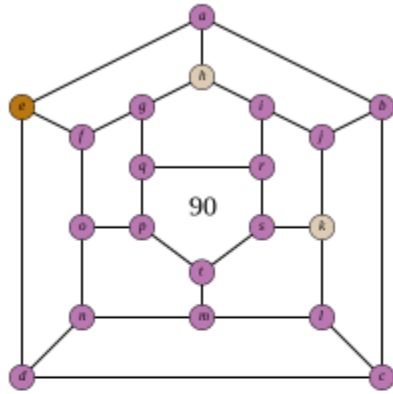


## Q4: Bounded minimax

Hamilton

Protocol: manager  
Identifier: tester\_team\_rocket

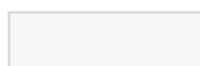
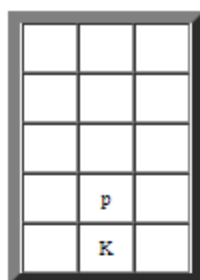
Game: hamilton  
Startclock: 10  
Playclock: 10



Roles	robot
Players	team_rocket_minimax
Score	90
Errors	0

```
message 1651885330, tester_team_rocket, team_rocket_minimax, play(7, move(z))
message 1651885348, team_rocket_minimax, tester_team_rocket, reply(7, move(t))
message 1651885341, tester_team_rocket, team_rocket_minimax, play(8, move(t))
message 1651885342, team_rocket_minimax, tester_team_rocket, reply(8, move(m))
message 1651885344, tester_team_rocket, team_rocket_minimax, play(9, move(m))
message 1651885344, team_rocket_minimax, tester_team_rocket, reply(9, move(l))
message 1651885340, tester_team_rocket, team_rocket_minimax, play(10, move(l))
message 1651885340, team_rocket_minimax, tester_team_rocket, reply(10, move(c))
message 1651885348, tester_team_rocket, team_rocket_minimax, play(11, move(c))
message 1651885348, team_rocket_minimax, tester_team_rocket, reply(11, move(d))
message 1651885358, tester_team_rocket, team_rocket_minimax, play(12, move(d))
message 1651885358, team_rocket_minimax, tester_team_rocket, reply(12, move(n))
message 1651885352, tester_team_rocket, team_rocket_minimax, play(13, move(n))
message 1651885352, team_rocket_minimax, tester_team_rocket, reply(13, move(o))
message 1651885354, tester_team_rocket, team_rocket_minimax, play(14, move(o))
message 1651885354, team_rocket_minimax, tester_team_rocket, reply(14, move(p))
message 1651885350, tester_team_rocket, team_rocket_minimax, play(15, move(p))
message 1651885350, team_rocket_minimax, tester_team_rocket, reply(15, move(q))
message 1651885358, tester_team_rocket, team_rocket_minimax, play(16, move(q))
message 1651885358, team_rocket_minimax, tester_team_rocket, reply(16, move(g))
message 1651885368, tester_team_rocket, team_rocket_minimax, play(17, move(g))
message 1651885368, team_rocket_minimax, tester_team_rocket, reply(17, move(f))
message 1651885362, tester_team_rocket, team_rocket_minimax, play(18, move(f))
message 1651885362, team_rocket_minimax, tester_team_rocket, reply(18, move(g))
message 1651885364, tester_team_rocket, team_rocket_minimax, play(19, move(g))
message 1651885364, team_rocket_minimax, tester_team_rocket, reply(19, move(f))
message 1651885360, tester_team_rocket, team_rocket_minimax, play(20, move(f))
message 1651885360, team_rocket_minimax, tester_team_rocket, reply(20, move(e))
message 1651885367, tester_team_rocket, team_rocket_minimax, stop(21, move(e))
```

