

30 property cards 1-30

Bidding

- Keep track of other players' currency
- Determine priority based on highest property card ← take into account 2nd highest
- Keep track of what cards are left - deck heat value
 - Save money if deck is high heat

Bidding heuristic

- ~~◦ Positive if not many auction rounds left~~
- ✓ ◦ Positive if ~~highest~~ property is ^{avg remaining} > 15 and vice versa
- ✓ ◦ ~~Multiplier~~ Multiplier 2x for highest 1.5x for 2nd 1x for 3rd and 0.5 for 4th
- ✓ ◦ Negative if low auction val but high deck heat and vice versa
- ✓ ◦ Positive if currency is high and average other player currency low

Selling

- Determine Average ^{prop own} property value as some metric for strategy
- Each round figure out priority based on currency values
 - Play high cards if there are big numbers
 - Play low prop cards if there are low numbers
- Could keep track of players' cards and tell when you have the highest value card

Selling heuristic

- ✓ ◦ 2x, 1.5x, 1x, 0.5x for each cheque value
- ✓ ◦ Positive if cheque is > 7.5 and vice versa
- Positive if average other player property is lower than yours +0.0
- ✓ ◦ Deck heat (same as bidding)
- ✓ ◦ Positive if not many sales left

- Custom code if you have the highest remaining property wait for the highest remaining cheque to emerge

3001 Bot

- Normalize modifiers to allow for ^{simpler} ~~easier~~ decision formulae
- Get standard deviation in auction as well as highest bid to get better auction value
- Calculate auction ^{calc} ~~value~~ as old auction value plus $\frac{\text{std dev}}{\text{highest val}}$
 - This takes into ~~account~~ auction values that are low with high value bids in it.

3002 Bot

- Try get a high property early to gain bidding advantage