

```

```

- - @ @ 0 0 0 0
- - @ @ - - - -
X - - - - - X
after 48 turns into the moving phase
Player @ : 0h opponent did ((7, 5), (7, 3)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 50 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (7, 2)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - 0
- - @ @ 0 - 0 0
- - @ @ 0 0 0 -
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 52 turns into the moving phase
Player @ : 0h opponent did ((7, 2), (7, 4)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 54 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - -
-- @@ 0 - 0 -
-- @@ 0 0 0 0
-- @@ 0 0 0 0
-- @@ - - - -
X - - - - - X
after 56 turns into the moving phase
Player @ : 0h opponent did ((7, 5), (7, 3)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - - -
-- @@ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
-- @@ 0 - 0 0
-- @@ 0 0 0 0
-- @@ 0 0 0 -
-- @@ - - - -
X - - - - - X
after 58 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - -
-- @@ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - -
-- @@ 0 - 0 -
-- @@ 0 0 0 0
-- @@ 0 0 0 0
-- @@ - - - -
X - - - - - X
after 60 turns into the moving phase
Player @ : 0h opponent did ((7, 5), (7, 3)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - - -
-- @@ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -

```

```

- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 62 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 0 - 0 -
- - @ @ 0 0 0 0
- - @ @ 0 0 0 0
- - @ @ - - - -
X - - - - - X
after 64 turns into the moving phase
Player @ : 0h opponent did ((7, 5), (7, 3)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 66 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 0 - 0 -
- - @ @ 0 0 0 0
- - @ @ 0 0 0 0
- - @ @ - - - -
X - - - - - X
after 68 turns into the moving phase
Player @ : 0h opponent did ((7, 5), (7, 3)) , good to know.
X - - - - - X

```

```

- - - - -
@ - - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 70 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 0 - 0 -
- - @ @ 0 0 0 0
- - @ @ 0 0 0 0
- - @ @ - - - -
X - - - - - X
after 72 turns into the moving phase
Player @ : 0h opponent did ((7, 5), (7, 3)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 74 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (7, 2)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - 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

```

```

[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - 0
- - @ @ 0 - 0 0
- - @ @ 0 0 0 -
- - @ @ 0 0 0 -
- - @ @ - - -
X - - - - - X
after 76 turns into the moving phase
Player @ : Oh opponent did ((7, 2), (7, 4)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - -
X - - - - - X
after 78 turns into the moving phase
Player @ : Oh opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - -
- - @ @ 0 - 0 -
- - @ @ 0 0 0 0
- - @ @ 0 0 0 0
- - @ @ - - -
X - - - - - X
after 80 turns into the moving phase
Player @ : Oh opponent did ((7, 5), (7, 3)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - -
X - - - - - X

```

after 82 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (7, 5)) , good to know.

```
X - - - - - X
- - - - -
- @ - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))

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

after 84 turns into the moving phase
Player @ : 0h opponent did ((7, 5), (7, 3)) , good to know.

```
X - - - - - X
- - - - -
@ - - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))

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

after 86 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (7, 5)) , good to know.

```
X - - - - - X
- - - - -
- @ - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))

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

after 88 turns into the moving phase
Player @ : 0h opponent did ((7, 5), (7, 3)) , good to know.

```
X - - - - - X
- - - - -
@ - - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - -
X - - - - - X
after 90 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - -
- - @ @ 0 - 0 -
- - @ @ 0 0 0 0
- - @ @ 0 0 0 0
- - @ @ - - -
X - - - - - X
after 92 turns into the moving phase
Player @ : 0h opponent did ((7, 5), (7, 3)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - -
X - - - - - X
after 94 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (7, 2)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - 0
- - @ @ 0 - 0 0
- - @ @ 0 0 0 -

```

```

- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 96 turns into the moving phase
Player @ : 0h opponent did ((7, 2), (7, 4)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 98 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 0 - 0 -
- - @ @ 0 0 0 0
- - @ @ 0 0 0 0
- - @ @ - - - -
X - - - - - X
after 100 turns into the moving phase
Player @ : 0h opponent did ((7, 5), (7, 3)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 102 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - - - - -
@ - - @ - - - -
- - @ @ 0 - 0 -
- - @ @ 0 0 0 0
- - @ @ 0 0 0 0
- - @ @ - - - -
X - - - - - X
after 104 turns into the moving phase
Player @ : Oh opponent did ((7, 5), (7, 3)) , good to know.
X - - - - - X
- - - - - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 106 turns into the moving phase
Player @ : Oh opponent did ((7, 4), (7, 2)) , good to know.
X - - - - - X
- - - - - - - -
- @ - @ - - - 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - - - - -
@ - - @ - - - 0
- - @ @ 0 - 0 0
- - @ @ 0 0 0 -
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 108 turns into the moving phase
Player @ : Oh opponent did ((7, 2), (7, 4)) , good to know.
X - - - - - X
- - - - - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - - - - -

```

```

- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 110 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 0 - 0 -
- - @ @ 0 0 0 0
- - @ @ 0 0 0 0
- - @ @ - - - -
X - - - - - X
after 112 turns into the moving phase
Player @ : 0h opponent did ((7, 5), (7, 3)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 114 turns into the moving phase
Player @ : 0h opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 0 - 0 -
- - @ @ 0 0 0 0
- - @ @ 0 0 0 0
- - @ @ - - - -
X - - - - - X
after 116 turns into the moving phase
Player @ : 0h opponent did ((7, 5), (7, 3)) , good to know.
X - - - - - X

```

```

- - - - -
@ - - @ - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 118 turns into the moving phase
Player @ : Oh opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 0 - 0 -
- - @ @ 0 0 0 0
- - @ @ 0 0 0 0
- - @ @ - - - -
X - - - - - X
after 120 turns into the moving phase
Player @ : Oh opponent did ((7, 5), (7, 3)) , good to know.
X - - - - - X
- - - - -
@ - - @ - - - -
- - @ @ 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 0 - 0 0
- - @ @ 0 0 0 0
- - @ @ 0 0 0 -
- - @ @ - - - -
X - - - - - X
after 122 turns into the moving phase
Player @ : Oh opponent did ((7, 3), (7, 5)) , good to know.
X - - - - - X
- - - - -
- @ - @ - - - -
- - @ @ 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

```

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

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

after 124 turns into the moving phase

Player @ : 0h opponent did ((7, 5), (7, 3)) , good to know.