## Hunter



Roles	robot
Players	team_rocket
Score	87
Errors	0

```

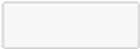
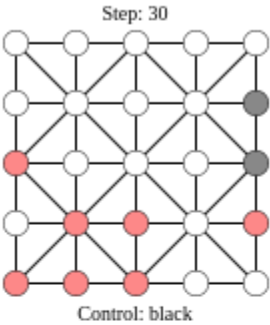
message(1651082623, tester_team_rocket, team_rocket, start(1, robot, ruleaset(role(robot),
base(cell(M,N,P)) :- row(M) & col(N) & piece(P), base(captures(M)) :-
scoremap(M,N), base(step(N)) :-
succ(M,N), base(control(robot)), action(move(M1,N1,M2,N2)) :- row(M1) & col(N1) &
knightmove(M1,N1,M2,N2), row(1), row(2), row(3), row(4), row(5), col(1), col(2), col(3),
piece(knight), piece(pawn), piece(blank), init(cell(1,1,knight)), init(cell(1,2,pawn)),
init(cell(1,3,pawn)), init(cell(2,1,pawn)), init(cell(2,2,pawn)), init(cell(2,3,pawn)),
init(cell(3,1,pawn)), init(cell(3,2,pawn)), init(cell(3,3,pawn)), init(cell(4,1,pawn)),
init(cell(4,2,pawn)), init(cell(4,3,pawn)), init(cell(5,1,pawn)), init(cell(5,2,pawn)),
init(cell(5,3,pawn)), init(captures(0)), init(step(1)), init(control(robot)), legal(move(M1,N1,M2,N2)) :-
cell(M1,N1,knight) &
knightmove(M1,N1,M2,N2), move(M1,N1,M2,N2) :- -cell(M2,N2,blank) &
-cell(M2,N2,pawn) & cell(M2,N2,knight), move(M1,N1,M2,N2) :- -cell(M1,N1,knight)
& cell(M1,N1,blank), move(M1,N1,M2,N2) :- cell(M2,N2,pawn) & captures(Old) &
succ(Old,New) --> -captures(Old) & captures(New), move(M1,N1,M2,N2) :- step(Old)
& succ(Old,New) --> -step(Old) & step(New), goal(robot,Goal) :- captures(Count) &
scoremap(Count,Goal), terminal :- step(16), knightmove(M1,N1,M2,N2) :-
add1row(M1,M2) & add2col(M1,N2), knightmove(M1,N1,M2,N2) :- add1row(M1,M2) &
add2col(N2,N1), knightmove(M1,N1,M2,N2) :- add1row(M2,M1) &
add2col(N1,N2), knightmove(M1,N1,M2,N2) :- add1row(M2,M1) &
add2col(N2,N1), knightmove(M1,N1,M2,N2) :- add2row(M1,M2) &
add1col(N1,N2), knightmove(M1,N1,M2,N2) :- add2row(M1,M2) &
add1col(N2,N1), knightmove(M1,N1,M2,N2) :- add2row(M2,M1) &
add1col(N1,N2), knightmove(M1,N1,M2,N2) :- add2row(M2,M1) &
add1col(N2,N1), succ(0,1), succ(1,2), succ(2,3), succ(3,4), succ(4,5), succ(5,6), succ(
6,7), succ(7,8), succ(8,9), succ(9,10), succ(10,11), succ(11,12), succ(12,13), succ(13,
14), succ(14,15), succ(15,16), add1row(1,2), add1row(2,3), add1row(3,4), add1row(4,5),
add2row(1,3), add2row(2,4), add2row(3,5), add1col(1,2), add1col(2,3), add2col(1,3), sc
oremap(0,0), scoremap(1,1), scoremap(2,3), scoremap(3,7), scoremap(4,11), scoremap(5,
16), scoremap(6,22), scoremap(7,29), scoremap(8,37), scoremap(9,45), scoremap(10,54),

