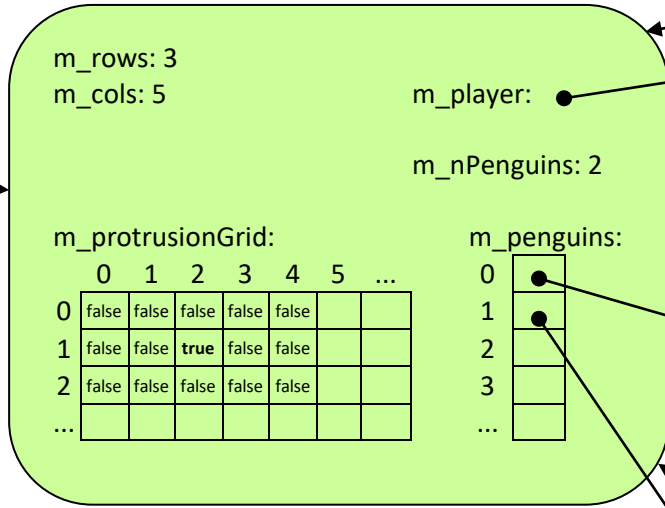


The declaration `Game g(3, 5, 2);` might produce this. The valley would display as

```
.@...
..*.M
..G..
```

g: m\_valley: ●



● : m\_valley  
m\_row: 1  
m\_col: 2  
m\_dead: false

● : m\_valley  
m\_row: 2  
m\_col: 5  
m\_species: M  
(and perhaps other data)

● : m\_valley  
m\_row: 3  
m\_col: 3  
m\_species: G  
(and perhaps other data)