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

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

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

after 126 turns into the moving phase

Player @ : 0h opponent did ((7, 4), (7, 2)) , good to know.

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

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

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

after 128 turns into the moving phase

Player @ : 0h opponent did ((6, 3), (6, 2)) , good to know.

```
X - - - - 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

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

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

after 130 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
X @ @ - - X
```

after 131 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 132
[PlayerBase] decision is: ((1, 2), (2, 2))

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

after 132 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (5, 2)) , good to know.

```
X - - - 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
[PlayerBase] decision is: ((2, 2), (1, 2))

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

after 134 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 2)) , good to know.

```
X - - - 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
[PlayerBase] decision is: ((1, 2), (2, 2))

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

after 136 turns into the moving phase
Player @ : 0h opponent did ((5, 5), (5, 3)) , good to know.

```
X - - - 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
[PlayerBase] decision is: ((2, 2), (1, 2))

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

after 138 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.

```
X - - - 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
[PlayerBase] decision is: ((1, 2), (2, 2))

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

after 140 turns into the moving phase
Player @ : 0h opponent did ((5, 4), (5, 5)) , good to know.

```
X - - - 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
[PlayerBase] decision is: ((2, 2), (1, 2))

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

after 142 turns into the moving phase
Player @ : 0h opponent did ((5, 5), (5, 4)) , good to know.

```
X - - - 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
[PlayerBase] decision is: ((1, 2), (2, 2))

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



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

after 144 turns into the moving phase

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

```
X - - - - 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

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

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

after 146 turns into the moving phase

Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.

```
X - - - - 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

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

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

after 148 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
X @ @ - - X
```

after 149 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 150

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

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

after 150 turns into the moving phase

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

```
X - - - - 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

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

```

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

```

after 152 turns into the moving phase

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

```

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

```

after 153 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 154

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

```

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

```

after 154 turns into the moving phase

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

```

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

```

after 155 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 156

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

```

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

```

after 156 turns into the moving phase

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

```

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

```

after 157 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 158

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

```

X - - - - X

```

```

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

```

after 158 turns into the moving phase

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

```

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

```

after 159 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 160

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

```

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

```

after 160 turns into the moving phase

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

```

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

```

after 161 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 162

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

```

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

```

after 162 turns into the moving phase

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

```

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

```

after 163 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 164

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

```

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

```

after 164 turns into the moving phase

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

```

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

```

after 165 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 166

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

```

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

```

after 166 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
X @ @ 0 - X

```

after 167 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 168

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

```

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

```

after 168 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
X @ @ 0 - X

```

after 169 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 170

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

```

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

```

after 170 turns into the moving phase

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

```

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

```

after 171 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 172

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

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

after 172 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
X @ @ 0 - X
```

after 173 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 174

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

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

after 174 turns into the moving phase

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

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

after 175 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 176

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

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

after 176 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
X @ @ 0 - X
```

after 177 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 178

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

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

after 178 turns into the moving phase
Player @ : 0h opponent did ((4, 6), (5, 6)) , good to know.

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

after 179 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 180
[PlayerBase] decision is: ((1, 2), (2, 2))

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

after 180 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
X @ @ 0 - X
```

after 181 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 182
[PlayerBase] decision is: ((2, 2), (1, 2))

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

after 182 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.

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

after 183 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 184
[PlayerBase] decision is: ((1, 2), (2, 2))

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

after 184 turns into the moving phase
Player @ : 0h opponent did ((4, 4), (5, 4)) , good to know.

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

after 185 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 186
[PlayerBase] decision is: ((2, 2), (1, 2))

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

after 186 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.

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

after 187 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 188
[PlayerBase] decision is: ((1, 2), (2, 2))

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

after 188 turns into the moving phase
Player @ : 0h opponent did ((6, 4), (4, 4)) , good to know.

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

after 189 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 190
[PlayerBase] decision is: ((2, 2), (1, 2))

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

after 190 turns into the moving phase
Player @ : 0h opponent did ((4, 6), (4, 5)) , good to know.

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

after 191 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 192
[PlayerBase] decision is: ((1, 2), (2, 2))

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