```

Alquerque

Protocol: manager  
Identifier: tester\_team\_rocket

Game: alquerque  
Startclock: 10  
Playclock: 10

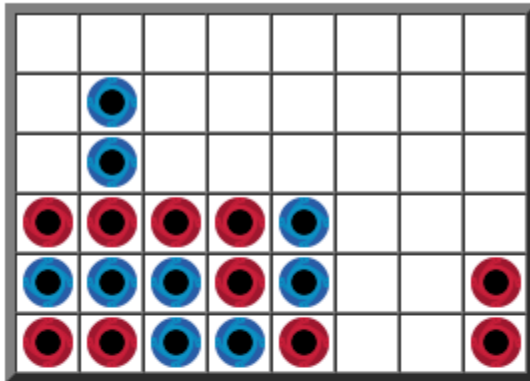


Roles	red	black
Players	team_rocket_minimax	onestep
Score	80	30
Errors	0	0

```
message{1051885277,team_rocket_minimax,tester_team_rocket,reply(25,move(3,4,2,4))
}}
message{1051885278,team_rocket_minimax,tester_team_rocket,reply(26,jump(2,3,2,2,2,1))
}}
message{1051885288,tester_team_rocket,team_rocket_minimax,play(27,jump(2,3,2,2,2,2,1))
}}
update{jump(2,3,2,2,2,1)}
submit{move(1,5,2,5)}
message{1051885281,tester_team_rocket,team_rocket_minimax,play(28,move(1,5,2,5))
}}
update{move(1,5,2,5)}
message{1051885288,team_rocket_minimax,tester_team_rocket,reply(27,move(3,4,3,3))
}}
message{1051885281,team_rocket_minimax,tester_team_rocket,reply(28,move(5,5,4,5))
}}
message{1051885283,tester_team_rocket,team_rocket_minimax,play(29,move(5,5,4,5))
}}
update{move(5,5,4,5)}
submit{move(3,4,3,5)}
message{1051885284,tester_team_rocket,team_rocket_minimax,play(30,move(3,4,3,5))
}}
update{move(3,4,3,5)}
message{1051885284,team_rocket_minimax,tester_team_rocket,reply(29,move(3,4,3,3))
}}
message{1051885285,team_rocket_minimax,tester_team_rocket,reply(30,move(2,1,3,1))
}}
message{1051885285,tester_team_rocket,team_rocket_minimax,stop(31,move(2,1,3,1))
}}
stop{black}
```

## Connect Four

```
Protocol: manager      Game: connectfour
Identifier: tester_team_rocket  Startclock: 10
                                Playclock: 10
```



Roles	red	black
Players	team_rocket_minimax	onestep
Score	100	0
Errors	0	0

Clear Begin Pause Resume End

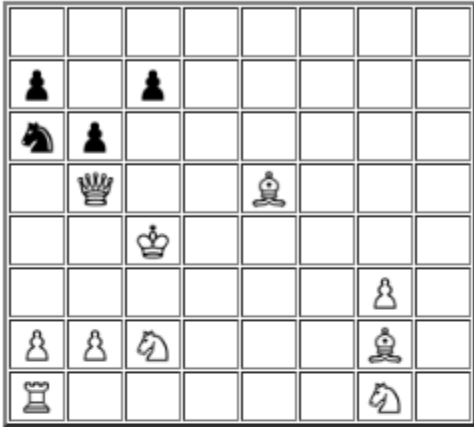
```
update(drop(4))
submit(drop(5))
message(1651885183, tester_team_rocket, team_rocket_minimax, play(14, drop(5)))
update(drop(5))
message(1651885183, team_rocket_minimax, tester_team_rocket, reply(13, drop(4)))
message(1651885185, team_rocket_minimax, tester_team_rocket, reply(14, drop(8)))
message(1651885186, tester_team_rocket, team_rocket_minimax, play(15, drop(8)))
update(drop(8))
submit(drop(3))
message(1651885187, tester_team_rocket, team_rocket_minimax, play(16, drop(3)))
update(drop(3))
message(1651885187, team_rocket_minimax, tester_team_rocket, reply(15, drop(7)))
message(1651885188, team_rocket_minimax, tester_team_rocket, reply(16, drop(4)))
message(1651885189, tester_team_rocket, team_rocket_minimax, play(17, drop(4)))
update(drop(4))
submit(drop(5))
message(1651885191, tester_team_rocket, team_rocket_minimax, play(18, drop(5)))
update(drop(5))
message(1651885198, team_rocket_minimax, tester_team_rocket, reply(17, drop(1)))
message(1651885191, team_rocket_minimax, tester_team_rocket, reply(18, drop(3)))
message(1651885193, tester_team_rocket, team_rocket_minimax, play(19, drop(3)))
update(drop(3))
submit(drop(2))
message(1651885194, tester_team_rocket, team_rocket_minimax, play(20, drop(2)))
update(drop(2))
message(1651885194, team_rocket_minimax, tester_team_rocket, reply(19, drop(6)))
message(1651885195, team_rocket_minimax, tester_team_rocket, reply(20, drop(1)))
message(1651885195, tester_team_rocket, team_rocket_minimax, stop(21, drop(1)))
stop(block)
```

