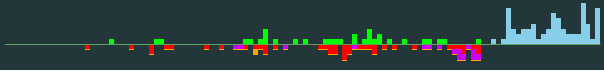
L: Lock In

Problem author: Mike de Vries



Problem: Win the ranking game at least 1% of the time.

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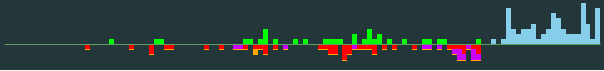

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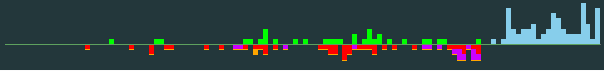

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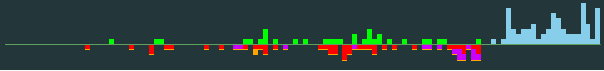

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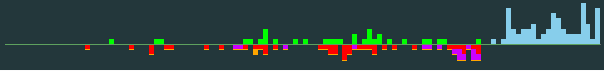

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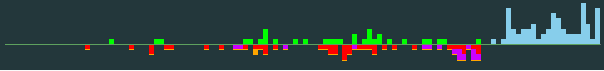

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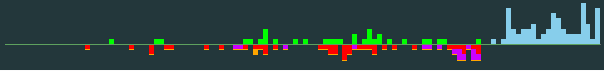

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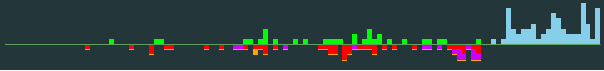

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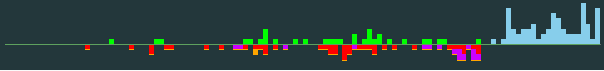

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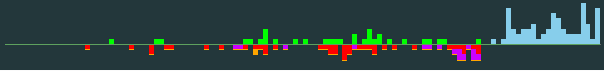

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Statistics: 160 submissions, 32 accepted, 70 unknown