```

after 0 turns into the placing phase
Player @ : 0h opponent did (3, 3) , good to know.
X - - - - - X
- - - - -
- - - - -
- - - 0 - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 1 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 2
[PlayerBase] decision is: (2, 2)
X - - - - - X
- - - - -
- - @ - - - -
- - - 0 - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 2 turns into the placing phase
Player @ : 0h opponent did (3, 4) , good to know.
X - - - - - X
- - - - -
- - @ - - - -
- - - 0 - - -
- - - 0 - - -
- - - - -
- - - - -
X - - - - - X
after 3 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 4
[PlayerBase] decision is: (2, 3)
X - - - - - X
- - - - -
- - @ - - - -
- - @ 0 - - -
- - - 0 - - -
- - - - -
- - - - -
X - - - - - X
after 4 turns into the placing phase
Player @ : 0h opponent did (4, 3) , 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
[PlayerBase] decision is: (2, 4)
X - - - - - X
- - - - -
- - @ - - - -
- - @ 0 0 - - -
- - @ 0 - - -
- - - - -
- - - - -
X - - - - - X
after 6 turns into the placing phase
Player @ : 0h opponent did (4, 4) , 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
[PlayerBase] decision is: (2, 5)
X - - - - - X
- - - - -
- - @ - - - -
- - @ 0 0 - -
- - @ 0 0 - -
- - @ - - - -
- - - - -
X - - - - - X
after 8 turns into the placing phase
Player @ : 0h opponent did (4, 2) , 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
[PlayerBase] decision is: (3, 2)
X - - - - - X
- - - - -
- - @ @ 0 - -
- - @ 0 0 - -
- - @ 0 0 - -
- - @ - - - -
- - - - -
X - - - - - X
after 10 turns into the placing phase
Player @ : 0h opponent did (5, 3) , 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
[PlayerBase] decision is: (5, 2)
X - - - - - X
- - - - -
- - @ @ - @ - -
- - @ 0 0 0 - -
- - @ 0 0 - -
- - @ - - - -
- - - - -
X - - - - - X
after 12 turns into the placing phase
Player @ : 0h opponent did (5, 4) , good to know.
X - - - - - X
- - - - -
- - @ @ - @ - -
- - @ 0 0 0 - -
- - @ 0 0 0 - -
- - @ - - - -
- - - - -
X - - - - - X
after 13 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 14
[PlayerBase] decision is: (3, 5)
X - - - - - X
- - - - -
- - @ @ - @ - -
- - @ 0 0 0 - -
- - @ 0 0 0 - -

```

```

-- @ @ - - - -
-- - - - - -
X - - - - - X
after 14 turns into the placing phase
Player @ : 0h opponent did (3, 1) , good to know.
X - - - - - 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
[PlayerBase] decision is: (4, 2)
X - - - - - X
-- - 0 - - - -
-- @ - @ @ - -
-- @ 0 0 0 - -
-- @ 0 0 0 - -
-- @ @ - - - -
-- - - - - -
X - - - - - X
after 16 turns into the placing phase
Player @ : 0h opponent did (4, 1) , good to know.
X - - - - - 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
[PlayerBase] decision is: (4, 5)
X - - - - - X
-- - 0 0 - - -
-- @ - - @ - -
-- @ 0 0 0 - -
-- @ 0 0 0 - -
-- @ @ @ - - -
-- - - - - -
X - - - - - X
after 18 turns into the placing phase
Player @ : 0h opponent did (5, 1) , good to know.
X - - - - - 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
[PlayerBase] decision is: (5, 5)
X - - - - - X
-- - 0 0 0 - -
-- @ - - - - -
-- @ 0 0 0 - -
-- @ 0 0 0 - -
-- @ @ @ @ - -
-- - - - - -
X - - - - - X
after 20 turns into the placing phase
Player @ : 0h opponent did (4, 2) , good to know.
X - - - - - X
-- - 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
[PlayerBase] decision is: (3, 2)
X -- -- -- -- X
-- -- 0 0 0 --
-- @ - 0 -- --
-- @ 0 0 0 --
-- @ 0 0 0 --
-- @ @ @ @ --
-- -- -- --
X -- -- -- -- X
after 22 turns into the placing phase
Player @ : 0h opponent did (3, 2) , good to know.
X -- -- -- -- X
-- -- 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
[PlayerBase] decision is: (5, 2)
X -- -- -- -- X
-- -- 0 0 0 --
-- @ 0 0 -- --
-- @ 0 0 0 --
-- @ 0 0 0 --
-- @ @ @ @ --
-- -- -- --
X -- -- -- -- X
after 0 turns into the moving phase
Player @ : 0h opponent did ((5, 1), (5, 2)) , good to know.
X -- -- -- -- X
-- -- 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
[PlayerBase] decision is: ((2, 2), (1, 2))
X -- -- -- -- X
-- -- 0 0 -- --
-- @ - 0 0 0 --
-- @ 0 0 0 --
-- @ 0 0 0 --
-- @ @ @ @ --
-- -- -- --
X -- -- -- -- X
after 2 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 -- -- -- -- X
after 3 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 4
[PlayerBase] decision is: ((1, 2), (0, 2))
X -- -- -- -- X
-- -- 0 0 -- --

```

```

@ - - 0 0 0 - -
- - @ 0 0 0 - -
- - @ 0 0 - 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 4 turns into the moving phase
Player @ : 0h opponent did ((5, 2), (5, 4)) , good to know.
X - - - - - X
- - - 0 0 - - -
@ - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 6 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 - - - - - X
after 7 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 8
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 8 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 0 0 - - -
@ - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 10 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 - - - - - X
after 11 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 12
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 12 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 14 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 - - - - - X
after 15 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 16
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 16 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 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

```

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

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

after 18 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 - - - - - X
```

after 19 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 20

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

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

after 20 turns into the moving phase

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

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

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

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

after 22 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 - - - - - X
```

after 23 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 24

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

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

after 24 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.

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

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

after 26 turns into the moving phase
Player @ : 0h opponent did ((6, 4), (7, 4)) , good to know.

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

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

after 28 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (6, 4)) , good to know.

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

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

after 30 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 - - - - - X
after 31 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 32
[PlayerBase] decision is: ((1, 2), (0, 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 ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 0 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 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 ((6, 4), (6, 3)) , good to know.
X - - - - - X
- - - 0 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 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 ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 0 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 0 0 -

```

```

- - @ @ @ @ - -
- - - - - -
X - - - - - X
after 38 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 - - - - - X
after 39 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 40
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - -
X - - - - - X
after 40 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - -
X - - - - - X
after 42 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 - - - - - X
after 43 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 44
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - -
X - - - - - X
after 44 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 46 turns into the moving phase
Player @ : Oh opponent did ((6, 4), (6, 3)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 48 turns into the moving phase
Player @ : Oh opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 50 turns into the moving phase
Player @ : Oh opponent did ((6, 4), (7, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -

```

```

@ - - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 - 0
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 52 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (6, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 54 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 - - - - - X
after 55 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 56
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 56 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 58 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 - - - - - X
after 59 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 60
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 60 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 62 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 - - - - - X
after 63 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 64
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 64 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 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

```

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

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

after 66 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 - - - - - X
```

after 67 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 68

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

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

after 68 turns into the moving phase

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

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

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

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

after 70 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 - - - - - X
```

after 71 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 72

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

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

after 72 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.

