Game 1 – seed 0 – player 1 playes LLM , players 0,2 Nash

/Users/steffenissleib/venvs/assist1/bin/python -X pycache\_prefix=/Users/steffenissleib/Library/Caches/JetBrains/PyCharmCE2024.3/cpython-cache /Applications/PyCharm CE.app/Contents/plugins/python-ce/helpers/pydev/pydevd.py --multiprocess --qt-support=auto --client 127.0.0.1 --port 50697 --file /Users/steffenissleib/Documents/src/LSE/Dealer\_simple.py

Connected to pydev debugger (build 243.23654.177)

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game: 0

Starting game with 3 players.

Wächterinnen: 1, Abenteurer: 2

Initial Roles (hidden to each other, but we’ll print for demonstration):

Player 0 Role = W Cards = ['T', 'T']

Player 1 Role = A Cards = ['G', 'G']

Player 2 Role = A Cards = ['G', 'G']

{"claimed\_trap": 0}

{'public': {'round\_number': 1, 'move\_number\_in\_round': 1, 'current\_key\_holder': 2, 'player\_claimed\_traps': [None, 'No trap', None], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 0}

reveal player 2

1

{'public': {'round\_number': 1, 'move\_number\_in\_round': 2, 'current\_key\_holder': 2, 'player\_claimed\_traps': [None, 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 1}

reveal player 0

0

{'public': {'round\_number': 1, 'move\_number\_in\_round': 3, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T', 'T']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

===== ROUND 1 =====

--> Player 1 (Role=A) holds the key.

[0,2]

{

"next\_player": 2

}

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 2: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 4, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 1, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

--> Player 2 (Role=A) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

1

--> Player 2 (Role=A) holds the key.

Player 2 opens a room from Player 1: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 5, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 1, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 2, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

--> Player 1 (Role=A) holds the key.

[0,2]

{

"next\_player": 2

}

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 2: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 6, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 1, 2], 'player\_has\_lied': [False, False, True], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}]}

===== ROUND 2 =====

--> Player 2 (Role=A) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

1

--> Player 2 (Role=A) holds the key.

Player 2 opens a room from Player 1: -> G

>>> All 4 gold have been found!

GAME OVER! The Abenteurer win!

FINAL PLAYER INFO:

Player 0 (Role=W)

Face-down Cards: ['T', 'T']

Revealed Cards: []

Player 1 (Role=A)

Face-down Cards: []

Revealed Cards: ['G', 'G']

Player 2 (Role=A)

Face-down Cards: []

Revealed Cards: ['G', 'G']

Total Gold Revealed: 4 / 4

Total Traps Revealed: 0 / 2

-------------------------------------------------

{'public': {'round\_number': 2, 'move\_number\_in\_round': 7, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 2, 2], 'player\_has\_lied': [False, False, True], 'total\_gold\_found\_so\_far': 4, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}]}

['Abenteurer']

Counter({'Abenteurer': 1})

Process finished

Game 2 seed 123 : same set up

onnected to pydev debugger (build 243.23654.177)

<<<<<<<<<<>>>>>>>>>>

game: 0

Starting game with 3 players.

Wächterinnen: 1, Abenteurer: 2

Initial Roles (hidden to each other, but we’ll print for demonstration):

Player 0 Role = A Cards = ['G', 'T']

Player 1 Role = A Cards = ['T', 'G']

Player 2 Role = W Cards = ['G', 'G']

{"claimed\_trap": 0}

{'public': {'round\_number': 1, 'move\_number\_in\_round': 1, 'current\_key\_holder': 2, 'player\_claimed\_traps': [None, 'No trap', None], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 0}

reveal player 2

1

{'public': {'round\_number': 1, 'move\_number\_in\_round': 2, 'current\_key\_holder': 2, 'player\_claimed\_traps': [None, 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 1}

reveal player 0

1

{'public': {'round\_number': 1, 'move\_number\_in\_round': 3, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

===== ROUND 1 =====

--> Player 1 (Role=A) holds the key.

[0,2]

{

"next\_player": 0

}

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 0: -> T

{'public': {'round\_number': 1, 'move\_number\_in\_round': 4, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [1, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

--> Player 0 (Role=A) holds the key.

