

Scenarios

Scenario 4: (Tournament test both strategy)

All player get 12 card:

Player 1: Draw Tournament

Player 1: Participate

Player 2 is AI (strategy 1): Do not participate.

Player 3 is AI (strategy 2): Participate

Player 4: Participate.

Each player draw a card and then discard one.

Player 3 wins (get 3 shields)

Each player draw as many needed cards to get to twelve if needed

Player 2: Draw a Tournament

Player 2: Participate

Player 3: Participate

Player 4: Participate

Player 1: Participate

Each player draw a card and then discard one.

Player 2 wins (get 3 shields)

Scenario 5: (bids, discard and participate quest strategy1 with strongest hand due to last stage)

All player get 12 card:

Player 2: 6 weapons and has 3 foes less than 20 points

Player 3: 7 allies and has 3 foes of less 25

Player 1: Draw a boar hunt

Player 1: first stage test, second stage: Saxons + dagger

First stage:

All player participates

Player 2 is AI (strategy 1): bid 3 foes of less than 20 points

Player 3 is AI (strategy 2): bids 0 lose

Player 4: 0 lose

Player 2 is AI (strategy 1): play strongest hand

Player 2 wins (get 2 shields)

Player 2 discard 2 foes.

Scenario 6: (bids, discard and participate quest strategy2 with strongest hand due last stage)

All player get 12 card:

Player 2: 6 weapons and has 2 foes less than 20 points

Player 3: 7 allies and has 3 foes of less 25

Player 1: Draw a boar hunt

Player 1: first stage test, second stage: Saxons + dagger

First stage:

All player participates

Player 2 is AI (strategy 1): 2 bids

Player 3 is AI (strategy 2): 3 bids

Player 4: 0 lose

Player 3 is AI (strategy 2): play strongest hand

Player 3 wins (get 2 shields)

Player 3 discard 3 foes.

Scenario 7: (participate quest strategy2 and strategy1, play not last stage)

All player get 12 card:

Player 2 AI (strategy 1): contains 2 Ally, 8 weapons, 2 foes of less 20 in the 12 cards.

Player 3 Ai (Strategy 2): contains foes of less 25 in the 12 cards.

Player 1: Draw repel of the Saxons

Player 1: first stage thieves, second stage: thieves + dagger

First stage:

All remaining player participates

Player 2 is AI (strategy 1): play Ally (King Arthur) and dagger

Player 3 is AI (strategy 2): Ally (King Arthur)

Player 4: Ally (King Arthur)

Everyone past the stage

Player 2 is AI (strategy 1): Ally (King Arthur) + weapon

Player 3 is AI (strategy 2): Ally (King Arthur) + dagger

Player 4: 4 daggers

All player win the quest and get 2 shields.