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

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

after 74 turns into the moving phase
Player @ : 0h opponent did ((6, 4), (7, 4)) , good to know.

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

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

after 76 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (6, 4)) , good to know.

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

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

after 78 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 - - - - - X
after 79 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 80
[PlayerBase] decision is: ((1, 2), (0, 2))
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 ((6, 3), (6, 4)) , 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
[PlayerBase] decision is: ((0, 2), (1, 2))
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 ((6, 4), (6, 3)) , 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
[PlayerBase] decision is: ((1, 2), (0, 2))
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 ((6, 3), (6, 4)) , 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
[PlayerBase] decision is: ((0, 2), (1, 2))
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 ((6, 4), (6, 3)) , good to know.
X -- -- -- -- X
-- -- 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X -- -- -- -- X
-- -- 0 0 -- --
@ -- 0 0 -- --
-- @ 0 0 0 0 -
-- @ 0 0 0 -
-- @ @ @ @ --
-- -- -- --
X -- -- -- -- X
after 88 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X -- -- -- -- X
-- -- 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X -- -- -- -- X
-- -- 0 0 -- --
- @ - 0 0 -- --
-- @ 0 0 0 -
-- @ 0 0 0 0 -
-- @ @ @ @ --
-- -- -- --
X -- -- -- -- X
after 90 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 -- -- -- -- X
after 91 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 92
[PlayerBase] decision is: ((1, 2), (0, 2))
X -- -- -- -- X
-- -- 0 0 -- --
@ -- 0 0 -- --
-- @ 0 0 0 0 -
-- @ 0 0 0 -
-- @ @ @ @ --
-- -- -- --
X -- -- -- -- X
after 92 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X -- -- -- -- X
-- -- 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 94 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 - - - - - X
after 95 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 96
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 96 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 98 turns into the moving phase
Player @ : 0h opponent did ((6, 4), (7, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -

```

```

@ - - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 - 0
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 100 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (6, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 102 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 - - - - - X
after 103 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 104
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 104 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 106 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 - - - - - X
after 107 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 108
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 108 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 110 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 - - - - - X
after 111 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 112
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 112 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 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

```

```

[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 114 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 - - - - - X
after 115 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 116
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 116 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - 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
[PlayerBase] decision is: ((0, 2), (1, 2))
X - - - - - X
- - - 0 0 - - -
- @ - 0 0 - - -
- - @ 0 0 0 - -
- - @ 0 0 0 0 -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X
after 118 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 - - - - - X
after 119 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 120
[PlayerBase] decision is: ((1, 2), (0, 2))
X - - - - - X
- - - 0 0 - - -
@ - - 0 0 - - -
- - @ 0 0 0 0 -
- - @ 0 0 0 - -
- - @ @ @ @ - -
- - - - - - -
X - - - - - X

```

after 120 turns into the moving phase
Player @ : 0h opponent did ((6, 3), (6, 4)) , good to know.

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

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

X - - - - - X

after 122 turns into the moving phase
Player @ : 0h opponent did ((6, 4), (7, 4)) , good to know.

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

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

X - - - - - X

after 124 turns into the moving phase
Player @ : 0h opponent did ((7, 4), (6, 4)) , good to know.

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

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

X - - - - - X

after 126 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 - - - - - X
after 127 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 128
[PlayerBase] decision is: ((1, 2), (2, 2))

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

after 128 turns into the moving phase
Player @ : 0h opponent did ((3, 4), (1, 4)) , good to know.

```
X - 0 0 - X
- @ 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
[PlayerBase] decision is: ((2, 3), (1, 3))

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

after 130 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (1, 2)) , good to know.

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

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

after 132 turns into the moving phase
Player @ : 0h opponent did ((1, 2), (1, 3)) , good to know.

```
X - 0 0 - X
- - - 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
[PlayerBase] decision is: ((3, 5), (3, 4))

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

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

after 134 turns into the moving phase
Player @ : 0h opponent did ((1, 3), (2, 3)) , good to know.

```
X - 0 0 - X  
- - - 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
[PlayerBase] decision is: ((2, 5), (3, 5))

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

after 136 turns into the moving phase
Player @ : 0h opponent did ((2, 3), (2, 5)) , good to know.

```
X - 0 0 - X  
- - - 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
[PlayerBase] decision is: ((2, 4), (2, 3))

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

after 138 turns into the moving phase
Player @ : 0h opponent did ((2, 5), (2, 4)) , good to know.

```
X - 0 0 - X  
- - - 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
[PlayerBase] decision is: ((3, 5), (2, 5))

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

after 140 turns into the moving phase
Player @ : 0h opponent did ((1, 4), (1, 3)) , good to know.

```
X - 0 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
[PlayerBase] decision is: ((2, 5), (3, 5))

```

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

```

after 142 turns into the moving phase
Player @ : Oh opponent did ((5, 4), (3, 4)) , good to know.

```

X - 0 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
[PlayerBase] decision is: ((3, 5), (2, 5))

```

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

```

after 144 turns into the moving phase
Player @ : Oh opponent did ((1, 3), (2, 3)) , good to know.

```

X - 0 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
[PlayerBase] decision is: ((2, 5), (1, 5))

```

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

```

after 146 turns into the moving phase
Player @ : Oh opponent did ((3, 1), (3, 2)) , good to know.

