

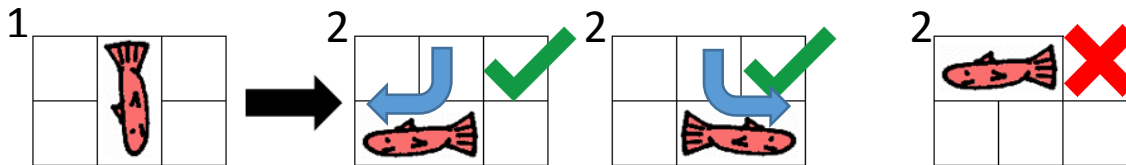
Sub Ways



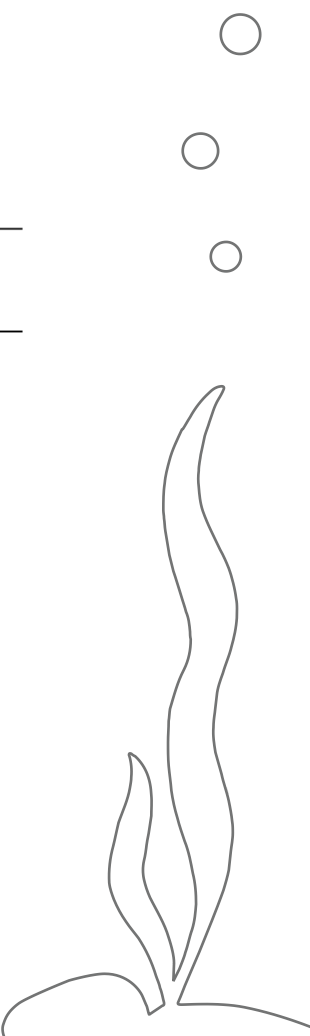
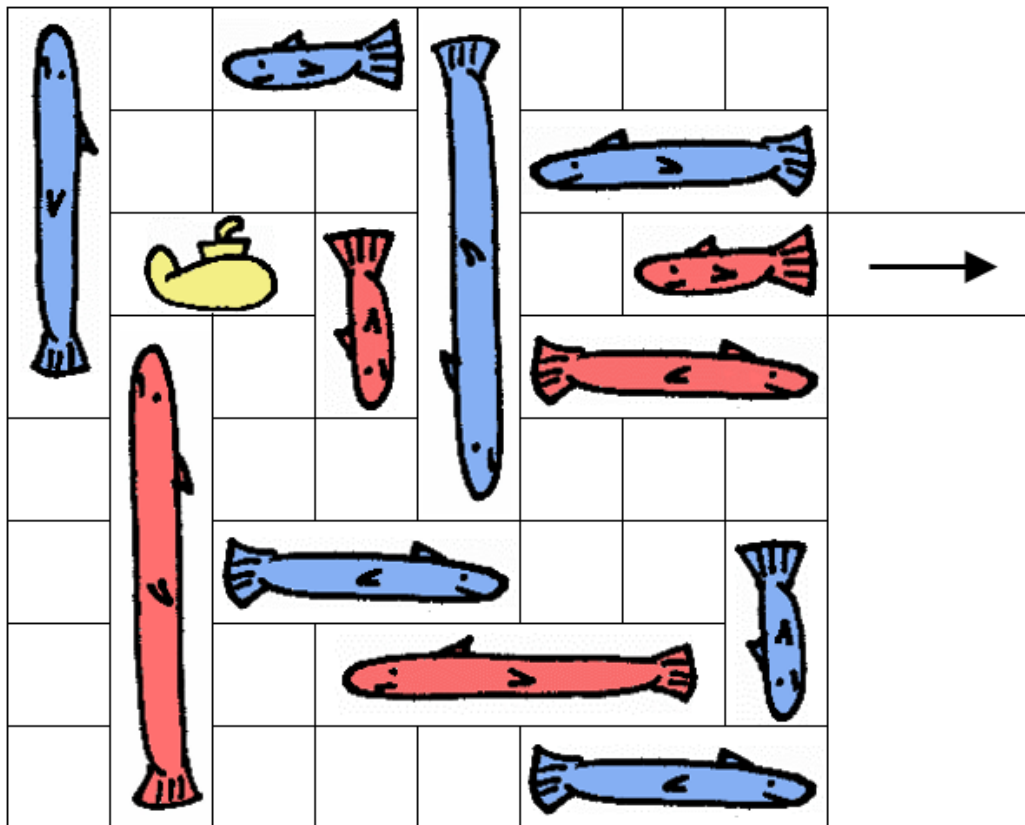
Our submarine ran up against a rock wall and damaged our rudder - now we can't turn our vessel! We're pointed at the exit, but there are all these fish in our way. Luckily, we brought our prototype Aquatic Animal Management system, AQUAMAN for short, and we can communicate with the fish in this cavern.

After a few tests we've managed to calibrate the AQUAMAN, and we discovered a few rules as well:

- If we tell a fish to swim forward, it will swim all the way until it hits another obstacle.
- Fish can't swim backwards. Either that or they won't. Regardless, we can't back them up.
- The 8 bigger fish (sizes 3+) cannot turn. The 4 smallest fish (size 2) can only turn once.
- We must tell the 4 smallest fish to turn once before we can tell them to move forward. For example:



Using this information, we have to clear a path so we can get out of this cave!



Sub Ways



We're good scientists, too, so we were sure to get a scan of the cave floor before making our way back up to the surface:

D	R	I	F	B	E	I	A
F	L	T	F	P	T	R	L
O	E	E	S	Y	E	L	L
P	R	O	B	V	N	S	G
O	I	W	S	M	U	B	B
A	D	D	Y	D	B	F	T
S	H	Y	S	B	C	S	T
H	I	E	F	B	M	B	E