Skirmish

Protocol: manager  
Identifier: tester\_team\_rocket

Game: skirmish  
Startclock: 10  
Playclock: 10

Step: 50



Control: black

Roles	white	black
Players	team_rocket_minimax	onestep
Score	84	16
Errors	0	0

[Clear](#) [Begin](#) [Pause](#) [Resume](#) [End](#)

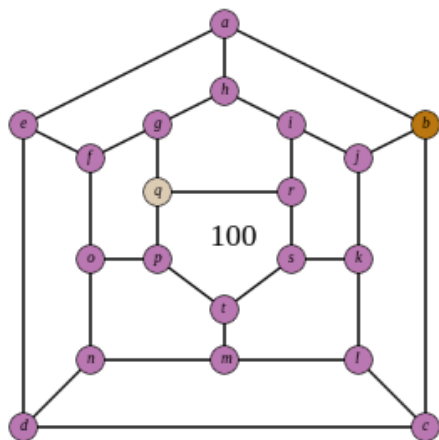
```
message{1651885888, tester_team_rocket, team_rocket_minimax, play(41, capture(piece{
white, bishop, 1}, piece{black, pawn, 5}})}
update{capture{piece{white, bishop, 1}, piece{black, pawn, 5}}}
submit{capture{piece{black, bishop, 1}, piece{white, pawn, 3}}}
message{1651885889, tester_team_rocket, team_rocket_minimax, play(42, capture(piece{
black, bishop, 1}, piece{white, pawn, 3}})}
update{capture{piece{black, bishop, 1}, piece{white, pawn, 3}}}
message{1651885890, team_rocket_minimax, tester_team_rocket, reply(41, move(piece{bl
ack, pawn, 3}, cell{c, 5}})}
message{1651885892, team_rocket_minimax, tester_team_rocket, reply(42, move(piece{wh
ite, knight, 1}, cell{a, 3}})}
message{1651885894, tester_team_rocket, team_rocket_minimax, play(43, move(piece{whi
te, knight, 1}, cell{a, 3}})}
update{move{piece{white, knight, 1}, cell{a, 3}}}
submit{move{piece{black, rook, 1}, cell{d, 8}}}
message{1651885895, tester_team_rocket, team_rocket_minimax, play(44, move(piece{bla
ck, rook, 1}, cell{d, 8}})}
update{move{piece{black, rook, 1}, cell{d, 8}}}
message{1651885895, team_rocket_minimax, tester_team_rocket, reply(43, move(piece{bl
ack, pawn, 3}, cell{c, 6}})}
message{1651885898, team_rocket_minimax, tester_team_rocket, reply(44, move(piece{wh
ite, king, 1}, cell{c, 4}})}
message{1651885899, tester_team_rocket, team_rocket_minimax, play(45, move(piece{whi
te, king, 1}, cell{c, 4}})}
update{move{piece{white, king, 1}, cell{c, 4}}}
submit{move{piece{black, rook, 1}, cell{d, 2}}}
message{1651885188, tester_team_rocket, team_rocket_minimax, play(46, move(piece{bla
ck, rook, 1}, cell{d, 2}})}
update{move{piece{black, rook, 1}, cell{d, 2}}}
message{1651885181, team_rocket_minimax, tester_team_rocket, reply(45, move(piece{bl
```