```

X - - 0 - X
- - 0 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
[PlayerBase] decision is: ((1, 5), (2, 5))

```

X - - 0 - X

```

```

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

```

after 148 turns into the moving phase

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

```

X - - 0 - X
- - 0 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

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

```

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

```

after 150 turns into the moving phase

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

```

X - - 0 - X
- - 0 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

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

```

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

```

after 152 turns into the moving phase

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

```

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

```

after 153 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 154

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

```

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

```

after 154 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 0 -
@ - - @ @ -
X - - - - X

```

after 155 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 156

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

```

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

```

after 156 turns into the moving phase

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

```

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

```

after 157 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 158

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

```

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

```

after 158 turns into the moving phase

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

```

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

```

after 159 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 160

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

```

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

```

after 160 turns into the moving phase

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

```

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

```

after 161 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 162

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

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

after 162 turns into the moving phase

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

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

after 163 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 164

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

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

after 164 turns into the moving phase

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

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

after 165 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 166

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

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

after 166 turns into the moving phase

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

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

after 167 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 168

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

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

after 168 turns into the moving phase
Player @ : 0h opponent did ((3, 3), (3, 2)) , good to know.

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

after 169 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 170
[PlayerBase] decision is: ((2, 5), (3, 5))

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

after 170 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (3, 3)) , good to know.

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

after 171 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 172
[PlayerBase] decision is: ((3, 5), (2, 5))

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

after 172 turns into the moving phase
Player @ : 0h opponent did ((3, 3), (3, 2)) , good to know.

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

after 173 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 174
[PlayerBase] decision is: ((2, 5), (3, 5))

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

after 174 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (3, 3)) , good to know.

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

after 175 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 176
[PlayerBase] decision is: ((3, 5), (2, 5))

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

after 176 turns into the moving phase
Player @ : 0h opponent did ((3, 3), (3, 2)) , good to know.

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

after 177 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 178
[PlayerBase] decision is: ((2, 5), (3, 5))

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

after 178 turns into the moving phase
Player @ : 0h opponent did ((3, 1), (3, 3)) , good to know.

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

after 179 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 180
[PlayerBase] decision is: ((3, 5), (2, 5))

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

after 180 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
- @ - @ @ -
X - - - - X
```

after 181 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 182
[PlayerBase] decision is: ((2, 5), (3, 5))

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

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

after 182 turns into the moving phase
Player @ : 0h opponent did ((6, 4), (5, 4)) , good to know.

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

after 183 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 184
[PlayerBase] decision is: ((3, 5), (2, 5))

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

after 184 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 -  
- @ - @ @ -  
X - - - - X
```

after 185 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 186
[PlayerBase] decision is: ((2, 5), (3, 5))

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

after 186 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (3, 2)) , good to know.

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

after 187 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 188
[PlayerBase] decision is: ((3, 5), (2, 5))

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

after 188 turns into the moving phase
Player @ : 0h opponent did ((3, 2), (4, 2)) , good to know.

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

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

after 189 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 190

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

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

after 190 turns into the moving phase

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

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

after 191 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 192

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

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

after 192 turns into the moving phase

game over!

W wins!

Terranz-MacBook:comp30024-ai-project Terra\$ python3 netreferee.py player peoples_bicep

NetReferee version 1.0 (released May 06 2018)

Coordinate a game of Watch Your Back! between your Player class and the server.

Run `python netreferee.py -h` for help and additional usage information

welcome, peoples_bicep

attempting to connect to the server...

connection established!

submitting game request for player 'peoples_bicep'...

game request submitted!

waiting for an opponent (with default key)

press ^C to stop waiting

^C

bye!

Terranz-MacBook:comp30024-ai-project Terra\$ python3 netreferee.py player peoples_bicep

NetReferee version 1.0 (released May 06 2018)

Coordinate a game of Watch Your Back! between your Player class and the server.

Run `python netreferee.py -h` for help and additional usage information

welcome, peoples_bicep

attempting to connect to the server...

connection established!

submitting game request for player 'peoples_bicep'...

game request submitted!

waiting for an opponent (with default key)

press ^C to stop waiting

opponent found! beginning game

white player: peoples_bicep

black player: Dickon_Manwoody

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



```

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

```

```

-- 0 -- -- --
-- 0 - @ -- --
-- 0 - - @ @ -
-- 0 -- -- --
-- -- -- --
X -- -- -- X
after 7 turns into the placing phase
Player 0 : 0h opponent did (7, 4) , good to know.
X -- -- -- X
-- -- -- --
-- 0 -- -- --
-- 0 - @ -- --
-- 0 - - @ @ @
-- 0 -- -- --
-- -- -- --
X -- -- -- X
after 8 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 9
[PlayerBase] decision is: (4, 4)
X -- -- -- X
-- -- -- --
-- 0 -- -- --
-- 0 - @ -- --
-- 0 - 0 @ @ @
-- 0 -- -- --
-- -- -- --
X -- -- -- X
after 9 turns into the placing phase
Player 0 : 0h opponent did (5, 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
[PlayerBase] decision is: (3, 4)
X -- -- -- X
-- -- -- --
-- 0 -- -- --
-- 0 - @ -- --
-- 0 0 0 @ @ @
-- 0 - - @ --
-- -- -- --
X -- -- -- X
after 11 turns into the placing phase
Player 0 : 0h opponent did (6, 5) , 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
[PlayerBase] decision is: (5, 3)
X -- -- -- X
-- -- -- --
-- 0 -- -- --
-- 0 - @ 0 --
-- 0 0 0 @ @ @
-- 0 - - @ @ -
-- -- -- --
X -- -- -- X
after 13 turns into the placing phase
Player 0 : 0h opponent did (5, 2) , good to know.
X -- -- -- X

```

