

PROHIS

César Bonilla Garrido
Sergio Bugallo Enjamio
Marcos Cela López
Hector Rivas Pagador

GAME DESCRIPTION (I)

In Prohis, each player embodies a smuggler who tries to make a fortune by transporting illegal goods, a highly precarious activity since the other players have the opportunity to check your cargo or even seize it if they find suspicious items.



GAME DESCRIPTION (II)

- **Types of Cards:**
 - Legal / Illegal Goods Cards.
 - Controller Cards.
 - Cargo Cards.



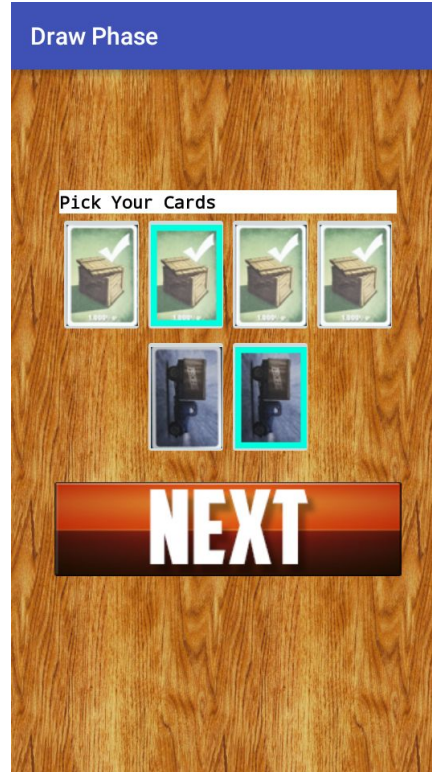
GAME DESCRIPTION (III)

During each turn, the player will have to do two actions:

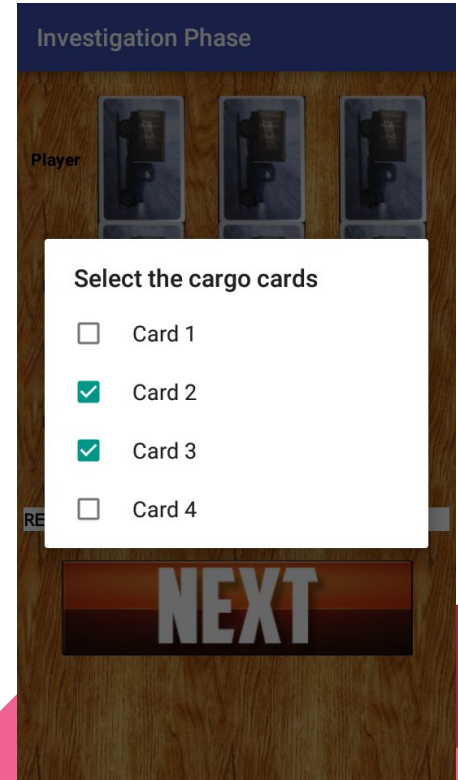
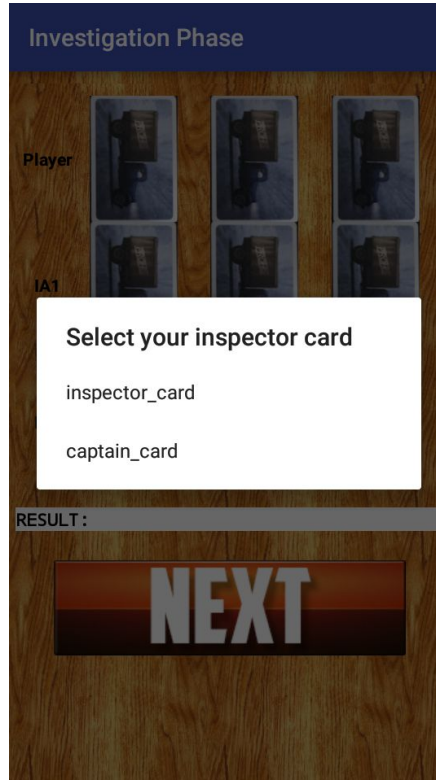
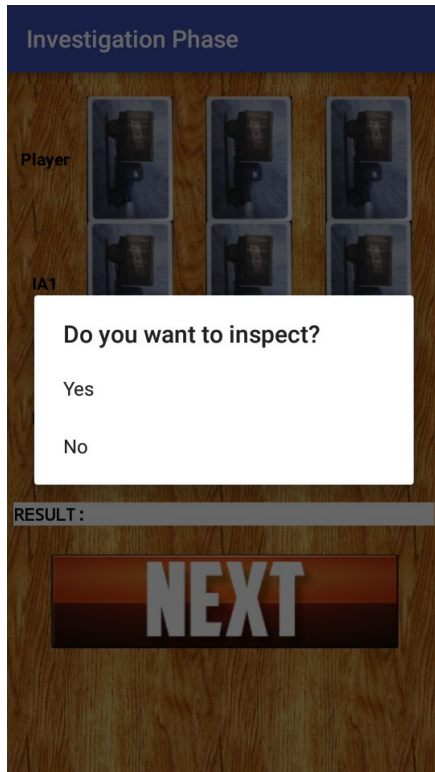
- Draw 1 or 2 cards from the deck.
- Try to pass his cargo from his hand to his warehouse.



GRAPHICAL INTERFACE (I)



GRAPHICAL INTERFACE (II)



INTELLIGENT AGENTS

- **Cargo and Investigation Phases**: Case Based Reasoning (CBR)
- **Draw Phase**: Risk Based Algorithm

