

Last login: Wed May 9 15:35:31 on ttys004

Terranz-MacBook:comp30024-ai-project Terra\$ python3 netreferee.py minimax_player 890

Traceback (most recent call last):

```
File "netreferee.py", line 443, in <module>
    main()
File "netreferee.py", line 26, in main
    options = _Options()
File "netreferee.py", line 198, in __init__
    self.player = _load_player(args.player_module)
File "netreferee.py", line 213, in _load_player
    module = importlib.import_module(modulename, package=package)
File "/Library/Frameworks/Python.framework/Versions/3.6/lib/python3.6/importlib/__init__.py", line 126, in import_module
    return _bootstrap._gcd_import(name[level:], package, level)
File "<frozen importlib._bootstrap>", line 978, in _gcd_import
File "<frozen importlib._bootstrap>", line 961, in _find_and_load
File "<frozen importlib._bootstrap>", line 950, in _find_and_load_unlocked
File "<frozen importlib._bootstrap>", line 655, in _load_unlocked
File "<frozen importlib._bootstrap_external>", line 678, in exec_module
File "<frozen importlib._bootstrap>", line 205, in _call_with_frames_removed
File "/Users/alan/Developer/ai-project/comp30024-ai-project/minimax_player.py", line 6, in <module>
e>
```

```
    from ai.agents.minimax import MinimaxPlayer as Player
File "/Users/alan/Developer/ai-project/comp30024-ai-project/ai/agents/minimax.py", line 2, in <module>
    from ..algos.minimax import MiniMaxSolver
```

```
File "/Users/alan/Developer/ai-project/comp30024-ai-project/ai/algos/minimax.py", line 32, in <module>
    [ N, G, F, F, F, F, G, N],
```

NameError: name 'N' is not defined

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

Traceback (most recent call last):

```
File "netreferee.py", line 443, in <module>
    main()
File "netreferee.py", line 26, in main
    options = _Options()
File "netreferee.py", line 198, in __init__
    self.player = _load_player(args.player_module)
File "netreferee.py", line 213, in _load_player
    module = importlib.import_module(modulename, package=package)
File "/Library/Frameworks/Python.framework/Versions/3.6/lib/python3.6/importlib/__init__.py", line 126, in import_module
    return _bootstrap._gcd_import(name[level:], package, level)
File "<frozen importlib._bootstrap>", line 978, in _gcd_import
File "<frozen importlib._bootstrap>", line 961, in _find_and_load
File "<frozen importlib._bootstrap>", line 950, in _find_and_load_unlocked
File "<frozen importlib._bootstrap>", line 655, in _load_unlocked
File "<frozen importlib._bootstrap_external>", line 678, in exec_module
File "<frozen importlib._bootstrap>", line 205, in _call_with_frames_removed
File "/Users/alan/Developer/ai-project/comp30024-ai-project/minimax_player.py", line 6, in <module>
e>
```

```
    from ai.agents.minimax import MinimaxPlayer as Player
File "/Users/alan/Developer/ai-project/comp30024-ai-project/ai/agents/minimax.py", line 2, in <module>
    from ..algos.minimax import MiniMaxSolver
```

```
File "/Users/alan/Developer/ai-project/comp30024-ai-project/ai/algos/minimax.py", line 32, in <module>
    [ N, G, F, F, F, F, G, N],
```

NameError: name 'N' is not defined

Terranz-MacBook:comp30024-ai-project Terra\$ clear

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

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, lol

attempting to connect to the server...

connection established!

submitting game request for player 'lol'...

game request submitted!

waiting for an opponent (with default key)

```

press ^C to stop waiting
opponent found! beginning game
white player: lol
black player: POKEMON
X - - - - - X
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 0 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 1
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - -
2- - - - -
3- - - - -
4- - - - -
5- - - - -
6- - - - -
7X - - - - - X

```

[PlayerBase] decision is: (3, 4)

```

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

```

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

```

[PlayerBase] decision is: (3, 5)

```

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

```

after 3 turns into the placing phase
Player 0 : Oh opponent did (5, 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
 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - -
2- - - - -
3- - - @ @ - -
4- - - 0 - - -
5- - - 0 - - -
6- - - - -
7X - - - - - X

```

[PlayerBase] decision is: (2, 4)

```

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

```

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

```

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

```

after 6 turns into the placing phase
 [PlayerBase] Requesting action for 0 player on turn 7

```

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

```

[PlayerBase] decision is: (3, 2)

```

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

```

after 7 turns into the placing phase
 Player 0 : Oh opponent did (4, 2) , good to know.

```

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

```

after 8 turns into the placing phase
 [PlayerBase] Requesting action for 0 player on turn 9

```

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

```

```
5- - - 0 - - - -
6- - - - - - - -
7X - - - - - X
```

[PlayerBase] decision is: (2, 2)

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

```
- - - - -
```

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

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

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

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

```
- - - - -
```

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

after 9 turns into the placing phase

Player 0 : Oh 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

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

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

```
1- - - - -
```

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

```
3- - - - @ @ - -
```

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

```
5- - - 0 - - - -
```

```
6- - - - -
```

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

[PlayerBase] decision is: (2, 3)

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

```
- - - - -
```

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

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

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

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

```
- - - - -
```

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

after 11 turns into the placing phase

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

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

```
- - - - -
```

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

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

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

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

```
- - - - -
```

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

after 12 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 13

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

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

```
1- - - - -
```

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

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

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

```
5- - - 0 - - - -
```

```
6- - - - -
```

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

[PlayerBase] decision is: (2, 5)

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

```
- - - - -
```

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

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

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

```

-- 0 0 - - - -
- - - - -
X - - - - - X
after 13 turns into the placing phase
Player 0 : Oh opponent did (5, 5) , good to know.
X - - - - - X
- - - - -
-- 0 0 @ @ - -
-- 0 - @ @ - -
-- 0 0 @ @ - -
-- 0 0 - @ - -
- - - - -
X - - - - - X
after 14 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 15
 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - -
2- - 0 0 @ @ - -
3- - 0 - @ @ - -
4- - 0 0 @ @ - -
5- - 0 0 - @ - -
6- - - - -
7X - - - - - X

[PlayerBase] decision is: (3, 1)
X - - - - - X
- - - 0 - - - -
-- 0 0 @ @ - -
-- 0 - @ @ - -
-- 0 0 @ @ - -
-- 0 0 - @ - -
- - - - -
X - - - - - X
after 15 turns into the placing phase
Player 0 : Oh opponent did (4, 5) , good to know.
X - - - - - X
- - - 0 - - - -
-- 0 0 @ @ - -
-- 0 - @ @ - -
-- 0 0 @ @ - -
-- 0 0 @ @ - -
- - - - -
X - - - - - X
after 16 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 17
 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - 0 - - - -
2- - 0 0 @ @ - -
3- - 0 - @ @ - -
4- - 0 0 @ @ - -
5- - 0 0 @ @ - -
6- - - - -
7X - - - - - X

[PlayerBase] decision is: (4, 1)
X - - - - - X
- - - 0 0 - - - -
-- 0 0 @ @ - -
-- 0 - @ @ - -
-- 0 0 @ @ - -
-- 0 0 @ @ - -
- - - - -
X - - - - - X
after 17 turns into the placing phase
Player 0 : Oh opponent did (4, 6) , good to know.
X - - - - - X
- - - 0 0 - - - -
-- 0 0 @ @ - -
-- 0 - @ @ - -
-- 0 0 @ @ - -

```

```

- - 0 0 @ @ - -
- - - - @ - - -
X - - - - - X
after 18 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 19
 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - 0 0 - - -
2- - 0 0 @ @ - -
3- - 0 - @ @ - -
4- - 0 0 @ @ - -
5- - 0 0 @ @ - -
6- - - - @ - - -
7X - - - - - X

```

[PlayerBase] decision is: (1, 4)

```

X - - - - - X

```

```

- - - 0 0 - - -
- - 0 0 @ @ - -
- - 0 - @ @ - -
- 0 0 0 @ @ - -
- - 0 0 @ @ - -
- - - - @ - - -

```

```

X - - - - - X

```

after 19 turns into the placing phase

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

```

X - - - - - X

```

```

- - - 0 0 - - -
- - 0 0 @ @ - -
- - 0 - @ @ - -
- 0 0 0 @ @ - -
- - 0 0 @ @ - -
- - - - @ @ - -

```

```

X - - - - - X

```

after 20 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 21

```

 0 1 2 3 4 5 6 7