[1,2]

{

"next\_player": 1

}

chose target player for player 0

1

--> Player 0 (Role=A) holds the key.

Player 0 opens a room from Player 1: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 5, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [1, 0, 0], 'player\_gold\_found': [0, 1, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 1, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

--> Player 1 (Role=A) holds the key.

[0,2]

{

"next\_player": 0

}

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 0: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 6, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [1, 0, 0], 'player\_gold\_found': [1, 1, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 2, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

===== ROUND 2 =====

--> Player 0 (Role=A) holds the key.

[1,2]

{

"next\_player": 1

}

chose target player for player 0

2

--> Player 0 (Role=A) holds the key.

Player 0 opens a room from Player 2: -> G

{'public': {'round\_number': 2, 'move\_number\_in\_round': 7, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [1, 0, 0], 'player\_gold\_found': [1, 1, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': []}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

--> Player 2 (Role=W) holds the key.

--> Player 2 (Role=W) holds the key.

Player 2 opens a room from Player 1: -> T

>>> All 2 traps have been revealed!

GAME OVER! The Wächterinnen win!

FINAL PLAYER INFO:

Player 0 (Role=A)

Face-down Cards: []

Revealed Cards: ['T', 'G']

Player 1 (Role=A)

Face-down Cards: []

Revealed Cards: ['G', 'T']

Player 2 (Role=W)

Face-down Cards: ['G']

Revealed Cards: ['G']

Total Gold Revealed: 3 / 4

Total Traps Revealed: 2 / 2

-------------------------------------------------

{'public': {'round\_number': 2, 'move\_number\_in\_round': 8, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [1, 1, 0], 'player\_gold\_found': [1, 1, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 2, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': []}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

['Wächterinnen']

Counter({'Wächterinnen': 1})

Game 3 seed 401 :

<<<<<<<<<>>>>>>>>>>

game: 0

Starting game with 3 players.

Wächterinnen: 1, Abenteurer: 2

Initial Roles (hidden to each other, but we’ll print for demonstration):

Player 0 Role = A Cards = ['G', 'T']

Player 1 Role = W Cards = ['G', 'T']

Player 2 Role = A Cards = ['G', 'G']

{"claimed\_trap": 1}

reveal player 0

0

{'public': {'round\_number': 1, 'move\_number\_in\_round': 1, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', None, None], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 1}

{'public': {'round\_number': 1, 'move\_number\_in\_round': 2, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', 'At least 1 trap', None], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 0}

reveal player 2

1

{'public': {'round\_number': 1, 'move\_number\_in\_round': 3, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

===== ROUND 1 =====

--> Player 0 (Role=A) holds the key.

[1,2]

{

"next\_player": 1

}

chose target player for player 0

1

--> Player 0 (Role=A) holds the key.

Player 0 opens a room from Player 1: -> T

{'public': {'round\_number': 1, 'move\_number\_in\_round': 4, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['No trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [0, 1, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

--> Player 1 (Role=W) holds the key.

[0,2]

{

"next\_player": 0

}

--> Player 1 (Role=W) holds the key.

Player 1 opens a room from Player 0: -> T

>>> All 2 traps have been revealed!

GAME OVER! The Wächterinnen win!

FINAL PLAYER INFO:

Player 0 (Role=A)

Face-down Cards: ['G']

Revealed Cards: ['T']

Player 1 (Role=W)

Face-down Cards: ['G']

Revealed Cards: ['T']

Player 2 (Role=A)

Face-down Cards: ['G', 'G']

Revealed Cards: []

Total Gold Revealed: 0 / 4

Total Traps Revealed: 2 / 2

-------------------------------------------------

{'public': {'round\_number': 1, 'move\_number\_in\_round': 5, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['No trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [1, 1, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 2, 'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G']}, {'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

['Wächterinnen']

Counter({'Wächterinnen': 1})

Process finished with exit code 0

Game 4 : seed 1177

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game: 0

Starting game with 3 players.

