



Your input is a 4x19 matrix. Row 0 tells you which resources go where and Row 1 tells you which probabilities go where. Index 0 in the matrix corresponds to the hexagon marked 0 above (and so on).

Row 2 tells you which ports go where. You are only concerned with the first 8 indices in this row (0-7).

Row 3 tells you where the robber is. If the robber is on space 9 (where the desert is on the board above), index 9 in Row 3 will have a 1 whereas all the other indexes in Row 3 will have 0.

Resources	Probability	Ports	Robber
0 = Desert	0 = nothing (ie desert)	0 = Three-for-one	0 = no robber
1 = Rock	2 = 2	1 = Rock port	1 = yes robber
2 = Wheat	3 = 3	2 = Wheat port	
3 = Brick	4 = 4	3 = Brick port	
4 = Wood	5 = 5	4 = Wood port	
5 = Sheep	6 = 6	5 = Sheep port	
	8 = 8		
	9 = 9		
	10 = 10		
	11 = 11		
	12 = 12		