```

```

0X - - - - - X

```

```

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

```

[PlayerBase] decision is: (3, 3)

```

X - - - - - X

```

```

- - - 0 0 - - -
- - 0 0 @ @ - -
- - 0 0 @ @ - -
- 0 0 0 @ @ - -
- - 0 0 @ @ - -
- - - - @ @ - -

```

```

X - - - - - X

```

after 21 turns into the placing phase

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

```

X - - - - - X

```

```

- - - 0 0 - - -
- - 0 0 @ @ - -
- - 0 0 @ @ - -
- 0 0 0 @ @ - -
- - 0 0 @ @ @ - -
- - - - @ @ - -

```

```

X - - - - - X

```

after 22 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 23

```

 0 1 2 3 4 5 6 7

```

```

0X - - - - - X

```

```

1- - - 0 0 - - -
2- - 0 0 @ @ - -
3- - 0 0 @ @ - -

```

```

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

```

[PlayerBase] decision is: (2, 0)

```

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

```

after 23 turns into the placing phase

Player 0 : Oh opponent did (6, 4) , good to know.

```

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

```

after 0 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 1

```

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

```

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

```

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

```

after 1 turns into the moving phase

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

```

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

```

after 2 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 3

```

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

```

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

```

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

```

```

- 0 - 0 @ @ @ -
- - 0 - @ @ @ -
- - 0 0 @ @ - -
X - - - - - X
after 3 turns into the moving phase
Player 0 : Oh opponent did ((5, 2), (4, 2)) , good to know.
X - 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
  0 1 2 3 4 5 6 7
0X - 0 - @ - - X
1- - - 0 - - - -
2- - 0 0 @ - - -
3- - 0 0 @ @ - -
4- 0 - 0 @ @ @ -
5- - 0 - @ @ @ -
6- - 0 0 @ @ - -
7X - - - - - X

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

[PlayerBase] decision is: ((2, 2), (2, 1))
X - 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 ((5, 6), (5, 4)) , good to know.
X - 0 - @ - - X
- - 0 0 - - - -
- - - 0 @ @ - -
- - 0 0 @ @ - -

```



```

- 0 - 0 @ @ @ -
- - - 0 @ @ @ -
- - 0 0 @ - - -
X - - - - - X
after 8 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 9
  0 1 2 3 4 5 6 7
0X - 0 - @ - - X
1- - 0 0 - - - -
2- - - 0 @ @ - -
3- - 0 0 @ @ - -
4- 0 - 0 @ @ @ -
5- - - 0 @ @ @ -
6- - 0 0 @ - - -
7X - - - - - X

```

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

```

X - 0 - @ - - X
- - 0 0 - - - -
- - - 0 @ @ - -
- - 0 0 @ @ - -
- 0 - 0 @ @ @ -
- - - 0 @ @ @ -
- - 0 - @ - - -
X - - 0 - - - X
after 9 turns into the moving phase
Player 0 : Oh opponent did ((4, 0), (3, 0)) , good to know.

```

```

X - 0 @ - - - X
- - 0 0 - - - -
- - - 0 @ @ - -
- - 0 0 @ @ - -
- 0 - 0 @ @ @ -
- - - 0 @ @ @ -
- - 0 - @ - - -
X - - 0 - - - X
after 10 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 11
  0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 - - - -
2- - - 0 @ @ - -
3- - 0 0 @ @ - -
4- 0 - 0 @ @ @ -
5- - - 0 @ @ @ -
6- - 0 - @ - - -
7X - - 0 - - - X

```

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

```

X - 0 @ - - - X
- - 0 0 - - - -
- - - 0 @ @ - -
- - 0 0 @ @ - -
- 0 - 0 @ @ @ -
- - 0 - @ @ @ -
- - 0 - @ - - -
X - - 0 - - - X
after 11 turns into the moving phase
Player 0 : Oh opponent did ((6, 5), (6, 3)) , good to know.

```

```

X - 0 @ - - - X
- - 0 0 - - - -
- - - 0 @ @ - -
- - 0 0 @ @ @ -
- 0 - 0 @ @ @ -
- - 0 - @ @ - -
- - 0 - @ - - -
X - - 0 - - - X
after 12 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 13
  0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 - - - -
2- - - 0 @ @ - -

```

```

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

```

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

```

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

```

after 13 turns into the moving phase

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

```

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

```

after 14 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 15

```

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

```

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

```

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

```

after 15 turns into the moving phase

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

```

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

```

after 16 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 17

```

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

```

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

```

X - 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 ((5, 4), (3, 4)) , good to know.

```

```

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

```

after 18 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 19

```

 0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 - - - -
2- - - 0 @ @ @ -
3- - 0 0 @ @ @ -
40 0 - @ @ - - -
5- - 0 @ @ - - -
6- - 0 0 @ - - -
7X - - - - - X

```

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

```

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

```

after 19 turns into the moving phase
Player 0 : Oh opponent did ((4, 5), (4, 7)) , good to know.

```

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

```

after 20 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 21

```

 0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 - - - -
2- - - 0 @ @ @ -
3- - 0 0 @ @ @ -
40 0 - @ @ - - -
5- - - @ - - - -
6- - 0 0 @ - - -
7X - 0 - @ - - X

```

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

```

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

```

after 21 turns into the moving phase
Player 0 : Oh opponent did ((4, 7), (3, 7)) , good to know.

```

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

```

```

0 - 0 0 @ @ @ -
- 0 - @ @ - - -
- - - @ - - - -
- - 0 - @ - - -
X - 0 @ - - - X
after 22 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 23
  0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 - - - -
2- - - 0 @ @ @ -
30 - 0 0 @ @ @ -
4- 0 - @ @ - - -
5- - - @ - - - -
6- - 0 - @ - - -
7X - 0 @ - - - X

```

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

```

X - 0 @ - - - X
- - 0 0 - - - -
- - - 0 @ @ @ -
- - 0 0 @ @ @ -
0 0 - @ @ - - -
- - - @ - - - -
- - 0 - @ - - -
X - 0 @ - - - X
after 23 turns into the moving phase
Player 0 : Oh opponent did ((4, 6), (4, 5)) , good to know.

```

```

X - 0 @ - - - X
- - 0 0 - - - -
- - - 0 @ @ @ -
- - 0 0 @ @ @ -
0 0 - @ @ - - -
- - - @ @ - - -
- - 0 - - - - -
X - 0 @ - - - X
after 24 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 25
  0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 - - - -
2- - - 0 @ @ @ -
3- - 0 0 @ @ @ -
40 0 - @ @ - - -
5- - - @ @ - - -
6- - 0 - - - - -
7X - 0 @ - - - X

```

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

```

X - 0 @ - - - X
- - 0 0 - - - -
- - - 0 @ @ @ -
- - 0 0 @ @ @ -
- 0 - @ @ - - -
0 - - @ @ - - -
- - 0 - - - - -
X - 0 @ - - - X
after 25 turns into the moving phase
Player 0 : Oh opponent did ((6, 3), (6, 1)) , good to know.

```

```

X - 0 @ - - - X
- - 0 0 - - @ -
- - - 0 @ @ @ -
- - 0 0 @ @ @ -
- 0 - @ @ - - -
0 - - @ @ - - -
- - 0 - - - - -
X - 0 @ - - - X
after 26 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 27
  0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 - - @ -

```

```

2- - - 0 @ @ @ -
3- - 0 0 @ @ - -
4- 0 - @ @ - - -
50 - - @ @ - - -
6- - 0 - - - - -
7X - 0 @ - - - X

```

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

```

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

```

X - 0 @ - - - X

after 27 turns into the moving phase

Player 0 : Oh opponent did ((6, 1), (5, 1)) , good to know.

```

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

```

X - 0 @ - - - X

after 28 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 29

```

0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 - @ - -
2- - - 0 @ @ @ -
3- - 0 0 @ @ - -
40 0 - @ @ - - -
5- - - @ @ - - -
6- - 0 - - - - -
7X - 0 @ - - - X

```

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

```

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

```

X - 0 @ - - - X

after 29 turns into the moving phase

Player 0 : Oh opponent did ((5, 1), (4, 1)) , good to know.

```

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

```

X - 0 @ - - - X

after 30 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 31

```

0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 @ - - -
2- - - 0 @ @ @ -
3- - 0 0 @ @ - -
4- 0 - @ @ - - -
50 - - @ @ - - -
6- - 0 - - - - -
7X - 0 @ - - - X

```

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

```

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

```

```

- - - 0 @ @ @ -
- - 0 0 @ @ - -
0 0 - @ @ - - -
- - - @ @ - - -
- - 0 - - - -
X - 0 @ - - - X
after 31 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 1)) , good to know.