Wächterinnen: 1, Abenteurer: 2

Initial Roles (hidden to each other, but we’ll print for demonstration):

Player 0 Role = W Cards = ['G', 'G']

Player 1 Role = A Cards = ['T', 'G']

Player 2 Role = A Cards = ['G', 'T']

{"claimed\_trap": 0}

{'public': {'round\_number': 1, 'move\_number\_in\_round': 1, 'current\_key\_holder': 2, 'player\_claimed\_traps': [None, 'No trap', None], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}]}

{"claimed\_trap": 1}

reveal player 2

1

{'public': {'round\_number': 1, 'move\_number\_in\_round': 2, 'current\_key\_holder': 2, 'player\_claimed\_traps': [None, 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}]}

{"claimed\_trap": 1}

reveal player 0

1

{'public': {'round\_number': 1, 'move\_number\_in\_round': 3, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}]}

===== ROUND 1 =====

--> Player 1 (Role=A) holds the key.

[0,2]

{

"next\_player": 0

}

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 0: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 4, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [1, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 1, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}]}

--> Player 0 (Role=W) holds the key.

[1,2]

{

"next\_player": 2

}

chose target player for player 0

2

--> Player 0 (Role=W) holds the key.

Player 0 opens a room from Player 2: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 5, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [1, 0, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 2, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['T']}]}

--> Player 2 (Role=A) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

0

--> Player 2 (Role=A) holds the key.

Player 2 opens a room from Player 0: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 6, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [2, 0, 1], 'player\_has\_lied': [True, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['T']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['T']}]}

===== ROUND 2 =====

--> Player 0 (Role=W) holds the key.

[1,2]

{

"next\_player": 2

}

chose target player for player 0

1

--> Player 0 (Role=W) holds the key.

Player 0 opens a room from Player 1: -> T

{'public': {'round\_number': 2, 'move\_number\_in\_round': 7, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 1, 0], 'player\_gold\_found': [2, 0, 1], 'player\_has\_lied': [True, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['T']}]}

--> Player 1 (Role=A) holds the key.

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 2: -> T

>>> All 2 traps have been revealed!

GAME OVER! The Wächterinnen win!

FINAL PLAYER INFO:

Player 0 (Role=W)

Face-down Cards: []

Revealed Cards: ['G', 'G']

Player 1 (Role=A)

Face-down Cards: ['G']

Revealed Cards: ['T']

Player 2 (Role=A)

Face-down Cards: []

Revealed Cards: ['G', 'T']

Total Gold Revealed: 3 / 4

Total Traps Revealed: 2 / 2

-------------------------------------------------

{'public': {'round\_number': 2, 'move\_number\_in\_round': 8, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 1, 1], 'player\_gold\_found': [2, 0, 1], 'player\_has\_lied': [True, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 2, 'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': []}]}

['Wächterinnen']

Counter({'Wächterinnen': 1})

Game 5 : seed 211:

Connected to pydev debugger (build 243.23654.177)

<<<<<<<<<<>>>>>>>>>>

game: 0

Starting game with 3 players.

Wächterinnen: 1, Abenteurer: 2

Initial Roles (hidden to each other, but we’ll print for demonstration):

Player 0 Role = W Cards = ['G', 'G']

Player 1 Role = A Cards = ['T', 'G']

Player 2 Role = A Cards = ['G', 'T']

{"claimed\_trap": 1}

reveal player 2

0

{'public': {'round\_number': 1, 'move\_number\_in\_round': 1, 'current\_key\_holder': 3, 'player\_claimed\_traps': [None, None, 'No trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}]}

{"claimed\_trap": 0}

reveal player 0

1

{'public': {'round\_number': 1, 'move\_number\_in\_round': 2, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['At least 1 trap', None, 'No trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}]}

{"claimed\_trap": 1}

{'public': {'round\_number': 1, 'move\_number\_in\_round': 3, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['At least 1 trap', 'At least 1 trap', 'No trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}]}

===== ROUND 1 =====

--> Player 2 (Role=A) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

0

--> Player 2 (Role=A) holds the key.

Player 2 opens a room from Player 0: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 4, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['At least 1 trap', 'At least 1 trap', 'No trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [1, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 1, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}]}

--> Player 0 (Role=W) holds the key.