Q5: Iterative Deepening

Hamilton

Protocol: manager  
Identifier: tester\_team\_rocket

Game: hamilton  
Startclock: 10  
Playclock: 10



Roles	robot
Players	team_rocket_minimaxid
Score	100
Errors	0

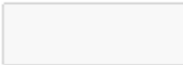
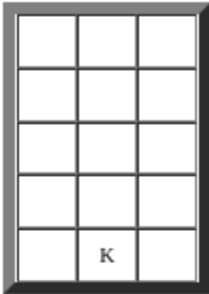
ClearBeginPauseResumeEnd

```
message(1651043893, tester_team_rocket, team_rocket_minimaxid, play(7, move(i)))
message(1651043899, team_rocket_minimaxid, tester_team_rocket, reply(7, move(r)))
message(1651043900, tester_team_rocket, team_rocket_minimaxid, play(8, move(r)))
message(1651043906, team_rocket_minimaxid, tester_team_rocket, reply(8, move(s)))
message(1651043907, tester_team_rocket, team_rocket_minimaxid, play(9, move(s)))
message(1651043913, team_rocket_minimaxid, tester_team_rocket, reply(9, move(t)))
message(1651043914, tester_team_rocket, team_rocket_minimaxid, play(10, move(t)))
message(1651043919, team_rocket_minimaxid, tester_team_rocket, reply(10, move(m)))
message(1651043921, tester_team_rocket, team_rocket_minimaxid, play(11, move(m)))
message(1651043926, team_rocket_minimaxid, tester_team_rocket, reply(11, move(t)))
message(1651043928, tester_team_rocket, team_rocket_minimaxid, play(12, move(t)))
message(1651043933, team_rocket_minimaxid, tester_team_rocket, reply(12, move(p)))
message(1651043935, tester_team_rocket, team_rocket_minimaxid, play(13, move(p)))
message(1651043937, team_rocket_minimaxid, tester_team_rocket, reply(13, move(o)))
message(1651043939, tester_team_rocket, team_rocket_minimaxid, play(14, move(o)))
message(1651043940, team_rocket_minimaxid, tester_team_rocket, reply(14, move(n)))
message(1651043942, tester_team_rocket, team_rocket_minimaxid, play(15, move(n)))
message(1651043943, team_rocket_minimaxid, tester_team_rocket, reply(15, move(d)))
message(1651043944, tester_team_rocket, team_rocket_minimaxid, play(16, move(d)))
message(1651043945, team_rocket_minimaxid, tester_team_rocket, reply(16, move(c)))
message(1651043946, tester_team_rocket, team_rocket_minimaxid, play(17, move(c)))
message(1651043947, team_rocket_minimaxid, tester_team_rocket, reply(17, move(l)))
message(1651043949, tester_team_rocket, team_rocket_minimaxid, play(18, move(l)))
message(1651043950, team_rocket_minimaxid, tester_team_rocket, reply(18, move(k)))
message(1651043952, tester_team_rocket, team_rocket_minimaxid, play(19, move(k)))
message(1651043952, team_rocket_minimaxid, tester_team_rocket, reply(19, move(j)))
message(1651043954, tester_team_rocket, team_rocket_minimaxid, play(20, move(j)))
message(1651043954, team_rocket_minimaxid, tester_team_rocket, reply(20, move(b)))
message(1651043955, tester_team_rocket, team_rocket_minimaxid, stop(21, move(b)))
```

