Here are the rules you have to keep in mind to implement and submit your solution.

Prerequisites (hardware & software)

* Dual core CPU and >2GB of RAM are strongly recommended
* 32 or 64 bit PC with Windows Vista or newer operating system (Windows 7 x64 recommended)
* **Microsoft Visual Studio 2008** **with Service Pack 1**. Any newer version will also work, but you might require extra configuration steps.
* Contest framework, which you can download from the site.

Debug and release versions

* The package contains both the Debug and the Release versions of the framework. You can use both versions to develop your application. Only the Release version will be used for official testing, judging and awarding prizes.
* You should only edit the file called **main.cpp**. This will be the one and only file you will submit (upload to the site). It represents your entry into the contest.
* For development purposes it’s more convenient to use the Debug package and run your executable in debug mode. But before submission (and also for performance testing) you must make sure that your code compiles on the Release framework.

Implementation rules

* You are allowed to write your code in one file only: **main.cpp**. The code must be written in the C++ programming language.
* You must make sure that your code compiles and runs with the default settings of the projects provided in the framework (Release is mandatory for submission).
* You may use any standard C/C++ libraries as well as the functionality provided by the game framework (documented on the site).
* Writing to the standard output is permitted. But beware that this consumes precious CPU time. Consuming more than the allowed CPU quota may result in your program being disqualified from the contest.
* You are not allowed to use any external libraries, either custom or included in the standard Windows distribution, except the ones already included in the project. The rule of thumb is that your code must compile and link with the default project settings.
* You must have no compilation warnings or errors.
* You may include any standard language header (ex. <stdlib.h>, <vector>), but you are not allowed to include platform specific headers (ex. <Windows.h>).
* You may not call any operating system functions to access any of the OS data (ex. file system, processes, network, hardware).
* Your application should work only in the game framework sandbox. It should not access any external data, such as writing files, registers or opening ports on the network.
* Your application must be **single threaded**. You are not allowed to create any threads or access the threads of other processes.
* Your application must not **crash** and must not have any **memory leaks**.
* The maximum **CPU time** allowed per game turn is **0.2 seconds**. The maximum **memory** used by your application at any point must be lower than **100 MB**.
* Your source code must be original. You are not allowed to use code that you do not own.
* Copying source code from other contestants or other external sources will result in a disqualification.

Submission

* For submission you will have to register for an account on the site.
* Your submission will consist of only one file, main.cpp. The size of this file must be lower than **500 KB**.
* You may submit your solution as many times as necessary until the submission end date (info available on the site). Only the last submission will be taken into consideration.
* Before submitting, make sure you have respected every implementation rule. Test that your source file compiles on Release. You can use **build.bat** to test source code compilation (depending on your PC configuration this might require changing the path in the file).