[1,2]

{

"next\_player": 1

}

chose target player for player 0

1

--> Player 0 (Role=W) holds the key.

Player 0 opens a room from Player 1: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 5, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['At least 1 trap', 'At least 1 trap', 'No trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [1, 1, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 2, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}]}

--> Player 1 (Role=A) holds the key.

[0,2]

{

"next\_player": 0

}

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 0: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 6, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['At least 1 trap', 'At least 1 trap', 'No trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [2, 1, 0], 'player\_has\_lied': [True, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}]}

===== ROUND 2 =====

--> Player 0 (Role=W) holds the key.

[1,2]

{

"next\_player": 1

}

chose target player for player 0

2

--> Player 0 (Role=W) holds the key.

Player 0 opens a room from Player 2: -> G

>>> All 4 gold have been found!

GAME OVER! The Abenteurer win!

FINAL PLAYER INFO:

Player 0 (Role=W)

Face-down Cards: []

Revealed Cards: ['G', 'G']

Player 1 (Role=A)

Face-down Cards: ['T']

Revealed Cards: ['G']

Player 2 (Role=A)

Face-down Cards: ['T']

Revealed Cards: ['G']

Total Gold Revealed: 4 / 4

Total Traps Revealed: 0 / 2

-------------------------------------------------

{'public': {'round\_number': 2, 'move\_number\_in\_round': 7, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['At least 1 trap', 'At least 1 trap', 'No trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [2, 1, 1], 'player\_has\_lied': [True, False, False], 'total\_gold\_found\_so\_far': 4, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['T']}]}

['Abenteurer']

Counter({'Abenteurer': 1})

Process finished with exit code 0

Next -----------------------------

Game 6 seed : Initial Roles (hidden to each other, but we’ll print for demonstration):

Player 0 Role = A Cards = ['G', 'G']

Player 1 Role = W Cards = ['T', 'G']

Player 2 Role = A Cards = ['T', 'G']

{"claimed\_trap": 0}

reveal player 0

0

{'public': {'round\_number': 1, 'move\_number\_in\_round': 1, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', None, None], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}]}

{"claimed\_trap": 1}

{'public': {'round\_number': 1, 'move\_number\_in\_round': 2, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', 'At least 1 trap', None], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}]}

{"claimed\_trap": 1}

reveal player 2

1

{'public': {'round\_number': 1, 'move\_number\_in\_round': 3, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}]}

===== ROUND 1 =====

--> Player 0 (Role=A) holds the key.

[1,2]

{

"next\_player": 1

}

chose target player for player 0

2

--> Player 0 (Role=A) holds the key.

Player 0 opens a room from Player 2: -> T

{'public': {'round\_number': 1, 'move\_number\_in\_round': 4, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 1], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['G']}]}

--> Player 2 (Role=A) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

0

--> Player 2 (Role=A) holds the key.

Player 2 opens a room from Player 0: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 5, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 1], 'player\_gold\_found': [1, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 1, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['G']}]}

--> Player 0 (Role=A) holds the key.

[1,2]

{

"next\_player": 2

}

chose target player for player 0

2

--> Player 0 (Role=A) holds the key.

Player 0 opens a room from Player 2: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 6, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 1], 'player\_gold\_found': [1, 0, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 2, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}]}

===== ROUND 2 =====

--> Player 2 (Role=A) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

0

--> Player 2 (Role=A) holds the key.

Player 2 opens a room from Player 0: -> G

{'public': {'round\_number': 2, 'move\_number\_in\_round': 7, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 1], 'player\_gold\_found': [2, 0, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}, {'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}]}

--> Player 0 (Role=A) holds the key.

--> Player 0 (Role=A) holds the key.

Player 0 opens a room from Player 1: -> T

>>> All 2 traps have been revealed!

GAME OVER! The Wächterinnen win!

