

Last login: Tue May 8 14:34:13 on ttys003  
Terranz-MacBook:comp30024-ai-project Terra\$ python3 netreferee.py player peoples\_bicep  
NetReferee version 1.0 (released May 06 2018)  
Coordinate a game of Watch Your Back! between your Player class and the server.  
Run `python netreferee.py -h` for help and additional usage information

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

```

- - - 0 - - - -
- - - - - - - -
- - - - - - - -
X - - - - - X
after 5 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 6
[PlayerBase] decision is: (0, 4)
X - - - - - X
- - - - - - - -
@ - - - - - - - -
@ - - 0 0 - - - -
@ - - 0 - - - - -
- - - - - - - -
- - - - - - - -
X - - - - - X
after 6 turns into the placing phase
Player @ : 0h opponent did (4, 4) , good to know.
X - - - - - X
- - - - - - - -
@ - - - - - - - -
@ - - 0 0 - - - -
@ - - 0 0 - - - -
- - - - - - - -
- - - - - - - -
X - - - - - X
after 7 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 8
[PlayerBase] decision is: (0, 5)
X - - - - - X
- - - - - - - -
@ - - - - - - - -
@ - - 0 0 - - - -
@ - - 0 0 - - - -
@ - - - - - - - -
- - - - - - - -
X - - - - - X
after 8 turns into the placing phase
Player @ : 0h opponent did (2, 3) , good to know.
X - - - - - X
- - - - - - - -
@ - - - - - - - -
@ - 0 0 0 - - - -
@ - - 0 0 - - - -
@ - - - - - - - -
- - - - - - - -
X - - - - - X
after 9 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 10
[PlayerBase] decision is: (0, 6)
X - - - - - X
- - - - - - - -
@ - - - - - - - -
@ - 0 0 0 - - - -
@ - - 0 0 - - - -
@ - - - - - - - -
@ - - - - - - - -
X - - - - - X
after 10 turns into the placing phase
Player @ : 0h opponent did (2, 4) , good to know.
X - - - - - X
- - - - - - - -
@ - - - - - - - -
@ - 0 0 0 - - - -
@ - 0 0 0 - - - -
@ - - - - - - - -
@ - - - - - - - -
X - - - - - X
after 11 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 12
[PlayerBase] decision is: (1, 2)
X - - - - - X
- - - - - - - -

```

```

@ @ - - - - -
@ - 0 0 0 - - -
@ - 0 0 0 - - -
@ - - - - -
@ - - - - -
X - - - - - X
after 12 turns into the placing phase
Player @ : 0h opponent did (5, 3) , good to know.
X - - - - - X
- - - - -
@ @ - - - - -
@ - 0 0 0 0 - -
@ - 0 0 0 - - -
@ - - - - -
@ - - - - -
X - - - - - X
after 13 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 14
[PlayerBase] decision is: (1, 3)
X - - - - - X
- - - - -
@ @ - - - - -
@ @ 0 0 0 0 - -
@ - 0 0 0 - - -
@ - - - - -
@ - - - - -
X - - - - - X
after 14 turns into the placing phase
Player @ : 0h opponent did (5, 4) , good to know.
X - - - - - X
- - - - -
@ @ - - - - -
@ @ 0 0 0 0 - -
@ - 0 0 0 0 - -
@ - - - - -
@ - - - - -
X - - - - - X
after 15 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 16
[PlayerBase] decision is: (1, 4)
X - - - - - X
- - - - -
@ @ - - - - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ - - - - -
@ - - - - -
X - - - - - X
after 16 turns into the placing phase
Player @ : 0h opponent did (5, 2) , good to know.
X - - - - - X
- - - - -
@ @ - - - 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ - - - - -
@ - - - - -
X - - - - - X
after 17 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 18
[PlayerBase] decision is: (1, 5)
X - - - - - X
- - - - -
@ @ - - - 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ - - - - -
@ - - - - -
X - - - - - X
after 18 turns into the placing phase
Player @ : 0h opponent did (4, 2) , good to know.
X - - - - - X

```

```

- - - - -
@@ - 0 0 - -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@ - - - - -
@ - - - - -
X - - - - - X
after 19 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 20
[PlayerBase] decision is: (1, 6)
X - - - - - X
- - - - -
@@ - 0 0 - -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@ - - - - -
@@ - - - - -
X - - - - - X
after 20 turns into the placing phase
Player @ : 0h opponent did (3, 2) , good to know.
X - - - - - X
- - - - -
@@ - 0 0 0 - -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@ - - - - -
@@ - - - - -
X - - - - - X
after 21 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 22
[PlayerBase] decision is: (1, 7)
X - - - - - X
- - - - -
@@ - 0 0 0 - -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 22 turns into the placing phase
Player @ : 0h opponent did (2, 2) , good to know.
X - - - - - X
- - - - -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 23 turns into the placing phase
[PlayerBase] Requesting action for @ player on turn 24
[PlayerBase] decision is: (2, 5)
X - - - - - X
- - - - -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@ @ - - - - -
@@ - - - - -
X @ - - - - - X
after 0 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- - - - -
@@ 0 0 - 0 0 -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@ @ - - - - -
@@ - - - - -
X @ - - - - - X
after 1 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 2

