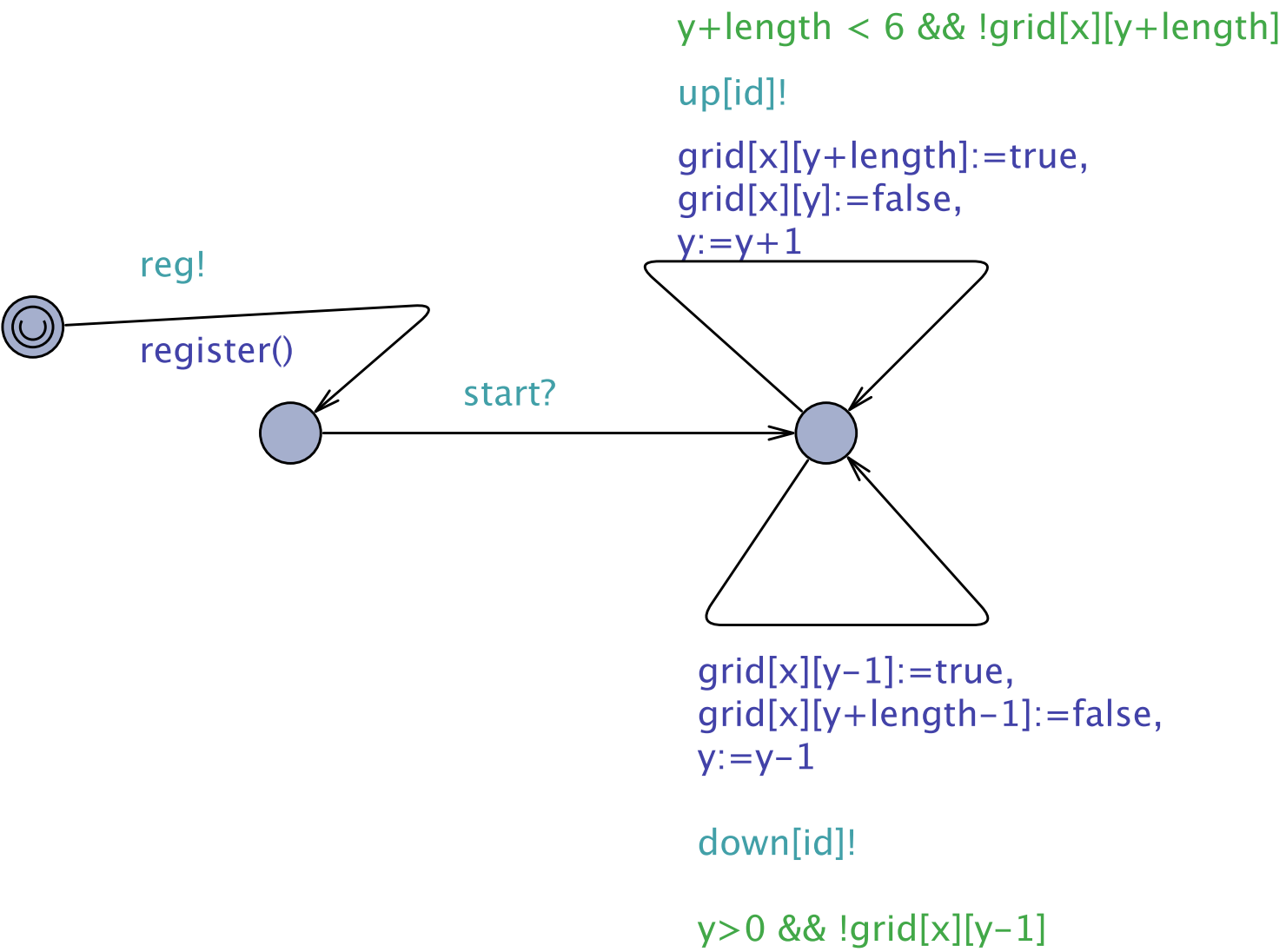
y+length < 6 && !grid[x][y+length]
up[id]!
grid[x][y+length]:=true,
grid[x][y]:=false,
y:=y+1
reg!
register()
start?
grid[x][y-1]:=true,
grid[x][y+length-1]:=false,
y:=y-1
down[id]!
y>0 && !grid[x][y-1]