FINAL PLAYER INFO:

Player 0 (Role=A)

Face-down Cards: []

Revealed Cards: ['G', 'G']

Player 1 (Role=W)

Face-down Cards: ['G']

Revealed Cards: ['T']

Player 2 (Role=A)

Face-down Cards: []

Revealed Cards: ['T', 'G']

Total Gold Revealed: 3 / 4

Total Traps Revealed: 2 / 2

-------------------------------------------------

{'public': {'round\_number': 2, 'move\_number\_in\_round': 8, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [0, 1, 1], 'player\_gold\_found': [2, 0, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 2, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}, {'private\_role': 'W', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}]}

['Wächterinnen']

Counter({'Wächterinnen': 1})

Last game seed 987

Game 7

Seed 274

<<<<<<<<<<>>>>>>>>>>

game: 0

Starting game with 3 players.

Wächterinnen: 1, Abenteurer: 2

Initial Roles (hidden to each other, but we’ll print for demonstration):

Player 0 Role = A Cards = ['G', 'T']

Player 1 Role = A Cards = ['T', 'G']

Player 2 Role = W Cards = ['G', 'G']

{"claimed\_trap": 0}

reveal player 2

1

{'public': {'round\_number': 1, 'move\_number\_in\_round': 1, 'current\_key\_holder': 3, 'player\_claimed\_traps': [None, None, 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 1}

reveal player 0

0

{'public': {'round\_number': 1, 'move\_number\_in\_round': 2, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', None, 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 0}

{'public': {'round\_number': 1, 'move\_number\_in\_round': 3, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

===== ROUND 1 =====

--> Player 2 (Role=W) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

1

--> Player 2 (Role=W) holds the key.

Player 2 opens a room from Player 1: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 4, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 1, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 1, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

--> Player 1 (Role=A) holds the key.

[0,2]

{

"next\_player": 2

}

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 2: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 5, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 1, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 2, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

--> Player 2 (Role=W) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

0

--> Player 2 (Role=W) holds the key.

Player 2 opens a room from Player 0: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 6, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [1, 1, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

===== ROUND 2 =====

--> Player 0 (Role=A) holds the key.

[1,2]

{

"next\_player": 2

}

chose target player for player 0

1

--> Player 0 (Role=A) holds the key.

Player 0 opens a room from Player 1: -> T

{'public': {'round\_number': 2, 'move\_number\_in\_round': 7, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 1, 0], 'player\_gold\_found': [1, 1, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

--> Player 1 (Role=A) holds the key.

[0,2]

{

"next\_player": 0

}

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 0: -> T

>>> All 2 traps have been revealed!

GAME OVER! The Wächterinnen win!

FINAL PLAYER INFO:

Player 0 (Role=A)

Face-down Cards: []

Revealed Cards: ['G', 'T']

Player 1 (Role=A)

Face-down Cards: []

Revealed Cards: ['G', 'T']

Player 2 (Role=W)

Face-down Cards: ['G']

Revealed Cards: ['G']

Total Gold Revealed: 3 / 4

Total Traps Revealed: 2 / 2

-------------------------------------------------

{'public': {'round\_number': 2, 'move\_number\_in\_round': 8, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [1, 1, 0], 'player\_gold\_found': [1, 1, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 2, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

['Wächterinnen']

Counter({'Wächterinnen': 1})

Process finished with exit code 0

Game 8 : 333

<<<<<<<<<<>>>>>>>>>>

game: 0

Starting game with 3 players.

Wächterinnen: 1, Abenteurer: 2

Initial Roles (hidden to each other, but we’ll print for demonstration):

Player 0 Role = A Cards = ['G', 'T']

Player 1 Role = A Cards = ['T', 'G']

Player 2 Role = W Cards = ['G', 'G']

{"claimed\_trap": 0}

reveal player 2

1

{'public': {'round\_number': 1, 'move\_number\_in\_round': 1, 'current\_key\_holder': 3, 'player\_claimed\_traps': [None, None, 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 1}

reveal player 0

0

{'public': {'round\_number': 1, 'move\_number\_in\_round': 2, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', None, 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 0}

{'public': {'round\_number': 1, 'move\_number\_in\_round': 3, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

===== ROUND 1 =====

--> Player 2 (Role=W) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

1

--> Player 2 (Role=W) holds the key.

Player 2 opens a room from Player 1: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 4, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 1, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 1, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

--> Player 1 (Role=A) holds the key.