```

```

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

```

after 32 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 33

```

  0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 @ @ - -
2- - - 0 @ @ @ -
3- - 0 0 @ - - -
40 0 - @ @ - - -
5- - - @ @ - - -
6- - 0 - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 33 turns into the moving phase
Player 0 : Oh opponent did ((5, 1), (5, 3)) , good to know.

```

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

```

after 34 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 35

```

  0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 @ - - -
2- - - 0 @ @ @ -
3- - 0 0 @ @ - -
4- 0 - @ @ - - -
50 - - @ @ - - -
6- - 0 - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 35 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 1)) , good to know.

```

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

```

```

- - - 0 @ @ @ -
- - 0 0 @ - - -
- 0 - @ @ - - -
- - - @ @ - - -
0 - 0 - - - - -
X - 0 @ - - - X
after 36 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 37
  0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 @ @ - -
2- - - 0 @ @ @ -
3- - 0 0 @ - - -
4- 0 - @ @ - - -
5- - - @ @ - - -
60 - 0 - - - - -
7X - 0 @ - - - X

```

```

[PlayerBase] decision is: ((2, 3), (2, 4))
X - 0 @ - - - X
- - 0 0 @ @ - -
- - - 0 @ @ @ -
- - - 0 @ - - -
- 0 0 @ @ - - -
- - - @ @ - - -
0 - 0 - - - - -
X - 0 @ - - - X
after 37 turns into the moving phase
Player 0 : Oh opponent did ((5, 1), (5, 3)) , good to know.

```

```

X - 0 @ - - - X
- - 0 0 @ - - -
- - - 0 @ @ @ -
- - - 0 @ @ @ -
- 0 0 @ @ - - -
- - - @ @ - - -
0 - 0 - - - - -
X - 0 @ - - - X
after 38 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 39
  0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 @ - - -
2- - - 0 @ @ @ -
3- - - 0 @ @ - -
4- 0 0 @ @ - - -
5- - - @ @ - - -
60 - 0 - - - - -
7X - 0 @ - - - X

```

```

[PlayerBase] decision is: ((2, 4), (2, 3))
X - 0 @ - - - X
- - 0 0 @ - - -
- - - 0 @ @ @ -
- - 0 0 @ @ - -
- 0 - @ @ - - -
- - - @ @ - - -
0 - 0 - - - - -
X - 0 @ - - - X
after 39 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 1)) , good to know.

```

```

X - 0 @ - - - X
- - 0 0 @ @ - -
- - - 0 @ @ @ -
- - 0 0 @ - - -
- 0 - @ @ - - -
- - - @ @ - - -
0 - 0 - - - - -
X - 0 @ - - - X
after 40 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 41
  0 1 2 3 4 5 6 7
0X - 0 @ - - - X

```

```

1- - 0 0 @ @ - -
2- - - 0 @ @ @ -
3- - 0 0 @ - - -
4- 0 - @ @ - - -
5- - - @ @ - - -
60 - 0 - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 41 turns into the moving phase

Player 0 : Oh opponent did ((5, 1), (5, 3)) , good to know.

```

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

```

after 42 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 43

```

 0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 @ - - -
2- - - 0 @ @ @ -
3- - - 0 @ @ - -
4- 0 0 @ @ - - -
5- - - @ @ - - -
60 - 0 - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 43 turns into the moving phase

Player 0 : Oh opponent did ((5, 3), (5, 1)) , good to know.

```

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

```

after 44 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 45

```

 0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 @ @ - -
2- - - 0 @ @ @ -
3- - - 0 @ - - -
4- 0 - @ @ - - -
5- - 0 @ @ - - -
60 - 0 - - - -
7X - 0 @ - - - X

```

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

```

X - 0 @ - - - X

```



```

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

```

after 45 turns into the moving phase

Player 0 : Oh opponent did ((5, 1), (5, 3)) , good to know.

```

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

```

after 46 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 47

```

 0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 @ - - -
2- - - 0 @ @ @ -
3- - - 0 @ @ - -
4- 0 0 @ @ - - -
5- - - @ @ - - -
60 - 0 - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 47 turns into the moving phase

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

```

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

```

after 48 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 49

```

 0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 @ - - -
2- - - 0 @ @ @ -
3- - - 0 @ @ - -
40 0 @ @ - - - -
5- - - @ @ - - -
60 - 0 - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 49 turns into the moving phase

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

```

X - 0 @ - - - X

```

```

- - 0 0 @ - - -
- - - 0 @ @ @ -
- - @ - @ @ - -
- 0 - @ - - - -
0 - - @ @ - - -
0 - 0 - - - - -
X - 0 @ - - - X
after 50 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 51
  0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 @ - - -
2- - - 0 @ @ @ -
3- - @ - @ @ - -
4- 0 - @ - - - -
50 - - @ @ - - -
60 - 0 - - - - -
7X - 0 @ - - - X

[PlayerBase] decision is: ((0, 6), (1, 6))
X - 0 @ - - - X
- - 0 0 @ - - -
- - - 0 @ @ @ -
- - @ - @ @ - -
- 0 - @ - - - -
0 - - @ @ - - -
- 0 0 - - - - -
X - 0 @ - - - X
after 51 turns into the moving phase
Player 0 : Oh opponent did ((2, 3), (2, 2)) , good to know.
X - 0 @ - - - X
- - 0 0 @ - - -
- - @ - @ @ @ -
- - - - @ @ - -
- 0 - @ - - - -
0 - - @ @ - - -
- 0 0 - - - - -
X - 0 @ - - - X
after 52 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 53
  0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 0 @ - - -
2- - @ - @ @ @ -
3- - - - @ @ - -
4- 0 - @ - - - -
50 - - @ @ - - -
6- 0 0 - - - - -
7X - 0 @ - - - X

[PlayerBase] decision is: ((1, 6), (3, 6))
X - 0 @ - - - X
- - 0 0 @ - - -
- - @ - @ @ @ -
- - - - @ @ - -
- 0 - @ - - - -
0 - - @ @ - - -
- - 0 - - - - -
X - 0 @ - - - X
after 53 turns into the moving phase
Player 0 : Oh opponent did ((5, 2), (3, 2)) , good to know.
X - 0 @ - - - X
- - 0 - @ - - -
- - @ @ @ - @ -
- - - - @ @ - -
- 0 - @ - - - -
0 - - @ @ - - -
- - 0 - - - - -
X - 0 @ - - - X
after 54 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 55
  0 1 2 3 4 5 6 7

```

```

0X - 0 @ - - - X
1- - 0 - @ - - -
2- - @ @ @ - @ -
3- - - - @ @ - -
4- 0 - @ - - - -
50 - - @ @ - - -
6- - 0 - - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 55 turns into the moving phase

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

```

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

```

after 56 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 57

```

0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 - @ - - -
2- - @ @ @ - @ -
3- - - @ @ - - -
4- 0 - @ - - - -
5- - - @ @ - - -
60 - 0 - - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 57 turns into the moving phase

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

```

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

```

after 58 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 59

```

0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - 0 @ - - - -
2- - @ @ @ - @ -
3- 0 - @ @ - - -
4- - - @ - - - -
5- - - @ @ - - -
60 - 0 - - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 59 turns into the moving phase

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

```

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

```

after 60 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 61

```

  0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- 0 - @ - - - -
2- - @ @ - - @ -
3- 0 - @ @ - - -
4- - - @ @ - - -
5- - - @ @ - - -
60 - 0 - - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 61 turns into the moving phase

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

```

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

```

after 62 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 63

```

  0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- 0 - @ - - - -
2- - @ @ - - @ -
3- 0 @ @ - - - -
4- - - @ @ - - -
5- - - @ @ - - -
60 - 0 - - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 63 turns into the moving phase

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

```

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

```

after 64 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 65

```

0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - - @ 0 - - -
2- - @ @ - - @ -
3- 0 @ @ @ - - -
4- - - @ @ - - -
5- - - @ - - - -
60 - 0 - - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 65 turns into the moving phase

Player 0 : Oh opponent did ((6, 2), (5, 2)) , good to know.

```

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

```

after 66 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 67

```

0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - - @ - - - -
2- - @ @ - @ - -
3- 0 @ @ @ - - -
4- - - @ @ - - -
5- - - @ - - - -
60 - 0 - - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 67 turns into the moving phase

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

```

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

```

after 68 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 69