Hunter

Protocol: manager  
Identifier: tester\_team\_rocket

Game: hunter  
Startclock: 10  
Playclock: 20



Roles	robot
Players	team_rocket_minimaxid
Score	100
Errors	0

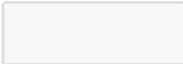
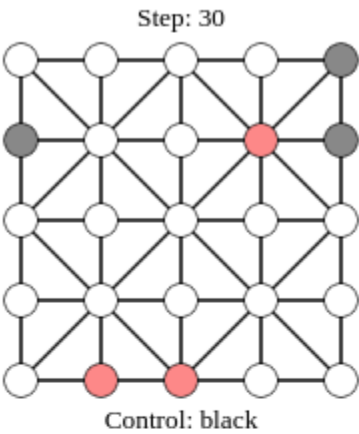
ClearBeginPauseResumeEnd

```
)))
message(1651044112, team_rocket_minimaxid, tester_team_rocket, reply(10, move(1, 3, 2,
1)))
message(1651044113, tester_team_rocket, team_rocket_minimaxid, play(11, move(1, 3, 2, 1
)))
message(1651044114, team_rocket_minimaxid, tester_team_rocket, reply(11, move(2, 1, 4,
2)))
message(1651044116, tester_team_rocket, team_rocket_minimaxid, play(12, move(2, 1, 4, 2
)))
message(1651044117, team_rocket_minimaxid, tester_team_rocket, reply(12, move(4, 2, 2,
3)))
message(1651044118, tester_team_rocket, team_rocket_minimaxid, play(13, move(4, 2, 2, 3
)))
message(1651044119, team_rocket_minimaxid, tester_team_rocket, reply(13, move(2, 3, 3,
1)))
message(1651044120, tester_team_rocket, team_rocket_minimaxid, play(14, move(2, 3, 3, 1
)))
message(1651044121, team_rocket_minimaxid, tester_team_rocket, reply(14, move(3, 1, 1,
2)))
message(1651044123, tester_team_rocket, team_rocket_minimaxid, play(15, move(3, 1, 1, 2
)))
message(1651044123, team_rocket_minimaxid, tester_team_rocket, reply(15, move(1, 2, 3,
3)))
message(1651044125, tester_team_rocket, team_rocket_minimaxid, play(16, move(1, 2, 3, 3
)))
message(1651044125, team_rocket_minimaxid, tester_team_rocket, reply(16, move(3, 3, 5,
2)))
message(1651044126, tester_team_rocket, team_rocket_minimaxid, stop(17, move(3, 3, 5, 2
)))
)))
```

Alquerque

Protocol: manager  
Identifier: tester\_team\_rocket

Game: alquerque  
Startclock: 10  
Playclock: 10



Roles	red	black
Players	team_rocket_minimaxid	onestep
Score	70	70
Errors	0	0

Clear

Begin

Pause

Resume

End

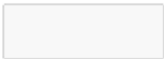
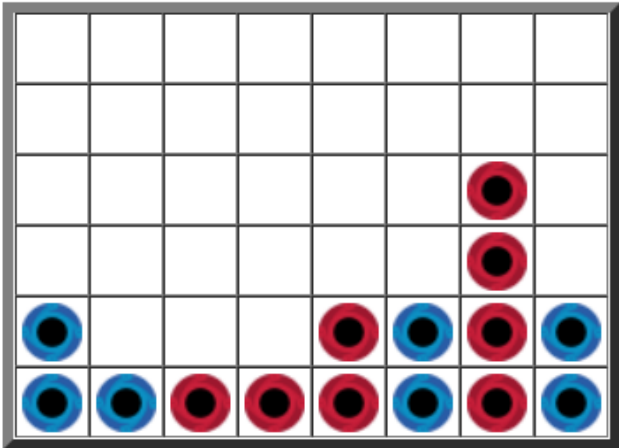
```
)))
update(move(5,2,5,1))
submit(move(3,5,2,4))
message(1651044266, tester_team_rocket, team_rocket_minimaxid, play(26, move(3,5,2,4)))
update(move(3,5,2,4))
message(1651044271, team_rocket_minimaxid, tester_team_rocket, reply(26, move(5,1,5,2)))
message(1651044273, tester_team_rocket, team_rocket_minimaxid, play(27, move(5,1,5,2)))
update(move(5,1,5,2))
submit(move(1,4,1,5))
message(1651044274, tester_team_rocket, team_rocket_minimaxid, play(28, move(1,4,1,5)))
update(move(1,4,1,5))
message(1651044279, team_rocket_minimaxid, tester_team_rocket, reply(28, move(4,1,4,2)))
message(1651044281, tester_team_rocket, team_rocket_minimaxid, play(29, move(4,1,4,2)))
update(move(4,1,4,2))
submit(move(2,4,3,3))
message(1651044282, tester_team_rocket, team_rocket_minimaxid, play(30, move(2,4,3,3)))
update(move(2,4,3,3))
message(1651044283, team_rocket_minimaxid, tester_team_rocket, reply(30, jump(4,2,3,3,2,4)))
message(1651044283, tester_team_rocket, team_rocket_minimaxid, stop(31, jump(4,2,3,3,2,4)))
stop(black)
```