[0,2]

{

"next\_player": 2

}

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 2: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 5, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 1, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 2, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

--> Player 2 (Role=W) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

0

--> Player 2 (Role=W) holds the key.

Player 2 opens a room from Player 0: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 6, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [1, 1, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

===== ROUND 2 =====

--> Player 0 (Role=A) holds the key.

[1,2]

{

"next\_player": 2

}

chose target player for player 0

1

--> Player 0 (Role=A) holds the key.

Player 0 opens a room from Player 1: -> T

{'public': {'round\_number': 2, 'move\_number\_in\_round': 7, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [0, 1, 0], 'player\_gold\_found': [1, 1, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

--> Player 1 (Role=A) holds the key.

[0,2]

{

"next\_player": 0

}

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 0: -> T

>>> All 2 traps have been revealed!

GAME OVER! The Wächterinnen win!

FINAL PLAYER INFO:

Player 0 (Role=A)

Face-down Cards: []

Revealed Cards: ['G', 'T']

Player 1 (Role=A)

Face-down Cards: []

Revealed Cards: ['G', 'T']

Player 2 (Role=W)

Face-down Cards: ['G']

Revealed Cards: ['G']

Total Gold Revealed: 3 / 4

Total Traps Revealed: 2 / 2

-------------------------------------------------

{'public': {'round\_number': 2, 'move\_number\_in\_round': 8, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['No trap', 'No trap', 'At least 1 trap'], 'player\_traps\_found': [1, 1, 0], 'player\_gold\_found': [1, 1, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 2, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

['Wächterinnen']

Counter({'Wächterinnen': 1})

Process finished with exit code 0

Game 8 – seed : 333

<<<<<<<<<<>>>>>>>>>>

game: 0

Starting game with 3 players.

Wächterinnen: 1, Abenteurer: 2

Initial Roles (hidden to each other, but we’ll print for demonstration):

Player 0 Role = W Cards = ['T', 'T']

Player 1 Role = A Cards = ['G', 'G']

Player 2 Role = A Cards = ['G', 'G']

{"claimed\_trap": 0}

reveal player 2

0

{'public': {'round\_number': 1, 'move\_number\_in\_round': 1, 'current\_key\_holder': 3, 'player\_claimed\_traps': [None, None, 'No trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 0}

reveal player 0

1

{'public': {'round\_number': 1, 'move\_number\_in\_round': 2, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['At least 1 trap', None, 'No trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T', 'T']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 0}

{'public': {'round\_number': 1, 'move\_number\_in\_round': 3, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'No trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T', 'T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

===== ROUND 1 =====

--> Player 2 (Role=A) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

0

--> Player 2 (Role=A) holds the key.

Player 2 opens a room from Player 0: -> T

{'public': {'round\_number': 1, 'move\_number\_in\_round': 4, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'No trap'], 'player\_traps\_found': [1, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

--> Player 0 (Role=W) holds the key.

[1,2]

{

"next\_player": 1

}

chose target player for player 0

1

--> Player 0 (Role=W) holds the key.

Player 0 opens a room from Player 1: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 5, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'No trap'], 'player\_traps\_found': [1, 0, 0], 'player\_gold\_found': [0, 1, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 1, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': ['T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

--> Player 1 (Role=A) holds the key.

[0,2]

{

"next\_player": 0

}

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 0: -> T

>>> All 2 traps have been revealed!

GAME OVER! The Wächterinnen win!

FINAL PLAYER INFO:

Player 0 (Role=W)

Face-down Cards: []

Revealed Cards: ['T', 'T']

Player 1 (Role=A)

Face-down Cards: ['G']

Revealed Cards: ['G']

Player 2 (Role=A)

Face-down Cards: ['G', 'G']

Revealed Cards: []

Total Gold Revealed: 1 / 4

Total Traps Revealed: 2 / 2

-------------------------------------------------

{'public': {'round\_number': 1, 'move\_number\_in\_round': 6, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['At least 1 trap', 'No trap', 'No trap'], 'player\_traps\_found': [2, 0, 0], 'player\_gold\_found': [0, 1, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 1, 'total\_traps\_found\_so\_far': 2, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'T'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

['Wächterinnen']

Counter({'Wächterinnen': 1})

Process finished with exit code 0

Game 9 : 666

<<<<<<<<<<>>>>>>>>>>

game: 0

Starting game with 3 players.