```

 0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- - @ - - - -
2- - @ @ - @ - -
3- - @ @ @ - - -
4- 0 - @ @ - - -
5- - - @ - - - -
60 - 0 - - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 69 turns into the moving phase

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

```

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

```

after 70 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 71

```

 0 1 2 3 4 5 6 7
0X - 0 @ - - - X
1- @ - - - - -
2- - @ @ - @ - -
3- - @ @ @ - - -
40 - - @ @ - - -
5- - - @ - - - -
60 - 0 - - - - -
7X - 0 @ - - - X

```

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

```

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

```

after 71 turns into the moving phase

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

```

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

```

after 72 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 73

```

 0 1 2 3 4 5 6 7
0X @ - @ - - - X
1- - - - - - -
2- - @ @ - @ - -
3- - @ @ @ - - -
4- - - @ @ - - -
50 - - @ - - - -
60 - 0 - - - - -
7X - 0 @ - - - X

```

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

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

after 73 turns into the moving phase

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

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

after 74 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 75

```
0 1 2 3 4 5 6 7
0X @ - @ - - - X
1- - - - -
2- - - @ - @ - -
3- - @ @ @ - - -
4- - @ @ @ - - -
50 - 0 @ - - - -
60 - - - - -
7X - 0 @ - - - X
```

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

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

after 75 turns into the moving phase

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

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

after 76 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 77

```
0 1 2 3 4 5 6 7
0X @ - @ - - - X
1- - - - -
2- - - @ - @ - -
3- - - @ @ - - -
4- - @ @ @ - - -
50 - @ @ - - - -
60 - 0 - - - -
7X - 0 @ - - - X
```

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

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

after 77 turns into the moving phase

Player 0 : Oh opponent did ((3, 5), (1, 5)) , good to know.

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

after 78 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 79

```
0 1 2 3 4 5 6 7
0X @ - @ - - - X
1- - - - -
2- - - @ - @ - -
3- - - @ @ - - -
40 - @ @ @ - - -
5- @ @ - - - -
60 - 0 - - - -
7X - 0 @ - - - X
```

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

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

after 79 turns into the moving phase

Player 0 : Oh opponent did ((1, 5), (3, 5)) , good to know.

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

after 80 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 81

```
0 1 2 3 4 5 6 7
0X @ - @ - - - X
1- - - - -
2- - - @ - @ - -
3- - - @ @ - - -
4- - @ @ @ - - -
50 - @ @ - - - -
60 - 0 - - - -
7X - 0 @ - - - X
```

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

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

after 81 turns into the moving phase

Player 0 : Oh opponent did ((3, 5), (1, 5)) , good to know.

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

after 82 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 83

```
 0 1 2 3 4 5 6 7
0X @ - @ - - - X
1- - - - - - -
2- - - @ - @ - -
3- - - @ @ - - -
40 - @ @ @ - - -
5- @ @ - - - - -
60 - 0 - - - - -
7X - 0 @ - - - X
```

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

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

after 83 turns into the moving phase

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

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

after 84 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 85

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

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

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

after 85 turns into the moving phase

Player 0 : Oh opponent did ((1, 5), (1, 7)) , good to know.

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

after 86 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 87

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

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

X @ - @ - - - X

- - - - -

- - - @ - @ - -

- - - @ @ - - -

- - @ @ @ - - -

@ 0 - - - - -

- - 0 - - - - -

X @ - @ - - - X

after 87 turns into the moving phase

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

X @ - @ - - - X

- - - - -

- - - @ - @ - -

- - - @ @ - - -

- - - @ @ - - -

@ - @ - - - - -

- - 0 - - - - -

X @ - @ - - - X

after 88 turns into the moving phase

game over!

B wins!

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

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, lol

attempting to connect to the server...

connection established!

submitting game request for player 'lol'...

game request submitted!

waiting for an opponent (with default key)

press ^C to stop waiting

opponent found! beginning game

white player: lol

black player: POKEMON

X - - - - - X

- - - - -

- - - - -

- - - - -

- - - - -

- - - - -

- - - - -

X - - - - - X

after 0 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 1

0 1 2 3 4 5 6 7

0X - - - - - X

1- - - - -

2- - - - -

3- - - - -

4- - - - -

5- - - - -

6- - - - -

7X - - - - - X

^C

bye!

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

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, lol

attempting to connect to the server...

connection established!

submitting game request for player 'lol'...

game request submitted!

waiting for an opponent (with default key)

press ^C to stop waiting

opponent found! beginning game

white player: lol

black player: ABC

X - - - - - X

- - - - -

- - - - -

- - - - -

- - - - -

- - - - -

- - - - -

X - - - - - X

after 0 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 1

0 1 2 3 4 5 6 7

0X - - - - - X

1- - - - -

2- - - - -

3- - - - -

4- - - - -

5- - - - -

6- - - - -

7X - - - - - X

[PlayerBase] decision is: (3, 4)

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

0 1 2 3 4 5 6 7

0X - - - - - X

1- - - - -

2- - - - -

3- - - - @ - - -

4- - - 0 - - - -

5- - - - -

6- - - - -

7X - - - - - X

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

```

[PlayerBase] decision is: (3, 3)

```

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

```

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

```

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

```

after 6 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 7

```

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

```

[PlayerBase] decision is: (4, 2)

```

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

```

after 7 turns into the placing phase
Player 0 : Oh opponent did (4, 4) , good to know.

```

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

```

after 8 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 9

```

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

```

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

[PlayerBase] decision is: (2, 4)

X - - - - - X

- - - - -

- - - - 0 - - -

- - 0 0 @ @ - -

- - 0 0 @ @ - -

- - - - -

- - - - -

X - - - - - X

after 9 turns into the placing phase

Player 0 : Oh 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

0 1 2 3 4 5 6 7

0X - - - - - X

1- - - - -

2- - - - 0 - - -

3- - 0 0 @ @ - -

4- - 0 0 @ @ - -

5- - - - @ - - -

6- - - - -

7X - - - - - X

[PlayerBase] decision is: (5, 2)

X - - - - - X

- - - - -

- - - - 0 0 - -

- - 0 0 @ @ - -

- - 0 0 @ @ - -

- - - - @ - - -

- - - - -

X - - - - - X

after 11 turns into the placing phase

Player 0 : Oh opponent did (3, 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

0 1 2 3 4 5 6 7

0X - - - - - X

1- - - - -

2- - - - 0 0 - -

3- - 0 0 @ @ - -

4- - 0 0 @ @ - -

5- - - @ - @ - -

6- - - - -

7X - - - - - X

[PlayerBase] decision is: (2, 2)

X - - - - - X

- - - - -

- - 0 - 0 0 - -

- - 0 0 @ @ - -

- - 0 0 @ @ - -

- - - @ - @ - -

```

- - - - -
X - - - - - X
after 13 turns into the placing phase
Player 0 : Oh opponent did (2, 5) , good to know.
X - - - - - X
- - - - -
- - 0 - 0 0 - -
- - 0 0 @ @ - -
- - 0 0 @ @ - -
- - @ @ - @ - -
- - - - -
X - - - - - X
after 14 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 15
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - -
2- - 0 - 0 0 - -
3- - 0 0 @ @ - -
4- - 0 0 @ @ - -
5- - @ @ - @ - -
6- - - - -
7X - - - - - X

[PlayerBase] decision is: (3, 2)
X - - - - - X
- - - - -
- - 0 0 0 0 - -
- - 0 0 @ @ - -
- - 0 0 @ @ - -
- - @ @ - @ - -
- - - - -
X - - - - - X
after 15 turns into the placing phase
Player 0 : Oh opponent did (4, 6) , good to know.
X - - - - - X
- - - - -
- - 0 0 0 0 - -
- - 0 0 @ @ - -
- - 0 0 @ @ - -
- - @ @ - @ - -
- - - - @ - - -
X - - - - - X
after 16 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 17
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - - - -
2- - 0 0 0 0 - -
3- - 0 0 @ @ - -
4- - 0 0 @ @ - -
5- - @ @ - @ - -
6- - - - @ - - -
7X - - - - - X

[PlayerBase] decision is: (3, 1)
X - - - - - X
- - - 0 - - - -
- - 0 0 0 0 - -
- - 0 0 @ @ - -
- - 0 0 @ @ - -
- - @ @ - @ - -
- - - - @ - - -
X - - - - - X
after 17 turns into the placing phase
Player 0 : Oh opponent did (6, 5) , good to know.
X - - - - - X
- - - 0 - - - -
- - 0 0 0 0 - -
- - 0 0 @ @ - -
- - 0 0 @ @ - -
- - @ @ - @ @ -

```

```

- - - - @ - - - -
X - - - - - X
after 18 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 19
 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - 0 - - - -
2- - 0 0 0 0 - -
3- - 0 0 @ @ - -
4- - 0 0 @ @ - -
5- - @ @ - @ @ -
6- - - - @ - - -
7X - - - - - X

```

[PlayerBase] decision is: (1, 4)

```

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

```

after 19 turns into the placing phase
 Player 0 : Oh opponent did (2, 6) , good to know.