```

- - - - -
- - 0 - - @ - -
- - 0 - @ - - -
- - 0 0 0 @ @ @
- - 0 - - @ @ -
- - - - -
X - - - - - X
after 14 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 15
[PlayerBase] decision is: (5, 3)
X - - - - - X
- - - - -
- - 0 - - @ - -
- - 0 - @ - - -
- - 0 0 0 @ @ @
- - 0 - - @ @ -
- - - - -
X - - - - - X
after 15 turns into the placing phase
Player 0 : Oh opponent did (7, 5) , good to know.
X - - - - - X
- - - - -
- - 0 - - @ - -
- - 0 - @ - - -
- - 0 0 0 @ @ @
- - 0 - - @ @ @
- - - - -
X - - - - - X
after 16 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 17
[PlayerBase] decision is: (5, 3)
X - - - - - X
- - - - -
- - 0 - - @ - -
- - 0 - @ - - -
- - 0 0 0 @ @ @
- - 0 - - @ @ @
- - - - -
X - - - - - X
after 17 turns into the placing phase
Player 0 : Oh opponent did (1, 6) , good to know.
X - - - - - X
- - - - -
- - 0 - - @ - -
- - 0 - @ - - -
- - 0 0 0 @ @ @
- - 0 - - @ @ @
- @ - - - - -
X - - - - - X
after 18 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 19
[PlayerBase] decision is: (5, 3)
X - - - - - X
- - - - -
- - 0 - - @ - -
- - 0 - @ - - -
- - 0 0 0 @ @ @
- - 0 - - @ @ @
- @ - - - - -
X - - - - - X
after 19 turns into the placing phase
Player 0 : Oh opponent did (5, 6) , good to know.
X - - - - - X
- - - - -
- - 0 - - @ - -
- - 0 - @ - - -
- - 0 0 0 @ @ @
- - 0 - - @ @ @
- @ - - - @ - -
X - - - - - X
after 20 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 21

```

[PlayerBase] decision is: (5, 3)

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

after 21 turns into the placing phase

Player 0 : Oh opponent did (1, 7) , good to know.

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

after 22 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 23

[PlayerBase] decision is: (5, 3)

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

after 23 turns into the placing phase

Player 0 : Oh opponent did (4, 6) , good to know.

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

after 0 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 1

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

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

after 1 turns into the moving phase

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

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

after 2 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 3

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

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

after 3 turns into the moving phase
Player 0 : Oh opponent did ((6, 5), (4, 5)) , good to know.

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

after 4 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 5
[PlayerBase] decision is: ((3, 4), (4, 4))

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

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

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

after 6 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 7
[PlayerBase] decision is: ((2, 2), (1, 2))

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

after 7 turns into the moving phase
Player 0 : Oh opponent did ((7, 4), (7, 6)) , good to know.

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

after 8 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 9
[PlayerBase] decision is: ((1, 2), (2, 2))

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

after 9 turns into the moving phase
Player 0 : Oh opponent did ((7, 5), (7, 4)) , good to know.

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

```

X @ - - - - - X
after 10 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 11
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - -
- 0 - - - - -
- - 0 - @ @ - -
- - 0 - @ @ - @
- - 0 - @ @ - -
- @ - - @ @ - @
X @ - - - - - X
after 11 turns into the moving phase
Player 0 : Oh opponent did ((7, 4), (7, 3)) , good to know.
X - - - - - X
- - - - -
- 0 - - - - -
- - 0 - @ @ - @
- - 0 - @ @ - -
- - 0 - @ @ - -
- @ - - @ @ - @
X @ - - - - - X
after 12 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 13
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - -
- - 0 - - - - -
- - 0 - @ @ - @
- - 0 - @ @ - -
- - 0 - @ @ - -
- @ - - @ @ - @
X @ - - - - - X
after 13 turns into the moving phase
Player 0 : Oh opponent did ((7, 3), (7, 2)) , good to know.
X - - - - - X
- - - - -
- - 0 - - - - @
- - 0 - @ @ - -
- - 0 - @ @ - -
- - 0 - @ @ - -
- @ - - @ @ - @
X @ - - - - - X
after 14 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 15
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - -
- 0 - - - - @
- - 0 - @ @ - -
- - 0 - @ @ - -
- - 0 - @ @ - -
- @ - - @ @ - @
X @ - - - - - X
after 15 turns into the moving phase
Player 0 : Oh opponent did ((5, 4), (5, 2)) , good to know.
X - - - - - X
- - - - -
- 0 - - - @ - @
- - 0 - @ @ - -
- - 0 - @ - - -
- - 0 - @ @ - -
- @ - - @ @ - @
X @ - - - - - X
after 16 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 17
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - -
- - 0 - - @ - @
- - 0 - @ @ - -
- - 0 - @ - - -

```

```

- - 0 - @ @ - -
- @ - - @ @ - @
X @ - - - - X
after 17 turns into the moving phase
Player 0 : 0h opponent did ((7, 2), (7, 1)) , good to know.
X - - - - - X
- - - - - @
- - 0 - - @ - -
- - 0 - @ @ - -
- - 0 - @ - - -
- - 0 - @ @ - -
- @ - - @ @ - @
X @ - - - - X
after 18 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 19
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - - @ - -
- - 0 - @ @ - -
- - 0 - @ - - -
- - 0 - @ @ - -
- @ - - @ @ - @
X @ - - - - X
after 19 turns into the moving phase
Player 0 : 0h opponent did ((5, 6), (5, 4)) , good to know.
X - - - - - X
- - - - - @
- 0 - - - @ - -
- - 0 - @ @ - -
- - 0 - @ @ - -
- - 0 - @ @ - -
- @ - - @ - - @
X @ - - - - X
after 20 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 21
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - - @ - -
- - 0 - @ @ - -
- - 0 - @ @ - -
- - 0 - @ @ - -
- @ - - @ - - @
X @ - - - - X
after 21 turns into the moving phase
Player 0 : 0h opponent did ((4, 6), (5, 6)) , good to know.
X - - - - - X
- - - - - @
- - 0 - - @ - -
- - 0 - @ @ - -
- - 0 - @ @ - -
- - 0 - @ @ - -
- @ - - - @ - @
X @ - - - - X
after 22 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 23
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - - @ - -
- - 0 - @ @ - -
- - 0 - @ @ - -
- - 0 - @ @ - -
- @ - - - @ - @
X @ - - - - X
after 23 turns into the moving phase
Player 0 : 0h opponent did ((5, 2), (4, 2)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -

```

