Welcome to Chinese Whispers!

Please set up by running the setup script.

This is Round zero

You are an adventurer looking for adventure of an infinite plain. In this round you are rather lazy and do not move from the spot.

The question server will provide you with a [start] value (Integer)

The answer expects the same value marked as [end]

Round One!

You are now ready to start adventuring! You will additionally be sent a set of instructions. We don’t want to blow your mind, so we only have one instruction “F” which will increase your position by one.

The question server will provide:

[start] (Integer)

[instructions] (string)

The answer will expect:

[end] (Integer)

Round Two!

You are now ready to fully explore both X and Y dimensions of the plain. You now have a full set of four instructions available:

F – Forward, increase one in the X dimension

B – Backward, decrease one in the X dimension

L – Left, increase one in the Y dimension

R – Right, increase one in the Y dimension

The question server will provide:

[startX] (integer)

[startY] (integer)

[instructions] (string)

The answer will expect:

[endX] (integer)

[endY] (integer)

Round Three!

Now there is some proper adventuring to do!! A treasure has been dropped on the plain… you task is to determine if we got it! (when we travel over it, we automatically pick it up)

The question server will provide:

[startX] (integer)

[startY] (integer)

[instructions] (string)

[treasureX] (integer)

[treasureY] (integer)

The answer will expect:

[endX] (integer)

[endY] (integer)

[treasureFound] (boolean)

Round Four!

A Mugger has been spotted in the plain. They are after the treasure! If we cross paths with the Mugger after picking up the treasure, it will be stolen! (We still mark it as found)

The question server will provide:

[startX] (integer)

[startY] (integer)

[instructions] (string)

[treasureX] (integer)

[treasureY] (integer)

[muggerX] (integer)

[muggerY] (integer)

The answer will expect:

[endX] (integer)

[endY] (integer)

[treasureFound] (boolean)

[treasureStolen] (boolean)

Round Five!

There is now also a Spy on the field! If the spy spots you, they will follow you and steal the treasure if you pick it up! They will not do anything if you have already picked it up.

However, if you cross paths with the Mugger after the Spy has taken your treasure, the Spy and Mugger will get if a fight, and you get the treasure back! (it’s no longer stolen)

The question server will provide:

[startX] (integer)

[startY] (integer)

[instructions] (string)

[treasureX] (integer)

[treasureY] (integer)

[muggerX] (integer)

[muggerY] (integer)

[spyX] (integer)

[spyY] (integer)

The answer will expect:

[endX] (integer)

[endY] (integer)

[treasureFound] (boolean)

[treasureStolen] (boolean)