```

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

```

after 20 turns into the placing phase
 [PlayerBase] Requesting action for 0 player on turn 21

```

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

```

[PlayerBase] decision is: (0, 2)

```

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

```

after 21 turns into the placing phase
 Player 0 : Oh opponent did (5, 7) , good to know.

```

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

```

after 22 turns into the placing phase
 [PlayerBase] Requesting action for 0 player on turn 23

```

 0 1 2 3 4 5 6 7
0X - - - - - X
1- - - 0 - - - -
20 - 0 0 0 0 - -
3- - 0 0 @ @ - -
4- 0 0 0 @ @ - -

```

```

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

```

[PlayerBase] decision is: (2, 0)

```

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

```

after 23 turns into the placing phase

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

```

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

```

after 0 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 1

```

  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - 0 - - - -
20 - 0 0 0 0 - -
3- - 0 0 @ @ - -
4- 0 0 0 @ @ - -
5- - @ @ - @ @ -
6@ - @ - @ - - -
7X - - - - @ - X

```

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

```

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

```

after 1 turns into the moving phase

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

```

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

```

after 2 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 3

```

  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - 0 - 0 - -
20 - 0 0 0 - - -
3- - 0 0 @ @ - -
4- 0 0 0 @ @ - -
5- - @ - - @ @ -
6@ - @ @ @ - - -
7X - - - - @ - X

```

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

```

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

```



```

- - @ - - @ @ -
@ - @ @ @ - - -
X - - - - @ - X
after 3 turns into the moving phase
Player 0 : Oh opponent did ((6, 5), (6, 6)) , good to know.

```

```

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

```

```

after 4 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 5

```

```

  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - 0 - 0 - -
20 - 0 0 0 - - -
3- - 0 0 @ @ - -
40 0 - 0 @ @ - -
5- - @ - - @ - -
6@ - @ @ @ - @ -
7X - - - - @ - X

```

```

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

```

```

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

```

```

after 5 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 7)) , good to know.

```

```

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

```

```

after 6 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 7

```

```

  0 1 2 3 4 5 6 7
0X - 0 - - 0 - X
1- - - 0 - - - -
20 - 0 0 0 - - -
3- - 0 0 @ @ - -
40 0 - 0 @ @ - -
5- - - - - @ - -
6@ - @ @ @ - @ -
7X - @ - - @ - X

```

```

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

```

```

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 ((5, 3), (6, 3)) , good to know.

```

```

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

```

```

- - - - - @ - -
@ - @ @ @ - @ -
X - @ - - @ - X
after 8 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 9
 0 1 2 3 4 5 6 7
0X - 0 - - 0 - X
1- - - 0 - - - -
2- - 0 0 0 - - -
30 - 0 0 @ - @ -
40 0 - 0 @ @ - -
5- - - - @ - -
6@ - @ @ @ - @ -
7X - @ - - @ - X

```

```

[PlayerBase] decision is: ((3, 4), (2, 4))
X - 0 - - 0 - X
- - - 0 - - - -
- - 0 0 0 - - -
0 - 0 0 @ - @ -
0 0 0 - @ @ - -
- - - - @ - -
@ - @ @ @ - @ -
X - @ - - @ - X
after 9 turns into the moving phase
Player 0 : Oh opponent did ((3, 6), (3, 7)) , good to know.
X - 0 - - 0 - X
- - - 0 - - - -
- - 0 0 0 - - -
0 - 0 0 @ - @ -
0 0 0 - @ @ - -
- - - - @ - -
@ - @ - @ - @ -
X - @ @ - @ - X

```

```

after 10 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 11
 0 1 2 3 4 5 6 7
0X - 0 - - 0 - X
1- - - 0 - - - -
2- - 0 0 0 - - -
30 - 0 0 @ - @ -
40 0 0 - @ @ - -
5- - - - @ - -
6@ - @ - @ - @ -
7X - @ @ - @ - X

```

```

[PlayerBase] decision is: ((2, 4), (2, 5))
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 ((3, 7), (3, 6)) , good to know.
X - 0 - - 0 - X
- - - 0 - - - -
- - 0 0 0 - - -
0 - 0 0 @ - @ -
0 0 - - @ @ - -
- - 0 - - @ - -
@ - @ @ @ - @ -
X - @ - - @ - X

```

```

after 12 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 13
 0 1 2 3 4 5 6 7
0X - 0 - - 0 - X
1- - - 0 - - - -
2- - 0 0 0 - - -
30 - 0 0 @ - @ -

```

```

40 0 - - @ @ - -
5- 0 - - @ - -
6@ - @ @ @ - @ -
7X - @ - - @ - X

```

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

```

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, 6), (3, 7)) , good to know.

```

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

```

after 14 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 15

```

  0 1 2 3 4 5 6 7
0X - 0 - - 0 - X
1- - - 0 - - -
2- - 0 0 0 - -
3- - 0 0 @ - @ -
40 0 - - @ @ -
50 - 0 - - @ -
6- - @ - @ - @ -
7X - @ @ - @ - X

```

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

```

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 ((3, 7), (3, 6)) , good to know.

```

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

```

after 16 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 17

```

  0 1 2 3 4 5 6 7
0X - 0 - - 0 - X
1- - - 0 - - -
2- - 0 0 0 - -
3- - 0 0 @ - @ -
40 0 - - @ @ -
50 - - 0 - @ -
6- - @ @ @ - @ -
7X - @ - - @ - X

```

[PlayerBase] decision is: ((2, 2), (1, 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, 6), (1, 6)) , good to know.

```

```

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

```

```

after 18 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 19

```

```

 0 1 2 3 4 5 6 7
0X - 0 - - 0 - X
1- - - 0 - - - -
2- 0 - 0 0 - - -
3- - 0 0 @ - @ -
40 0 - - @ @ - -
50 - - 0 - @ - -
6- @ @ - @ - @ -
7X - @ - - @ - X

```

```

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

```

```

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

```

```

after 19 turns into the moving phase
Player 0 : Oh opponent did ((4, 3), (5, 3)) , good to know.

```

```

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

```

```

after 20 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 21

```

```

 0 1 2 3 4 5 6 7
0X - 0 - - 0 - X
1- - - 0 - - - -
2- 0 - 0 0 - - -
3- - 0 0 - @ @ -
40 0 - - @ @ - -
50 - - - - @ - -
6- @ @ - @ - @ -
7X - @ - - @ - X

```

```

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

```

```

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

```

```

after 21 turns into the moving phase
Player 0 : Oh opponent did ((1, 6), (1, 7)) , good to know.

```

```

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

```

```

0 0 - - @ @ - -
0 - - - - @ - -
- - @ - @ - @ -
X @ @ - - @ - X
after 22 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 23
  0 1 2 3 4 5 6 7
0X - 0 - - 0 - X
1- - - 0 - - - -
2- 0 - 0 - - - -
3- - 0 0 0 @ @ -
40 0 - - @ @ - -
50 - - - - @ - -
6- - @ - @ - @ -
7X @ @ - - @ - X

```

```

[PlayerBase] decision is: ((4, 3), (4, 5))
X - 0 - - 0 - X
- - - 0 - - - -
- 0 - 0 - - - -
- - 0 0 - @ @ -
0 0 - - @ @ - -
0 - - - - @ - -
- - @ - @ - @ -
X @ @ - - @ - X
after 23 turns into the moving phase
Player 0 : Oh opponent did ((5, 3), (5, 2)) , good to know.