```

-- 0 - @ @ --
-- 0 - @ @ --
- @ - - - @ - @
X @ - - - - X
after 24 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 25
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
-- 0 - @ - - -
-- 0 - @ @ - -
-- 0 - @ @ - -
-- 0 - @ @ - -
- @ - - - @ - @
X @ - - - - X
after 25 turns into the moving phase
Player 0 : Oh opponent did ((5, 6), (6, 6)) , good to know.
X - - - - - X
- - - - - @
-- 0 - @ - - -
-- 0 - @ @ - -
-- 0 - @ @ - -
-- 0 - @ @ - -
- @ - - - @ @
X @ - - - - X
after 26 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 27
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
-- 0 - @ @ - -
-- 0 - @ @ - -
-- 0 - @ @ - -
- @ - - - @ @
X @ - - - - X
after 27 turns into the moving phase
Player 0 : Oh opponent did ((6, 6), (6, 7)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
-- 0 - @ @ - -
-- 0 - @ @ - -
-- 0 - @ @ - -
- @ - - - @
X @ - - - - @ X
after 28 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 29
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
-- 0 - @ - - -
-- 0 - @ @ - -
-- 0 - @ @ - -
-- 0 - @ @ - -
- @ - - - @
X @ - - - - @ X
after 29 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (6, 3)) , good to know.
X - - - - - X
- - - - - @
-- 0 - @ - - -
-- 0 - @ - @ -
-- 0 - @ @ - -
-- 0 - @ @ - -
- @ - - - @
X @ - - - - @ X
after 30 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 31
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @

```



```

- 0 - - @ - - -
- - 0 - @ - @ -
- - 0 - @ @ - -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 31 turns into the moving phase
Player 0 : Oh opponent did ((6, 3), (6, 4)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 32 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 33
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 33 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 34 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 35
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 35 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 36 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 37
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 37 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X

```

```

- - - - - @
- - 0 - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 38 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 39
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 39 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 40 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 41
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 41 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 42 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 43
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 43 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 44 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 45

```

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

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

after 45 turns into the moving phase

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

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

after 46 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 47

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

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

after 47 turns into the moving phase

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

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

after 48 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 49

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

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

after 49 turns into the moving phase

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

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

after 50 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 51

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

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

after 51 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.

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

after 52 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 53
[PlayerBase] decision is: ((1, 2), (2, 2))

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

after 53 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.

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

after 54 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 55
[PlayerBase] decision is: ((2, 2), (1, 2))

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

after 55 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.

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

after 56 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 57
[PlayerBase] decision is: ((1, 2), (2, 2))

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

after 57 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.

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

```

X @ - - - - @ X
after 58 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 59
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 59 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 60 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 61
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 61 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 62 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 63
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 63 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 64 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 65
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -

```

```

-- 0 - @ @ --
- @ - - - - @
X @ - - - - @ X
after 65 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X
- - - - - @
-- 0 - @ - - -
-- 0 - @ @ - -
-- 0 - @ @ @ -
-- 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 66 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 67
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
-- 0 - @ @ - -
-- 0 - @ @ @ -
-- 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 67 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
-- 0 - @ - - -
-- 0 - @ @ @ -
-- 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 68 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 69
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
-- 0 - @ - - -
-- 0 - @ - - -
-- 0 - @ @ @ -
-- 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 69 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X
- - - - - @
-- 0 - @ - - -
-- 0 - @ @ - -
-- 0 - @ @ @ -
-- 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 70 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 71
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
-- 0 - @ @ - -
-- 0 - @ @ @ -
-- 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 71 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
-- 0 - @ - - -

```

```

- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 72 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 73
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 73 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 74 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 75
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 75 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 76 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 77
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 77 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 78 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 79
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @

```

```

- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 79 turns into the moving phase
Player 0 : 0h opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 80 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 81
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 81 turns into the moving phase
Player 0 : 0h opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 82 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 83
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 83 turns into the moving phase
Player 0 : 0h opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 84 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 85
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 85 turns into the moving phase
Player 0 : 0h opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X

```



```

- - - - - @
- - 0 - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 86 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 87
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 87 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 88 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 89
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 89 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 90 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 91
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 91 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 92 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 93

```

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

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

after 93 turns into the moving phase

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

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

after 94 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 95

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

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

after 95 turns into the moving phase

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

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

after 96 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 97

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

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

after 97 turns into the moving phase

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

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

after 98 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 99

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

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

after 99 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.

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

after 100 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 101
[PlayerBase] decision is: ((1, 2), (2, 2))

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

after 101 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.

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

after 102 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 103
[PlayerBase] decision is: ((2, 2), (1, 2))

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

after 103 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.

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

after 104 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 105
[PlayerBase] decision is: ((1, 2), (2, 2))

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

after 105 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.

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

```

X @ - - - - @ X
after 106 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 107
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 107 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 108 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 109
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 109 turns into the moving phase
Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 110 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 111
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X
after 111 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 112 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 113
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -

```

