

```

Last login: Tue May  8 09:24:08 on ttys000
Terranz-MacBook:~ Terra$ cd Desktop/un
unimelb-notes-master samuel-x/ untitled folder/
Terranz-MacBook:~ Terra$ cd Desktop/untitled\ folder/
Terranz-MacBook:untitled folder Terra$ ls
comp30024-ai-project
Terranz-MacBook:untitled folder Terra$ cd comp30024-ai-project/
Terranz-MacBook:comp30024-ai-project Terra$ ls
AI project tips.md      b_part                  netreferee.py
Makefile                common.py               player.py
README.md               docs                   playerbase.py
__pycache__             dummy_player.py         referee.py
a_part                  make.bat               test_common.py
alphabet.py             minimax.py             wubpp.py
Terranz-MacBook:comp30024-ai-project Terra$ python3 netreferee.py player peoples_bicep
NetReferee version 1.0 (released May 06 2018)
Coordinate a game of Watch Your Back! between your Player class and the server.
Run `python netreferee.py -h` for help and additional usage information

```

```

welcome, peoples_bicep
attempting to connect to the server...
connection established!
submitting game request for player 'peoples_bicep'...
game request submitted!
waiting for an opponent (with default key)
press ^C to stop waiting
opponent found! beginning game
white player: peoples_bicep
black player: ohhhh_L0L
X - - - - - X
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 0 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 1
[PlayerBase] decision is: (0, 2)
X - - - - - X
- - - - -
0 - - - - -
- - - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 1 turns into the placing phase
Player 0 : Oh opponent did (3, 3) , good to know.
X - - - - - X
- - - - -
0 - - - - -
- - - @ - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 2 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 3
[PlayerBase] decision is: (0, 1)
X - - - - - X
0 - - - - -
0 - - - - -
- - - @ - - -
- - - - -
- - - - -
- - - - -
X - - - - - X
after 3 turns into the placing phase
Player 0 : Oh opponent did (4, 3) , good to know.
X - - - - - X

```

```

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

```

[PlayerBase] decision is: (1, 0)

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

after 11 turns into the placing phase

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

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

after 12 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 13

[PlayerBase] decision is: (1, 1)

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

after 13 turns into the placing phase

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

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

after 14 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 15

[PlayerBase] decision is: (1, 2)

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

after 15 turns into the placing phase

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

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

after 16 turns into the placing phase

[PlayerBase] Requesting action for 0 player on turn 17

[PlayerBase] decision is: (1, 3)

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

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after 17 turns into the placing phase
Player 0 : Oh opponent did (4, 5) , good to know.
X 0 - - - - - X
0 0 - - - - -
0 0 - - - - -
0 0 @ @ @ - - -
0 - @ @ @ - - -
0 - @ @ @ - - -
- - - - -
X - - - - - X
after 18 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 19
[PlayerBase] decision is: (1, 4)
X 0 - - - - - X
0 0 - - - - -
0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 - @ @ @ - - -
- - - - -
X - - - - - X
after 19 turns into the placing phase
Player 0 : Oh opponent did (3, 2) , good to know.
X 0 - - - - - X
0 0 - - - - -
0 0 - @ - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 - @ @ @ - - -
- - - - -
X - - - - - X
after 20 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 21
[PlayerBase] decision is: (1, 5)
X 0 - - - - - X
0 0 - - - - -
0 0 - @ - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
- - - - -
X - - - - - X
after 21 turns into the placing phase
Player 0 : Oh opponent did (2, 2) , good to know.
X 0 - - - - - X
0 0 - - - - -
0 0 @ @ - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
- - - - -
X - - - - - X
after 22 turns into the placing phase
[PlayerBase] Requesting action for 0 player on turn 23
[PlayerBase] decision is: (2, 0)
X 0 0 - - - - X
0 0 - - - - -
0 0 @ @ - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
- - - - -
X - - - - - X
after 23 turns into the placing phase
Player 0 : Oh opponent did (4, 2) , good to know.
X 0 0 - - - - X
0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
- - - - -

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

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0 0 - @ @ - - -
- - @ - - - -
X - - - - - X
after 7 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - -
X - - - - - X
after 8 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 9
[PlayerBase] decision is: ((0, 1), (0, 3))
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 ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - -
X - - - - - X
after 10 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 11
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - -
X - - - - - X
after 11 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - -
X - - - - - X
after 12 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 13
[PlayerBase] decision is: ((0, 1), (0, 3))
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 ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -

```

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0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 14 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 15
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 15 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 16 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 17
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 17 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 18 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 19
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 19 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 20 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 21
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -

```

```

0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 21 turns into the moving phase
Player 0 : 0h opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 22 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 23
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 23 turns into the moving phase
Player 0 : 0h opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 24 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 25
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 25 turns into the moving phase
Player 0 : 0h opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 26 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 27
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 27 turns into the moving phase
Player 0 : 0h opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X

```



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

after 28 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 29

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

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

after 29 turns into the moving phase

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

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

after 30 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 31

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

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

after 31 turns into the moving phase

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

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

after 32 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 33

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

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

after 33 turns into the moving phase

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

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

after 34 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 35

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

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

after 35 turns into the moving phase

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

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

after 36 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 37

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

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

after 37 turns into the moving phase

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

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

after 38 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 39

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

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

after 39 turns into the moving phase

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

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

after 40 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 41

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

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

after 41 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.

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

after 42 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 43
[PlayerBase] decision is: ((0, 3), (0, 1))

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

after 43 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.