```

```

X - 0 - - 0 - X
- - - 0 - - - -
- 0 - 0 - @ - -
- - 0 0 - - @ -
0 0 - - @ @ - -
0 - - - - @ - -
- - @ - @ - @ -
X @ @ - - @ - X
after 24 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 25
  0 1 2 3 4 5 6 7
0X - 0 - - 0 - X
1- - - 0 - - - -
2- 0 - 0 - @ - -
3- - 0 0 - - @ -
40 0 - - @ @ - -
50 - - - - @ - -
6- - @ - @ - @ -
7X @ @ - - @ - X

```

```

[PlayerBase] decision is: ((0, 4), (0, 6))
X - 0 - - 0 - X
- - - 0 - - - -
- 0 - 0 - @ - -
- - 0 0 - - @ -
- 0 - - @ @ - -
0 - - - - @ - -
0 - @ - @ - @ -
X @ @ - - @ - X
after 25 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 - @ - @ - @ -
X @ @ - - @ - X
after 26 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 27
  0 1 2 3 4 5 6 7
0X - 0 - - 0 - X
1- - - 0 - - - -
2- 0 - 0 - @ - -

```

```

3- - 0 0 - - - -
4- 0 - - @ @ @ -
50 - - - - @ - -
60 - @ - @ - @ -
7X @ @ - - @ - X

```

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

```

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

```

after 27 turns into the moving phase

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

```

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

```

after 28 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 29

```

  0 1 2 3 4 5 6 7
0X - 0 - - 0 - X
1- - - 0 - - - -
2- 0 - 0 - - - -
3- 0 - 0 - @ - -
4- 0 - - @ @ @ -
50 - - - - @ - -
60 - @ - @ - @ -
7X @ @ - - @ - X

```

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

```

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

```

after 29 turns into the moving phase

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

```

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

```

after 30 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 31

```

  0 1 2 3 4 5 6 7
0X - 0 - 0 - - X
1- - - 0 - - - -
2- 0 - 0 - - - -
3- 0 - 0 @ - - -
4- 0 - - @ @ @ -
50 - - - - @ - -
60 - @ - @ - @ -
7X @ @ - - @ - X

```

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

```

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

```

```

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

```

after 31 turns into the moving phase

Player 0 : Oh opponent did ((1, 7), (1, 6)) , good to know.

```

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

```

after 32 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 33

```

  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - 0 0 - - -
2- 0 - 0 - - - -
3- 0 - 0 @ - - -
4- 0 - - @ @ @ -
50 - - - - @ - -
60 @ @ - @ - @ -
7X - @ - - @ - X

```

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

```

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

```

after 33 turns into the moving phase

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

```

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

```

after 34 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 35

```

  0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - 0 - - - -
2- 0 - 0 0 - - -
3- 0 - 0 - - - -
4- 0 - - @ @ @ -
50 - - - @ @ - -
60 @ @ - @ - @ -
7X - @ - - @ - X

```

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

```

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

```

after 35 turns into the moving phase

Player 0 : Oh opponent did ((1, 6), (1, 5)) , good to know.

```

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

```

```

- 0 - 0 - - - -
- 0 - - @ @ @ -
0 @ - - @ @ - -
0 - @ - @ - @ -
X - @ - - @ - X
after 36 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 37
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - 0 0 - - - -
2- 0 - 0 0 - - -
3- 0 - 0 - - - -
4- 0 - - @ @ @ -
50 @ - - @ @ - -
60 - @ - @ - @ -
7X - @ - - @ - X

```

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

```

X - - - - - 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, 7), (6, 7)) , good to know.

```

```

X - - - - - X
- - 0 0 - - - -
- 0 - 0 0 - - -
- 0 - 0 - - - -
0 0 - - @ @ @ -
- @ - - @ @ - -
0 - @ - @ - @ -
X - @ - - - @ X
after 38 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 39
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - 0 0 - - - -
2- 0 - 0 0 - - -
3- 0 - 0 - - - -
40 0 - - @ @ @ -
5- @ - - @ @ - -
60 - @ - @ - @ -
7X - @ - - - @ X

```

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

```

X - - - - - X
- - 0 0 - - - -
- 0 - 0 - - - -
- 0 - 0 0 - - -
0 0 - - @ @ @ -
- @ - - @ @ - -
0 - @ - @ - @ -
X - @ - - - @ X
after 39 turns into the moving phase
Player 0 : Oh opponent did ((1, 5), (1, 6)) , good to know.

```

```

X - - - - - X
- - 0 0 - - - -
- 0 - 0 - - - -
- 0 - 0 0 - - -
0 0 - - @ @ @ -
- - - - @ @ - -
0 @ @ - @ - @ -
X - @ - - - @ X
after 40 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 41
  0 1 2 3 4 5 6 7
0X - - - - - X
1- - 0 0 - - - -

```



```

2- 0 - 0 - - - -
3- 0 - 0 0 - - -
40 0 - - @ @ @ -
5- - - - @ @ - -
60 @ @ - @ - @ -
7X - @ - - - @ X

```

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

```

X - - - - - 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 ((1, 6), (1, 7)) , good to know.

```

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

```

after 42 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 43

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - 0 0 - - - -
2- 0 - 0 - - - -
3- 0 - 0 0 - - -
4- 0 0 - @ @ @ -
5- - - - @ @ - -
60 - @ - @ - @ -
7X @ @ - - - @ X

```

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

```

X - - - - - 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 ((1, 7), (1, 6)) , good to know.

```

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

```

after 44 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 45

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - 0 0 - - - -
2- 0 - 0 - - - -
3- 0 - 0 0 - - -
4- 0 - - @ @ @ -
5- - 0 - @ @ - -
60 @ @ - @ - @ -
7X - @ - - - @ X

```

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

```

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

```

```

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

```

after 45 turns into the moving phase

Player 0 : Oh opponent did ((1, 6), (1, 7)) , good to know.

```

X - - - - - X

```

```

- - 0 0 - - - -

```

```

- 0 - 0 - - - -

```

```

- 0 - 0 0 - - -

```

```

- 0 - - @ @ @ -

```

```

- - - 0 @ @ - -

```

```

0 - @ - @ - @ -

```

```

X @ @ - - - @ X

```

after 46 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 47

```

0 1 2 3 4 5 6 7

```

```

0X - - - - - X

```

```

1- - 0 0 - - - -

```

```

2- 0 - 0 - - - -

```

```

3- 0 - 0 0 - - -

```

```

4- 0 - - @ @ @ -

```

```

5- - - 0 @ @ - -

```

```

60 - @ - @ - @ -

```

```

7X @ @ - - - @ X

```

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

```

X - - - - - X

```

```

- - 0 0 - - - -

```

```

- 0 - 0 - - - -

```

```

- 0 - 0 0 - - -

```

```

- 0 - - @ @ @ -

```

```

- - 0 - @ @ - -

```

```

0 - @ - @ - @ -

```

```

X @ @ - - - @ X

```

after 47 turns into the moving phase

Player 0 : Oh opponent did ((1, 7), (1, 6)) , good to know.

```

X - - - - - X

```

```

- - 0 0 - - - -

```

```

- 0 - 0 - - - -

```

```

- 0 - 0 0 - - -

```

```

- 0 - - @ @ @ -

```

```

- - 0 - @ @ - -

```

```

0 @ @ - @ - @ -

```

```

X - @ - - - @ X

```

after 48 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 49

```

0 1 2 3 4 5 6 7

```

```

0X - - - - - X

```

```

1- - 0 0 - - - -

```

```

2- 0 - 0 - - - -

```

```

3- 0 - 0 0 - - -

```

```

4- 0 - - @ @ @ -

```

```

5- - 0 - @ @ - -

```

```

60 @ @ - @ - @ -

```

```

7X - @ - - - @ X

```

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

```

X - - - - - X

```

```

- - 0 0 - - - -

```

```

- 0 - 0 - - - -

```

```

- 0 - 0 0 - - -

```

```

- 0 - - @ @ @ -

```

```

- - - 0 @ @ - -

```

```

0 @ @ - @ - @ -

```

```

X - @ - - - @ X

```

after 49 turns into the moving phase

Player 0 : Oh opponent did ((1, 6), (1, 7)) , good to know.

```

X - - - - - X

```

```

- - 0 0 - - - -

```

```

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

```

after 50 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 51

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - 0 0 - - - -
2- 0 - 0 - - - -
3- 0 - 0 0 - - -
4- 0 - - @ @ @ -
5- - - 0 @ @ - -
60 - @ - @ - @ -
7X @ @ - - - @ X

```

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

```

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

```

after 51 turns into the moving phase

Player 0 : Oh opponent did ((1, 7), (3, 7)) , good to know.