```

```

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

```

```

after 8 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 9 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 10
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 10 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 11 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 12
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 12 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 13 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 14
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 14 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -

```

```

X @ - - - - - X
after 15 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 16
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@@ 0 0 0 0 - -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 16 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@@ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 17 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 18
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 18 turns into the moving phase
Player @ : Oh opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 19 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 20
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@@ 0 0 0 0 - -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 20 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@@ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 21 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 22
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -

```

```

@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 22 turns into the moving phase
Player @ : Oh opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 23 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 24
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 24 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 25 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 26
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 26 turns into the moving phase
Player @ : Oh opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 27 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 28
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 28 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -

```



```

@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 29 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 30
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 30 turns into the moving phase
Player @ : Oh opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 31 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 32
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 32 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 33 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 34
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 34 turns into the moving phase
Player @ : Oh opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 35 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 36
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -

```

```

@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 36 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 37 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 38
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 38 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 39 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 40
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 40 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 41 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 42
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 42 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X

```

```

- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 43 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 44
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 44 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 45 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 46
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 46 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 47 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 48
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 48 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 49 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 50

```

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

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

after 50 turns into the moving phase

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

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

after 51 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 52

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

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

after 52 turns into the moving phase

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

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

after 53 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 54

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

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

after 54 turns into the moving phase

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

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

after 55 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 56

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

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

after 56 turns into the moving phase  
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.

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

after 57 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 58  
[PlayerBase] decision is: ((0, 2), (0, 3))

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

after 58 turns into the moving phase  
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.

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

after 59 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 60  
[PlayerBase] decision is: ((0, 3), (0, 2))

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

after 60 turns into the moving phase  
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.

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

after 61 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 62  
[PlayerBase] decision is: ((0, 2), (0, 3))

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

after 62 turns into the moving phase  
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.

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

```

X @ - - - - - X
after 63 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 64
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@@ 0 0 0 0 - -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 64 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@@ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 65 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 66
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 66 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 67 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 68
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@@ 0 0 0 0 - -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 68 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@@ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 69 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 70
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -

```

```

@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 70 turns into the moving phase
Player @ : Oh opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 71 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 72
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 72 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 73 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 74
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 74 turns into the moving phase
Player @ : Oh opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 75 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 76
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 76 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -

```

```

@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 77 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 78
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 78 turns into the moving phase
Player @ : Oh opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 79 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 80
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 80 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 81 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 82
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 82 turns into the moving phase
Player @ : Oh opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 83 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 84
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -

```



```

@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 84 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 85 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 86
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 86 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 87 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 88
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 88 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 89 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 90
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 90 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X

```

```

- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 91 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 92
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 92 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 93 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 94
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 94 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 95 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 96
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 96 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 97 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 98

```

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

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

after 98 turns into the moving phase

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

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

after 99 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 100

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

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

after 100 turns into the moving phase

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

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

after 101 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 102

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

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

after 102 turns into the moving phase

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

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

after 103 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 104

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

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

```

after 104 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 105 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 106
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 106 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 107 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 108
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 108 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 109 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 110
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 110 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -

```

```

X @ - - - - - X
after 111 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 112
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@@ 0 0 0 0 - -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 112 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@@ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 113 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 114
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 114 turns into the moving phase
Player @ : Oh opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 115 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 116
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@@ 0 0 0 0 - -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 116 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@@ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@@ 0 0 0 0 - -
@@@ - - - - -
@@ - - - - -
X @ - - - - - X
after 117 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 118
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@@ 0 0 0 0 - -
@@ 0 0 0 0 - -

```

```

@ @ @ - - - - -
@ @ - - - - -
X @ - - - - X
after 118 turns into the moving phase
Player @ : Oh opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - X
after 119 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 120
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - X
after 120 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - X
after 121 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 122
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - X
after 122 turns into the moving phase
Player @ : Oh opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - X
after 123 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 124
[PlayerBase] decision is: ((0, 3), (0, 2))
X - - - - - X
- @ - - - - -
@ @ 0 0 0 0 - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - X
after 124 turns into the moving phase
Player @ : Oh opponent did ((4, 2), (6, 2)) , good to know.
X - - - - - X
- @ - - - - -
@ @ 0 0 - 0 0 -
- @ 0 0 0 0 - -

