

**EXPERT GAMES** after latest changes 20-21.10.2024

test #	games	won	lost	% won	average time per game (s)	total time (s)	pic in dropbox
1	10006	3883	6123	38,81 %	0,087	870,522	"after mc bug fixes 10006 games 38.8% v
2	10000	3985	6015	39,85 %	0,193	1930	"10000 games 39.9% won 193 ms per ga
3	100002	38693	61309	38,69 %	0,148	14800,3	"100 002 games 38.7% won 148 ms per ξ
<b>TOTAL</b>	<b>120008</b>	<b>46561</b>	<b>73447</b>	<b>38,80 %</b>	<b>0,147</b>	<b>17600,82</b>	

descriptions

All three tests had a 20-s timer for 'join\_compatibility\_groups...()' after which a guess was issued

Solving: (1) simple\_solver (2) old CSP (3) new CSP (4) guess if needed

#1 20-s timer

#2 like above

#3 like above. Longest game was 30 minutes despite the 20-s timer per csp-solver call (because minecount)

**dropbox link:**

<https://www.dropbox.com/scl/fo/4dt7sda6htrzk6hp844tk/AOeWAB4MPLSIXZsdFEsb4tE?rlkey=e6065s75yqxx3f3ehtaypql4b&st=6lwjbten&dl=0>

me (although I had 10 s sleep for manual checks which increases that) 20s timer"