```

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

```

after 52 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 53

```

  0 1 2 3 4 5 6 7
0X - - - - - X
1- - 0 0 - - - -
2- 0 - 0 - - - -
3- 0 - 0 0 - - -
4- 0 - - @ @ @ -
5- - - - @ @ - -
60 - @ - @ - @ -
7X - @ @ - - - @ X

```

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

```

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

```

after 53 turns into the moving phase

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

```

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

```

after 54 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 55

```

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

```

```

1- - 0 0 - - - -
2- 0 - 0 - - - -
3- 0 - 0 - 0 - -
4- 0 - - @ @ @ -
5- - - - @ @ @ -
60 - @ - @ - - -
7X - @ @ - - @ X

```

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

```

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

```

after 55 turns into the moving phase

Player 0 : Oh opponent did ((6, 5), (7, 5)) , good to know.

```

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

```

after 56 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 57

```

0 1 2 3 4 5 6 7
0X - - - - - X
1- - 0 0 - - - -
2- 0 - 0 - 0 - -
3- 0 - 0 - - - -
4- 0 - - @ @ @ -
5- - - - @ @ @ -
60 - @ - @ - - -
7X - @ @ - - @ X

```

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

```

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

```

after 57 turns into the moving phase

Player 0 : Oh opponent did ((3, 7), (3, 6)) , good to know.

```

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

```

after 58 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 59

```

0 1 2 3 4 5 6 7
0X - - - - - X
1- - 0 0 - - - -
2- 0 - 0 - - - -
3- 0 - 0 - 0 - -
4- 0 - - @ @ @ -
5- - - - @ @ @ -
60 - @ @ @ - - -
7X - @ - - - @ X

```

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

```

X - - - - - X

```

```

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

```

after 59 turns into the moving phase

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

```

X - - - - - X

```

```

- - 0 0 - - - -

```

```

- 0 - 0 - 0 - -

```

```

- 0 - 0 - - - -

```

```

- 0 - - @ @ @ -

```

```

- - - @ @ @ - @

```

```

0 - @ - @ - - -

```

```

X - @ - - - @ X

```

after 60 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 61

```

0 1 2 3 4 5 6 7

```

```

0X - - - - - X

```

```

1- - 0 0 - - - -

```

```

2- 0 - 0 - 0 - -

```

```

3- 0 - 0 - - - -

```

```

4- 0 - - @ @ @ -

```

```

5- - - @ @ @ - @

```

```

60 - @ - @ - - -

```

```

7X - @ - - - @ X

```

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

```

X - - - - - X

```

```

- - 0 0 - 0 - -

```

```

- 0 - 0 - - - -

```

```

- 0 - 0 - - - -

```

```

- 0 - - @ @ @ -

```

```

- - - @ @ @ - @

```

```

0 - @ - @ - - -

```

```

X - @ - - - @ X

```

after 61 turns into the moving phase

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

```

X - - - - - X

```

```

- - 0 0 - 0 - -

```

```

- 0 - 0 - - - -

```

```

- 0 - 0 - - - -

```

```

- 0 - - @ @ @ -

```

```

- - - @ @ @ - @

```

```

0 - @ @ @ - - -

```

```

X - @ - - - @ X

```

after 62 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 63

```

0 1 2 3 4 5 6 7

```

```

0X - - - - - X

```

```

1- - 0 0 - 0 - -

```

```

2- 0 - 0 - - - -

```

```

3- 0 - 0 - - - -

```

```

4- 0 - - @ @ @ -

```

```

5- - - @ @ @ - @

```

```

60 - @ @ @ - - -

```

```

7X - @ - - - @ X

```

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

```

X - - - 0 - X

```

```

- - 0 0 - - - -

```

```

- 0 - 0 - - - -

```

```

- 0 - 0 - - - -

```

```

- 0 - - @ @ @ -

```

```

- - - @ @ @ - @

```

```

0 - @ @ @ - - -

```

```

X - @ - - - @ X

```

after 63 turns into the moving phase

Player 0 : Oh opponent did ((3, 6), (3, 7)) , good to know.

```

X - - - 0 - X

```

```

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

```

after 64 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 65

```

0 1 2 3 4 5 6 7
0X - - - - 0 - X
1- - 0 0 - - - -
2- 0 - 0 - - - -
3- 0 - 0 - - - -
4- 0 - - @ @ @ -
5- - - - @ @ - @
60 - @ - @ - - -
7X - @ @ - - @ X

```

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

```

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

```

after 65 turns into the moving phase

Player 0 : Oh opponent did ((3, 7), (3, 6)) , good to know.

```

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

```

after 66 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 67

```

0 1 2 3 4 5 6 7
0X - - - - - X
1- - 0 0 - 0 - -
2- 0 - 0 - - - -
3- 0 - 0 - - - -
4- 0 - - @ @ @ -
5- - - - @ @ - @
60 - @ @ @ - - -
7X - @ - - - @ X

```

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

```

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

```

after 67 turns into the moving phase

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

```

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

```

after 68 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 69

```

0 1 2 3 4 5 6 7

```

```

0X - - - - - X
1- - 0 0 - - 0 -
2- 0 - 0 - - - -
3- 0 - 0 - - - -
4- 0 - - @ @ @ -
5- - - - @ @ - @
60 - @ - @ @ - -
7X - @ - - - @ X

```

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

```

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

```

after 69 turns into the moving phase

Player 0 : Oh opponent did ((7, 5), (7, 4)) , good to know.

```

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

```

after 70 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 71

```

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

```

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

```

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

```

after 71 turns into the moving phase

Player 0 : Oh opponent did ((7, 4), (7, 5)) , good to know.

```

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

```

after 72 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 73

```

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

```

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

```

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

```

after 73 turns into the moving phase

Player 0 : Oh opponent did ((7, 5), (7, 4)) , good to know.

```

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

```

after 74 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 75

```

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

```

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

```

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

```

after 75 turns into the moving phase

Player 0 : Oh opponent did ((7, 4), (7, 5)) , good to know.

```

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

```

after 76 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 77

```

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

```

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

```

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

```

after 77 turns into the moving phase

Player 0 : Oh opponent did ((7, 5), (7, 6)) , good to know.


```

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

```

after 78 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 79

```

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

```

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

```

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

```

after 79 turns into the moving phase

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

```

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

```

after 80 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 81

```

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

```

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

```

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

```

after 81 turns into the moving phase

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

```

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

```

after 82 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 83

```

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

```

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

```

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

```

after 83 turns into the moving phase

Player 0 : Oh opponent did ((7, 6), (7, 5)) , good to know.

```

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

```

after 84 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 85

```

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

```

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

```

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

```

after 85 turns into the moving phase

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

```

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

```

after 86 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 87

```

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

```

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

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

after 87 turns into the moving phase

Player 0 : Oh opponent did ((3, 6), (3, 7)) , good to know.

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

after 88 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 89

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

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

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

after 89 turns into the moving phase

Player 0 : Oh opponent did ((7, 5), (7, 6)) , good to know.

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

after 90 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 91

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

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

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

after 91 turns into the moving phase

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

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

after 92 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 93

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

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

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

after 93 turns into the moving phase

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

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

after 94 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 95

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

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

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

after 95 turns into the moving phase

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

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

after 96 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 97

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

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

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

after 97 turns into the moving phase

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

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

after 98 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 99

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

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

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

after 99 turns into the moving phase

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

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

after 100 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 101

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

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

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

after 101 turns into the moving phase

Player 0 : Oh opponent did ((3, 7), (4, 7)) , good to know.

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

after 102 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 103

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

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

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

after 103 turns into the moving phase

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

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

after 104 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 105

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

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

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

after 105 turns into the moving phase
Player 0 : Oh opponent did ((4, 5), (4, 4)) , good to know.

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

after 106 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 107

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

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

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

after 107 turns into the moving phase
Player 0 : Oh opponent did ((3, 5), (3, 6)) , good to know.

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

after 108 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 109

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

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

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

after 109 turns into the moving phase
Player 0 : Oh opponent did ((3, 6), (3, 7)) , good to know.

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

after 110 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 111

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

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

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

after 111 turns into the moving phase

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

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

after 112 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 113

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

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

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

after 113 turns into the moving phase

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

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

after 114 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 115

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


7X - @ - @ @ @ X

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

X - 0 - - - - X

- - - - - 0 - -

- 0 - 0 - - - -

- 0 - - - - - -

- - @ 0 - @ @ -

- 0 - - - @ - -

- - @ - @ - - @

X - @ - @ @ @ X

after 115 turns into the moving phase

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

X - 0 - - - - X

- - - - - 0 - -

- 0 - 0 - - - -

- 0 - - - - - -

- - - 0 - @ @ -

- 0 @ - - @ - -

- - @ - @ - - @

X - @ - @ @ @ X

after 116 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 117

0 1 2 3 4 5 6 7

0X - 0 - - - - X

1- - - - - 0 - -

2- 0 - 0 - - - -

3- 0 - - - - - -

4- - - 0 - @ @ -

5- 0 @ - - @ - -

6- - @ - @ - - @

7X - @ - @ @ @ X

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

X - 0 - - - - X

- - - - - 0 - -

- 0 - 0 - - - -

- 0 - - - - - -

- - - - - @ @ -

- 0 - 0 - @ - -

- - @ - @ - - @

X - @ - @ @ @ X

after 117 turns into the moving phase

Player 0 : Oh opponent did ((7, 6), (7, 5)) , good to know.

X - 0 - - - - X

- - - - - 0 - -

- 0 - 0 - - - -

- 0 - - - - - -

- - - - - @ @ -

- 0 - 0 - @ - @

- - @ - @ - - -

X - @ - @ @ @ X

after 118 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 119

0 1 2 3 4 5 6 7

0X - 0 - - - - X

1- - - - - 0 - -

2- 0 - 0 - - - -

3- 0 - - - - - -

4- - - - - @ @ -

5- 0 - 0 - @ - @

6- - @ - @ - - -

7X - @ - @ @ @ X

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

X - 0 - - - - X

- - - - - 0 - -

- 0 - 0 - - - -

- 0 - - - - - -

- - - - - @ @ -

- 0 0 - - @ - @

- - @ - @ - - -

X - @ - @ @ @ X
after 119 turns into the moving phase
Player 0 : Oh opponent did ((7, 5), (7, 6)) , good to know.

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

after 120 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 121

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

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

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

after 121 turns into the moving phase
Player 0 : Oh opponent did ((7, 6), (7, 5)) , good to know.

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

after 122 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 123

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

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

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

after 123 turns into the moving phase
Player 0 : Oh opponent did ((7, 5), (7, 4)) , good to know.

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