```

```

@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 125 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 126
[PlayerBase] decision is: ((0, 2), (0, 3))
X - - - - - X
- @ - - - - -
- @ 0 0 - 0 0 -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 126 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.
X - - - - - X
- @ - - - - -
- @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ 0 0 0 0 - -
@ @ @ - - - - -
@ @ - - - - -
X @ - - - - - X
after 127 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 128
[PlayerBase] decision is: ((0, 3), (0, 2))

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

after 128 turns into the moving phase
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.

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

after 129 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 130
[PlayerBase] decision is: ((1, 5), (3, 5))

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

after 130 turns into the moving phase
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.

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

after 131 turns into the moving phase
[PlayerBase] Requesting action for @ player on turn 132
[PlayerBase] decision is: ((2, 5), (1, 5))

X - - - - X

```

```

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

```

after 132 turns into the moving phase

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

```

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

```

after 133 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 134

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

```

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

```

after 134 turns into the moving phase

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

```

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

```

after 135 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 136

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

```

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

```

after 136 turns into the moving phase

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

```

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

```

after 137 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 138

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

```

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

```

after 138 turns into the moving phase

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



```

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

```

after 139 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 140  
[PlayerBase] decision is: ((2, 5), (1, 5))

```

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

```

after 140 turns into the moving phase  
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.

```

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

```

after 141 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 142  
[PlayerBase] decision is: ((1, 5), (2, 5))

```

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

```

after 142 turns into the moving phase  
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.

```

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

```

after 143 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 144  
[PlayerBase] decision is: ((2, 5), (1, 5))

```

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

```

after 144 turns into the moving phase  
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.

```

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

```

after 145 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 146

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

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

after 146 turns into the moving phase

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

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

after 147 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 148

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

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

after 148 turns into the moving phase

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

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

after 149 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 150

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

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

after 150 turns into the moving phase

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

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

after 151 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 152

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

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

after 152 turns into the moving phase  
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.

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

after 153 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 154  
[PlayerBase] decision is: ((1, 5), (2, 5))

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

after 154 turns into the moving phase  
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.

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

after 155 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 156  
[PlayerBase] decision is: ((2, 5), (1, 5))

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

after 156 turns into the moving phase  
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.

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

after 157 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 158  
[PlayerBase] decision is: ((1, 5), (2, 5))

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

after 158 turns into the moving phase  
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.

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

after 159 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 160  
[PlayerBase] decision is: ((2, 5), (1, 5))

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

after 160 turns into the moving phase  
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.

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

after 161 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 162  
[PlayerBase] decision is: ((1, 5), (2, 5))

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

after 162 turns into the moving phase  
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.

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

after 163 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 164  
[PlayerBase] decision is: ((2, 5), (1, 5))

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

after 164 turns into the moving phase  
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.

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

after 165 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 166  
[PlayerBase] decision is: ((1, 5), (2, 5))

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

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

after 166 turns into the moving phase  
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.

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

after 167 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 168  
[PlayerBase] decision is: ((2, 5), (1, 5))

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

after 168 turns into the moving phase  
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.

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

after 169 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 170  
[PlayerBase] decision is: ((1, 5), (2, 5))

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

after 170 turns into the moving phase  
Player @ : 0h opponent did ((6, 2), (4, 2)) , good to know.

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

after 171 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 172  
[PlayerBase] decision is: ((2, 5), (1, 5))

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

after 172 turns into the moving phase  
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.

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

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

after 173 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 174

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

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

after 174 turns into the moving phase

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

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

after 175 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 176

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

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

after 176 turns into the moving phase

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

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

after 177 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 178

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

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

after 178 turns into the moving phase

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

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

after 179 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 180

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

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

```

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

```

after 180 turns into the moving phase

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

```

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

```

after 181 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 182

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

```

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

```

after 182 turns into the moving phase

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

```

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

```

after 183 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 184

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

```

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

```

after 184 turns into the moving phase

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

```

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

```

after 185 turns into the moving phase

[PlayerBase] Requesting action for @ player on turn 186

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

```

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

```

after 186 turns into the moving phase

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

```

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

```

after 187 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 188  
[PlayerBase] decision is: ((2, 5), (1, 5))

```

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

```

after 188 turns into the moving phase  
Player @ : 0h opponent did ((4, 2), (6, 2)) , good to know.

```

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

```

after 189 turns into the moving phase  
[PlayerBase] Requesting action for @ player on turn 190  
[PlayerBase] decision is: ((1, 5), (2, 5))

```

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

```

after 190 turns into the moving phase  
Player @ : 0h opponent did ((2, 2), (4, 2)) , good to know.

```

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

```

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

```

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

```

after 192 turns into the moving phase  
game over!  
W wins!

Terranz-MacBook:comp30024-ai-project Terra\$ python3 netreferee.py player peoples\_bicep