Wächterinnen: 1, Abenteurer: 2

Initial Roles (hidden to each other, but we’ll print for demonstration):

Player 0 Role = W Cards = ['T', 'G']

Player 1 Role = A Cards = ['T', 'G']

Player 2 Role = A Cards = ['G', 'G']

{"claimed\_trap": 1}

reveal player 0

0

{'public': {'round\_number': 1, 'move\_number\_in\_round': 1, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', None, None], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 0}

{'public': {'round\_number': 1, 'move\_number\_in\_round': 2, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', 'No trap', None], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 0}

reveal player 2

0

{'public': {'round\_number': 1, 'move\_number\_in\_round': 3, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', 'No trap', 'No trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

===== ROUND 1 =====

--> Player 0 (Role=W) holds the key.

[1,2]

{

"next\_player": 1

}

chose target player for player 0

2

--> Player 0 (Role=W) holds the key.

Player 0 opens a room from Player 2: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 4, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', 'No trap', 'No trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 1, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

--> Player 2 (Role=A) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

1

--> Player 2 (Role=A) holds the key.

Player 2 opens a room from Player 1: -> T

{'public': {'round\_number': 1, 'move\_number\_in\_round': 5, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['No trap', 'No trap', 'No trap'], 'player\_traps\_found': [0, 1, 0], 'player\_gold\_found': [0, 0, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 1, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

--> Player 1 (Role=A) holds the key.

[0,2]

{

"next\_player": 0

}

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 0: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 6, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['No trap', 'No trap', 'No trap'], 'player\_traps\_found': [0, 1, 0], 'player\_gold\_found': [1, 0, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 2, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

===== ROUND 2 =====

--> Player 0 (Role=W) holds the key.

[1,2]

{

"next\_player": 2

}

chose target player for player 0

2

--> Player 0 (Role=W) holds the key.

Player 0 opens a room from Player 2: -> G

{'public': {'round\_number': 2, 'move\_number\_in\_round': 7, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', 'No trap', 'No trap'], 'player\_traps\_found': [0, 1, 0], 'player\_gold\_found': [1, 0, 2], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}]}

--> Player 2 (Role=A) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

0

--> Player 2 (Role=A) holds the key.

Player 2 opens a room from Player 0: -> T

>>> All 2 traps have been revealed!

GAME OVER! The Wächterinnen win!

FINAL PLAYER INFO:

Player 0 (Role=W)

Face-down Cards: []

Revealed Cards: ['G', 'T']

Player 1 (Role=A)

Face-down Cards: ['G']

Revealed Cards: ['T']

Player 2 (Role=A)

Face-down Cards: []

Revealed Cards: ['G', 'G']

Total Gold Revealed: 3 / 4

Total Traps Revealed: 2 / 2

-------------------------------------------------

{'public': {'round\_number': 2, 'move\_number\_in\_round': 8, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['No trap', 'No trap', 'No trap'], 'player\_traps\_found': [1, 1, 0], 'player\_gold\_found': [1, 0, 2], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 2, 'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}, 'private': [{'private\_role': 'W', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['G']}, {'private\_role': 'A', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}]}

['Wächterinnen']

Counter({'Wächterinnen': 1})

Process finished with exit code 0

Game 10 : 777 seed

<<<<<<<<<<>>>>>>>>>>

game: 0

Starting game with 3 players.