```

X - @ - @ @ @ X
after 124 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 125
 0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - - 0 - -
2- 0 - 0 - - - -
3- 0 - - - - - -
4- - - 0 - @ @ @
5- 0 - - - @ - -
6- - @ - @ - - -
7X - @ - @ @ @ X

```

```

[PlayerBase] decision is: ((3, 4), (3, 5))
X - 0 - - - - X
- - - - 0 - -
- 0 - 0 - - - -
- 0 - - - - - -
- - - - @ @ @
- 0 - 0 - @ - -
- - @ - @ - - -
X - @ - @ @ @ X
after 125 turns into the moving phase
Player 0 : Oh opponent did ((7, 4), (7, 3)) , good to know.

```

```

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

```

```

after 126 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 127
 0 1 2 3 4 5 6 7
0X - 0 - - - - X
1- - - - 0 - -
2- 0 - 0 - - - -
3- 0 - - - - - @
4- - - - @ @ -
5- 0 - 0 - @ - -
6- - @ - @ - - -
7X - @ - @ @ @ X

```

```

[PlayerBase] decision is: ((3, 5), (3, 6))
X - 0 - - - - X
- - - - 0 - -
- 0 - 0 - - - -
- 0 - - - - - @
- - - - @ @ -
- 0 - - - @ - -
- - @ - @ - - -
X - @ - @ @ @ X
after 127 turns into the moving phase
Player 0 : Oh opponent did ((5, 7), (5, 6)) , good to know.

```

```

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

```

```

after 128 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 129
 0 1 2 3 4 5 6 7
0# # # # # # #
1# X - - - 0 X #
2# 0 - 0 - - - #
3# 0 - - - - - #
4# - - - - @ @ #
5# 0 - - - @ - #

```

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

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

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

after 129 turns into the moving phase

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

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

after 130 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 131

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

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

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

after 131 turns into the moving phase

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

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

after 132 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 133

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

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

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

X @ - @ @ X

after 133 turns into the moving phase

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

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

after 134 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 135

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

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

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

after 135 turns into the moving phase

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

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

after 136 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 137

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

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

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

after 137 turns into the moving phase

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

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

X @ @ @ - X

after 138 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 139

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

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

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

after 139 turns into the moving phase

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

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

after 140 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 141

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

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

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

after 141 turns into the moving phase

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

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

after 142 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 143

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

```

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

```

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

```

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

```

after 143 turns into the moving phase

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

```

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

```

after 144 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 145

```

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

```

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

```

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

```

after 145 turns into the moving phase

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

```

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

```

after 146 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 147

```

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

```

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

```

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

```

```

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

```

after 147 turns into the moving phase
 Player 0 : Oh opponent did ((5, 5), (5, 3)) , good to know.

```

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

```

after 148 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 149

```

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

```

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

```

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

```

after 149 turns into the moving phase
 Player 0 : Oh opponent did ((5, 3), (5, 5)) , good to know.

```

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

```

after 150 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 151

```

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

```

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

```

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

```

after 151 turns into the moving phase
 Player 0 : Oh opponent did ((5, 5), (5, 6)) , good to know.

```

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

```



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

after 152 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 153

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

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

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

after 153 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (3, 5)) , good to know.

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

after 154 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 155

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

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

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

after 155 turns into the moving phase
Player 0 : Oh opponent did ((3, 5), (3, 4)) , good to know.

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

after 156 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 157

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

```

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

```

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

```

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

```

after 157 turns into the moving phase

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

```

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

```

after 158 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 159

```

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

```

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

```

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

```

after 159 turns into the moving phase

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

```

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

```

after 160 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 161

```

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

```

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

```

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

```

```

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

```

after 161 turns into the moving phase
 Player 0 : Oh opponent did ((3, 6), (3, 5)) , good to know.

```

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

```

after 162 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 163

```

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

```

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

```

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

```

after 163 turns into the moving phase
 Player 0 : Oh opponent did ((5, 6), (5, 5)) , good to know.

```

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

```

after 164 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 165

```

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

```

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

```

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

```

after 165 turns into the moving phase
 Player 0 : Oh opponent did ((3, 5), (2, 5)) , good to know.

```

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

```

```

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

```

after 166 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 167

```

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

```

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

```

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

```

after 167 turns into the moving phase

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

```

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

```

after 168 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 169

```

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

```

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

```

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

```

after 169 turns into the moving phase

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

```

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

```

after 170 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 171

```

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

```

```

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

```

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

```

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

```

after 171 turns into the moving phase

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

```

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

```

after 172 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 173

```

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

```

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

```

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

```

after 173 turns into the moving phase

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

```

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

```

after 174 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 175

```

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

```

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

```

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

```

```

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

```

after 175 turns into the moving phase
 Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.

```

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

```

after 176 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 177

```

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

```

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

```

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

```

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

```

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

```

after 178 turns into the moving phase
 [PlayerBase] Requesting action for 0 player on turn 179

```

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

```

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

```

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

```

after 179 turns into the moving phase
 Player 0 : Oh opponent did ((5, 5), (5, 6)) , good to know.

```

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

```

```

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

```

after 180 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 181

```

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

```

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

```

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

```

after 181 turns into the moving phase
Player 0 : Oh opponent did ((4, 6), (3, 6)) , good to know.

```

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

```

after 182 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 183

```

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

```

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

```

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

```

after 183 turns into the moving phase
Player 0 : Oh opponent did ((5, 6), (5, 5)) , good to know.

```

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

```

after 184 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 185

```

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

```

```

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

```

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

```

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

```

after 185 turns into the moving phase

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

```

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

```

after 186 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 187

```

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

```

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

```

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

```

after 187 turns into the moving phase

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

```

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

```

after 188 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 189

```

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

```

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

```

X - - - - X

```



```
comp30024-ai-project — -bash — 99x58
~/Developer/ai-project/comp30024-ai-project — -bash  ...veloper/ai-project/comp30024-ai-project — -bash +
5# 0 - - - @ - #
6# X @ - - - X #
7# # # # # # #

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

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

after 189 turns into the moving phase
Player 0 : Oh opponent did ((3, 4), (3, 6)) , good to know.

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

after 190 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 191
0 1 2 3 4 5 6 7
0# # # # # # #
1# X - - - - X #
2# 0 - - - - - #
3# - @ - - - - #
4# - - - - @ @ #
5# 0 - 0 - @ - #
6# X @ @ - - X #
7# # # # # # #

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

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

after 191 turns into the moving phase
Player 0 : Oh opponent did ((3, 6), (3, 5)) , good to know.

X - - X
@ - - -
- - - @
X @ - X

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