```

- - 0 - @ @ - -
- @ - - - - @
X @ - - - @ X
after 113 turns into the moving phase
Player 0 : 0h opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - @ X
after 114 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 115
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - @ X
after 115 turns into the moving phase
Player 0 : 0h opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - @ X
after 116 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 117
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ - - -
- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - @ X
after 117 turns into the moving phase
Player 0 : 0h opponent did ((5, 5), (5, 3)) , good to know.
X - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - @ X
after 118 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 119
[PlayerBase] decision is: ((2, 2), (1, 2))
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - @ X
after 119 turns into the moving phase
Player 0 : 0h opponent did ((5, 3), (5, 5)) , good to know.
X - - - - - X
- - - - - @
- 0 - - @ - - -
- - 0 - @ - - -

```

```

- - 0 - @ @ @ -
- - 0 - @ @ - -
- @ - - - - @
X @ - - - - @ X
after 120 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 121
[PlayerBase] decision is: ((1, 2), (2, 2))
X - - - - - X
- - - - - @
- - 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 - - - - - X
- - - - - @
- - 0 - @ - - -
- - 0 - @ @ - -
- - 0 - @ @ @ -
- - 0 - @ - - -
- @ - - - - @
X @ - - - - @ X

```

after 122 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 123
 [PlayerBase] decision is: ((2, 2), (1, 2))

```

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

```

after 123 turns into the moving phase

connection lost---try again
 Terranz-MacBook:comp30024-ai-project Terra\$ python3 netreferee.py player peoples_bicep
 NetReferee version 1.0 (released May 06 2018)
 Coordinate a game of Watch Your Back! between your Player class and the server.
 Run `python netreferee.py -h` for help and additional usage information

```

welcome, peoples_bicep
attempting to connect to the server...
connection established!
submitting game request for player 'peoples_bicep'...
game request submitted!
waiting for an opponent (with default key)
press ^C to stop waiting
opponent found! beginning game
white player: peoples_bicep
black player: The_High_Ground

```

```

X - - - - - X
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 0 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 1
[PlayerBase] decision is: (2, 2)
X - - - - - X
- - - - -
- - 0 - - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X

```

after 1 turns into the placing phase
connection lost---try again
Terranz-MacBook:comp30024-ai-project Terra\$ python3 netreferee.py player peoples_bicep
NetReferee version 1.0 (released May 06 2018)
Coordinate a game of Watch Your Back! between your Player class and the server.
Run `python netreferee.py -h` for help and additional usage information

welcome, peoples_bicep
attempting to connect to the server...
connection established!
submitting game request for player 'peoples_bicep'...
game request submitted!
waiting for an opponent (with default key)
press ^C to stop waiting
opponent found! beginning game
white player: peoples_bicep
black player: hobgoblin
X - - - - - X
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X

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

X - - - - - X

- - - - -

- - 0 - - - - -

- - - - -

- - - - -

- - - - -

- - - - -

- - - - -

X - - - - - X

after 1 turns into the placing phase

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

X - - - - - X

- - - - -

- - 0 - - - - -

- - - @ - - - - -

- - - - -

- - - - -

- - - - -

- - - - -

X - - - - - X

after 2 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 3

[PlayerBase] decision is: (2, 3)

X - - - - - X

- - - - -

- - 0 - - - - -

- - 0 @ - - - - -

- - - - -

- - - - -

- - - - -

- - - - -

X - - - - - X

after 3 turns into the placing phase

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

X - - - - - X

- - - - -

- - 0 - - - - -

- @ - @ - - - - -

- - - - -

- - - - -

- - - - -

X - - - - - X

after 4 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 5

[PlayerBase] decision is: (2, 3)

X - - - - - X

- - - - -

```

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

```



```

- - - - -
- - 0 - - - -
- @ - @ @ - - -
- - @ @ @ - - -
- - - - -
- - - - -
X - - - - - X
after 12 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 13
[PlayerBase] decision is: (2, 3)
X - - - - - X
- - - - -
- - 0 - - - -
- @ - @ @ - - -
- - @ @ @ - - -
- - - - -
- - - - -
X - - - - - X
after 13 turns into the placing phase
Player 0 : Oh opponent did (3, 5) , good to know.
X - - - - - X
- - - - -
- - 0 - - - -
- @ - @ @ - - -
- - @ @ @ - - -
- - - @ - - - -
- - - - -
X - - - - - X
after 14 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 15
[PlayerBase] decision is: (2, 3)
X - - - - - X
- - - - -
- - 0 - - - -
- @ - @ @ - - -
- - @ @ @ - - -
- - - @ - - - -
- - - - -
X - - - - - X
after 15 turns into the placing phase
Player 0 : Oh opponent did (4, 2) , good to know.
X - - - - - X
- - - - -
- - 0 - @ - - -
- @ - @ @ - - -
- - @ @ @ - - -
- - - @ - - - -
- - - - -
X - - - - - X
after 16 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 17
[PlayerBase] decision is: (2, 3)
X - - - - - X
- - - - -
- - 0 - @ - - -
- @ - @ @ - - -
- - @ @ @ - - -
- - - @ - - - -
- - - - -
X - - - - - X
after 17 turns into the placing phase
Player 0 : Oh opponent did (3, 2) , good to know.
X - - - - - X
- - - - -
- - 0 @ @ - - -
- @ - @ @ - - -
- - @ @ @ - - -
- - - @ - - - -
- - - - -
X - - - - - X
after 18 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 19

```

[PlayerBase] decision is: (2, 3)

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

after 19 turns into the placing phase

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

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

after 20 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 21

[PlayerBase] decision is: (2, 2)

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

after 21 turns into the placing phase

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

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

after 22 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 23

[PlayerBase] decision is: (2, 2)

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

after 23 turns into the placing phase

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

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

after 0 turns into the moving phase

game over!

B wins!

Terranz-MacBook:comp30024-ai-project Terra\$ python3 netreferee.py player peoples_bicep

NetReferee version 1.0 (released May 06 2018)

Coordinate a game of Watch Your Back! between your Player class and the server.

Run `python netreferee.py -h` for help and additional usage information

welcome, peoples_bicep

attempting to connect to the server...

connection established!

```

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

```