

Using the 'penguins' game master (PGM)

Starting the program

```
penguins player_1 [player_2] [...]
```

Run the PGM with the names of the player programs given as arguments.

There must be at least one player program specified.

Example in Linux environment:

```
penguins bestp ../DreamTeam/bin/DreamTeam /home/test/minigame
```

where

```
bestp
../DreamTeam/bin/DreamTeam
/home/test/minigame
```

are the commands (sometimes with leading paths, relative or absolute) that allow starting the player programs.

Similar example in Windows environment would be like this:

```
penguins.exe bestp.exe ../DreamTeam/bin/DreamTeam.exe /home/test/minigame.exe
```

Here it is advisable (although not necessary) to put all executable player files in the same directory as the penguins.exe.

Key commands

right arrow - Make next move (call next player to make a move)

left arrow - Go back to the previous move (call previous player to make a move)

down arrow, up arrow - If the player program writes some text to standard output or standard error, it is presented in the bottom part of the window. Both keys allow scrolling the output up and down.

q - Quit the PGM program

d - the program that made the last move (as marked by >>> on the list) is removed from the game

o - show/hide the output (game state file) of the program that made the last move