

calhack.py* x

```
238     elif gamestate.record==2048:
239         gamestate.victory()
240     else:
241         print(self)
242 else:
243     print("Invalid operation")
244
245
246
247
248 g=gamestate()
249 p=grid()
250 g.start_game(p)
251
252
253
254
255
256
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259
```

calhack.py (Output) x

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```
None
>>> p.down(g)
[4, 0, 0, 0]
[0, 0, 0, 0]
[0, 0, 0, 0]
[2, 0, 4, 0]
None
>>> p.right(g)
[0, 0, 0, 4]
[0, 0, 0, 0]
[2, 0, 0, 0]
[0, 0, 2, 4]
None
>>> p.|
```