**Make a new run configuration:**



Set as the arguments:

*-gui -agents admin:uu.mas.player.TournamentAdministrator;alwayscooperate:uu.mas.player.AlwaysCooperatePlayer;alwaysdefect:uu.mas.player.AlwaysDefectPlayer;majority:uu.mas.player.MajorityPlayer;randomdefect:uu.mas.player.RandomDefectPlayer;titfortat:uu.mas.player.TitForTatPlayer;tftrandomdefect:uu.mas.player.TitForTatRandomDefectPlayer;tftrandomforgive:uu.mas.player.TitForTatRandomForgivePlayer;historydriven:uu.mas.player.HistoryDrivenPlayer*



**Now run the application**

In order to start the tournament, send the admin a message like so:



Make sure you put the word "start" in the message content



This will start the tournament. Each player will play vs all other players. The results should be printed in the console and in the graphs.