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

after 44 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 45
[PlayerBase] decision is: ((0, 1), (0, 3))

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

after 45 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.

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

after 46 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 47
[PlayerBase] decision is: ((0, 3), (0, 1))

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

after 47 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.

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

```

X - - - - - X
after 48 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 49
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 49 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 50 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 51
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 51 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 52 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 53
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 53 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 54 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 55
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -

```

```

0 0 - @ @ - - -
- - @ - - - -
X - - - - - X
after 55 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - -
X - - - - - X
after 56 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 57
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - -
X - - - - - X
after 57 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - -
X - - - - - X
after 58 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 59
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - -
X - - - - - X
after 59 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - -
X - - - - - X
after 60 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 61
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - -
X - - - - - X
after 61 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -

```

```

0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 62 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 63
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 63 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 64 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 65
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 65 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 66 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 67
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 67 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 68 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 69
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -

```

```

0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 69 turns into the moving phase
Player 0 : 0h opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 70 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 71
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 71 turns into the moving phase
Player 0 : 0h opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 72 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 73
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 73 turns into the moving phase
Player 0 : 0h opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 74 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 75
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 75 turns into the moving phase
Player 0 : 0h opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X

```

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

after 76 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 77

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

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

after 77 turns into the moving phase

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

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

after 78 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 79

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

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

after 79 turns into the moving phase

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

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

after 80 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 81

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

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

after 81 turns into the moving phase

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

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

after 82 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 83

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

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

after 83 turns into the moving phase

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

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

after 84 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 85

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

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

after 85 turns into the moving phase

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

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

after 86 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 87

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

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

after 87 turns into the moving phase

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

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

after 88 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 89

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

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

after 89 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.

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

after 90 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 91
[PlayerBase] decision is: ((0, 3), (0, 1))

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

after 91 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.

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

after 92 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 93
[PlayerBase] decision is: ((0, 1), (0, 3))

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

after 93 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.

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

after 94 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 95
[PlayerBase] decision is: ((0, 3), (0, 1))

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

after 95 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.

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

```

X - - - - - X
after 96 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 97
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 97 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 98 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 99
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 99 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 100 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 101
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 101 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 102 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 103
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -

```

```

0 0 - @ @ - - -
- - @ - - - -
X - - - - - X
after 103 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - -
X - - - - - X
after 104 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 105
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - -
X - - - - - X
after 105 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - -
X - - - - - X
after 106 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 107
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - -
X - - - - - X
after 107 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - -
X - - - - - X
after 108 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 109
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - -
X - - - - - X
after 109 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -

```

```

0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 110 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 111
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 111 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 112 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 113
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 113 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 114 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 115
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 115 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 116 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 117
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -

```

```

0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 117 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 118 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 119
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 119 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 120 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 121
[PlayerBase] decision is: ((0, 1), (0, 3))
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
0 0 @ @ @ - - -
- - @ - - - - -
X - - - - - X
after 121 turns into the moving phase
Player 0 : Oh opponent did ((2, 5), (2, 4)) , good to know.
X 0 0 - - - - X
- 0 0 - - - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 122 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 123
[PlayerBase] decision is: ((0, 3), (0, 1))
X 0 0 - - - - X
0 0 0 - - - - -
0 0 @ @ @ - - -
- 0 @ @ @ - - -
0 0 @ @ @ - - -
0 0 - @ @ - - -
- - @ - - - - -
X - - - - - X
after 123 turns into the moving phase
Player 0 : Oh opponent did ((2, 4), (2, 5)) , good to know.
X 0 0 - - - - X

```

```

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

```

after 124 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 125

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

```

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

```

after 125 turns into the moving phase

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

```

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

```

after 126 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 127

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

```

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

```

after 127 turns into the moving phase

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

```

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

```

after 128 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 129

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

```

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

```

after 129 turns into the moving phase

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

```

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

```

after 130 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 131

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

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

after 131 turns into the moving phase

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

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

after 132 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 133

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

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

after 133 turns into the moving phase

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

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

after 134 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 135

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

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

after 135 turns into the moving phase

Player 0 : Oh opponent did ((4, 2), (4, 1)) , good to know.

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

after 136 turns into the moving phase

[PlayerBase] Requesting action for 0 player on turn 137

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

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


after 137 turns into the moving phase
Player 0 : Oh opponent did ((2, 6), (2, 5)) , good to know.

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

after 138 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 139
[PlayerBase] decision is: ((1, 2), (1, 4))

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

after 139 turns into the moving phase
Player 0 : Oh opponent did ((2, 3), (2, 1)) , good to know.

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

after 140 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 141
[PlayerBase] decision is: ((1, 3), (1, 2))

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

after 141 turns into the moving phase
Player 0 : Oh opponent did ((2, 1), (2, 3)) , good to know.

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

after 142 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 143
[PlayerBase] decision is: ((1, 2), (1, 3))

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

after 143 turns into the moving phase
Player 0 : Oh opponent did ((2, 2), (2, 4)) , good to know.

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

after 144 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 145
[PlayerBase] decision is: ((1, 3), (1, 2))

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

after 145 turns into the moving phase
Player 0 : Oh opponent did ((2, 3), (1, 3)) , good to know.

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

after 146 turns into the moving phase
[PlayerBase] Requesting action for 0 player on turn 147
[PlayerBase] decision is: ((1, 4), (1, 2))

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

after 147 turns into the moving phase
game over!
B wins!
Terranz-MacBook:comp30024-ai-project Terra\$