Wächterinnen: 1, Abenteurer: 2

Initial Roles (hidden to each other, but we’ll print for demonstration):

Player 0 Role = A Cards = ['T', 'G']

Player 1 Role = A Cards = ['G', 'T']

Player 2 Role = W Cards = ['G', 'G']

{"claimed\_trap": 1}

{'public': {'round\_number': 1, 'move\_number\_in\_round': 1, 'current\_key\_holder': 2, 'player\_claimed\_traps': [None, 'At least 1 trap', None], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 0}

reveal player 2

1

{'public': {'round\_number': 1, 'move\_number\_in\_round': 2, 'current\_key\_holder': 2, 'player\_claimed\_traps': [None, 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

{"claimed\_trap": 1}

reveal player 0

1

{'public': {'round\_number': 1, 'move\_number\_in\_round': 3, 'current\_key\_holder': 2, 'player\_claimed\_traps': ['At least 1 trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [0, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 0, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T', 'G']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

===== ROUND 1 =====

--> Player 1 (Role=A) holds the key.

[0,2]

{

"next\_player": 0

}

--> Player 1 (Role=A) holds the key.

Player 1 opens a room from Player 0: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 4, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['At least 1 trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [1, 0, 0], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 1, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G', 'G']}]}

--> Player 0 (Role=A) holds the key.

[1,2]

{

"next\_player": 1

}

chose target player for player 0

2

--> Player 0 (Role=A) holds the key.

Player 0 opens a room from Player 2: -> G

{'public': {'round\_number': 1, 'move\_number\_in\_round': 5, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['At least 1 trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [0, 0, 0], 'player\_gold\_found': [1, 0, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 2, 'total\_traps\_found\_so\_far': 0, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': ['T']}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

--> Player 2 (Role=W) holds the key.

[0,1]

{

"next\_player": 0

}

chose target player for player 2

0

--> Player 2 (Role=W) holds the key.

Player 2 opens a room from Player 0: -> T

{'public': {'round\_number': 1, 'move\_number\_in\_round': 6, 'current\_key\_holder': 1, 'player\_claimed\_traps': ['At least 1 trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [1, 0, 0], 'player\_gold\_found': [1, 0, 1], 'player\_has\_lied': [False, False, False], 'total\_gold\_found\_so\_far': 2, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': ['G']}]}

===== ROUND 2 =====

--> Player 0 (Role=A) holds the key.

[1,2]

{

"next\_player": 2

}

chose target player for player 0

2

--> Player 0 (Role=A) holds the key.

Player 0 opens a room from Player 2: -> G

{'public': {'round\_number': 2, 'move\_number\_in\_round': 7, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['At least 1 trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [1, 0, 0], 'player\_gold\_found': [1, 0, 2], 'player\_has\_lied': [False, False, True], 'total\_gold\_found\_so\_far': 3, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['G', 'T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}]}

--> Player 2 (Role=W) holds the key.

1

PyDev console: starting.

1

--> Player 2 (Role=W) holds the key.

Player 2 opens a room from Player 1: -> G

>>> All 4 gold have been found!

GAME OVER! The Abenteurer win!

FINAL PLAYER INFO:

Player 0 (Role=A)

Face-down Cards: []

Revealed Cards: ['G', 'T']

Player 1 (Role=A)

Face-down Cards: ['T']

Revealed Cards: ['G']

Player 2 (Role=W)

Face-down Cards: []

Revealed Cards: ['G', 'G']

Total Gold Revealed: 4 / 4

Total Traps Revealed: 1 / 2

-------------------------------------------------

{'public': {'round\_number': 2, 'move\_number\_in\_round': 8, 'current\_key\_holder': 3, 'player\_claimed\_traps': ['At least 1 trap', 'At least 1 trap', 'At least 1 trap'], 'player\_traps\_found': [1, 0, 0], 'player\_gold\_found': [1, 1, 2], 'player\_has\_lied': [False, False, True], 'total\_gold\_found\_so\_far': 4, 'total\_traps\_found\_so\_far': 1, 'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, 'private': [{'private\_role': 'A', 'private\_player\_number': 0, 'private\_initial\_cards': ['T', 'G'], 'private\_current\_cards': []}, {'private\_role': 'A', 'private\_player\_number': 1, 'private\_initial\_cards': ['G', 'T'], 'private\_current\_cards': ['T']}, {'private\_role': 'W', 'private\_player\_number': 2, 'private\_initial\_cards': ['G', 'G'], 'private\_current\_cards': []}]}

['Abenteurer']

Counter({'Abenteurer': 1})

Process finished with exit code 0