

3. Sum of path (=2)

2. Calculate y for player A (=a)

Calculate y for player B (=b)

3. Compare a and b. Score:
1. Creat dictionum (Hoch Map) a=b=0 => Get pluyer A's z and pluyer B's z. for two players.

Key - species of tree.

Value - 1. List of cards on hand (=x) else => If one player's % contains I and 2. Sum of cards on hand. (=y) another player's x contains 8, then the player who contains 8's y will reduce by 8. else: Get player with the larger y's z.

2. Check the path is increasing. 1. Check the first card and the last card are the same three

3. Get 2:

== length of path + first Plus One + endPlusTwo + extra Mark. first Phus One: If the path start from 1 then +1 end Phus Two: If the path and with 8 then +2

4. Sum up all z's in player A's dictionary. (Q) sum up all z's in player B's dictionary. (B) S. Compare Q and B. extra Mark: If the length of path >4 and all trees in path are the same species than +(length of path)

Q=B=> tie the game. Q>B=> player A win. Q<B=> player B win.