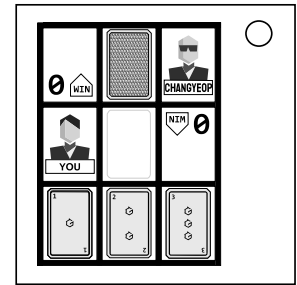# On the Subject of The 1, 2, 3 Game

Congratulations, you have been invited to The Genius Game.

- A "The 1, 2, 3 Game" module is a 3x3 grid of screens. The defining features of this screen arrangement are the top-right and middle-left screens, which contain an avatar and a nametag (with the middle-left screen reading "YOU"), and the bottom row of the grid of screens
- showing playing cards valued 1, 2, and 3. Each card has a counter on the bottom left indicating the number of cards of that value you have remaining.
- Play against your opponent in nine matches of The 1, 2, 3 Game to solve the module. If you win six of the matches, the module will solve. Otherwise, it will strike, and your submission will be reset.

- You start with three of each value of card, for a total of nine cards, the same cards your opponent has. Luckily, your opponent has predetermined the order in which they will play their cards. Even luckier, you're The Genius. This means you have the ability to accurately predict how your opponent will play their cards.
- A match occurs when both players have played a card face down. Both cards will then be flipped over, and the player with the higher card will win and earn a point. In the case of a tie, neither player will earn a point.

- Take the avatar and name of your opponent and look up the nine-card sequence associated with each of them. Compare both sequences against each other by imagining a hypothetical 1, 2, 3 Game between them.
- The card sequence with more wins is the one your opponent is using. If both sequences receive the same number of wins, the sequence that received all their wins faster is the one your opponent will use.

The 1, 2, 3 Game Module: Three Facts Summary

1. Use the avatar and name of your opponent in the table below to determine what sequences they might play their cards in.
2. Imagine both sequences playing against each other. The sequence with more wins is the sequence your opponent will play.
3. Play nine matches against your opponent with the cards you have. Aim for 6 wins to solve the module.

Name	1	2	3	4	5	6	7	8	9
CHANGYEOP	3	3	1	1	2	3	1	2	2
EUNJI	3	3	3	2	2	2	1	1	1
GURA	1	2	2	2	1	3	3	1	3
JINHO	3	2	2	1	2	3	1	1	3
JUNGMOON	2	2	1	2	3	3	1	3	1
JUNSEOK	1	2	3	2	1	3	2	1	3
KYUNGRAN	2	1	1	2	3	3	3	2	1
MINSEO	1	1	3	2	2	2	3	3	1
MINSOO	2	1	3	1	2	3	2	1	3
POONG	3	2	2	1	1	3	3	2	1
SANGMIN	2	2	1	1	3	3	3	2	1
SUNGGYU	1	2	1	1	3	2	3	3	2
YURAM	1	2	1	3	3	2	1	3	2

Name	1	2	3	4	5	6	7	8	9
(figure)	2 / 2	1 / 1	1 / 1	2 / 2	3 / 3	2 / 2	3 / 3	1 / 1	3 / 3
(figure)	2 / 2	3 / 3	1 / 1	3 / 3	1 / 1	2 / 1	2 / 2	3 / 3	2 / 2
(figure)	3 / 3	2 / 2	1 / 2	3 / 3	3 / 3	1 / 1	1 / 1	2 / 2	1 / 1
(figure)	3 / 3	2 / 2	1 / 1	2 / 2	1 / 1	1 / 1	3 / 3	2 / 2	3 / 3
(figure)	1 / 1	3 / 3	1 / 1	2 / 2	2 / 2	3 / 3	2 / 2	3 / 3	1 / 1
(figure)	3 / 3	2 / 2	3 / 3	2 / 2	1 / 1	1 / 1	2 / 2	3 / 3	1 / 1
(figure)	1 / 1	2 / 2	2 / 2	3 / 3	1 / 1	2 / 2	3 / 3	1 / 1	3 / 3
(figure)	2 / 2	1 / 1	3 / 3	2 / 2	3 / 3	3 / 3	1 / 1	2 / 2	1 / 1
(figure)	2 / 2	2 / 2	2 / 2	3 / 3	3 / 3	3 / 3	1 / 1	1 / 1	1 / 1
(figure)	1 / 1	3 / 3	2 / 2	3 / 3	1 / 1	3 / 3	2 / 2	1 / 1	2 / 2
(figure)	3 / 3	2 / 2	2 / 2	1 / 1	2 / 2	1 / 1	1 / 1	2 / 2	3 / 3
(figure)	3 / 3	1 / 1	1 / 1	3 / 3	1 / 1	2 / 2	2 / 2	3 / 3	2 / 2