Connect Four

Protocol: manager  
Identifier: tester\_team\_rocket

Game: connectfour  
Startclock: 10  
Playclock: 10



Roles	red	black
Players	team_rocket_minimaxid	onestep
Score	100	0
Errors	0	0

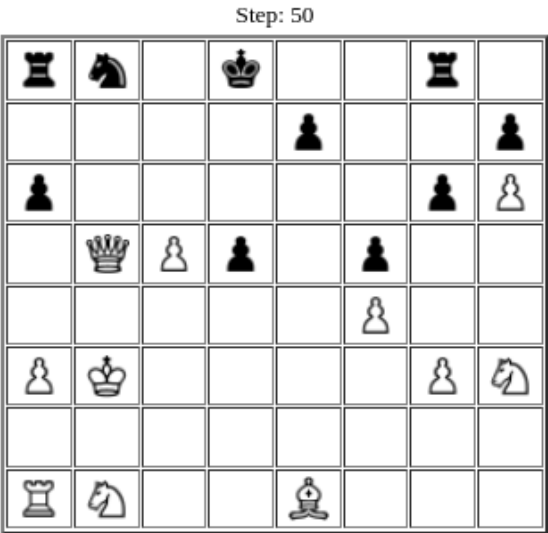
ClearBeginPauseResumeEnd

```
message(1651044342, tester_team_rocket, team_rocket_minimaxid, play(8, drop(8)))
update(drop(8))
message(1651044347, team_rocket_minimaxid, tester_team_rocket, reply(8, drop(5)))
message(1651044349, tester_team_rocket, team_rocket_minimaxid, play(9, drop(5)))
update(drop(5))
submit(drop(1))
message(1651044350, tester_team_rocket, team_rocket_minimaxid, play(10, drop(1)))
update(drop(1))
message(1651044355, team_rocket_minimaxid, tester_team_rocket, reply(10, drop(5)))
message(1651044357, tester_team_rocket, team_rocket_minimaxid, play(11, drop(5)))
update(drop(5))
submit(drop(1))
message(1651044358, tester_team_rocket, team_rocket_minimaxid, play(12, drop(1)))
update(drop(1))
message(1651044363, team_rocket_minimaxid, tester_team_rocket, reply(12, drop(4)))
message(1651044365, tester_team_rocket, team_rocket_minimaxid, play(13, drop(4)))
update(drop(4))
submit(drop(2))
message(1651044366, tester_team_rocket, team_rocket_minimaxid, play(14, drop(2)))
update(drop(2))
message(1651044372, team_rocket_minimaxid, tester_team_rocket, reply(14, drop(7)))
message(1651044374, tester_team_rocket, team_rocket_minimaxid, play(15, drop(7)))
update(drop(7))
submit(drop(6))
message(1651044375, tester_team_rocket, team_rocket_minimaxid, play(16, drop(6)))
update(drop(6))
message(1651044381, team_rocket_minimaxid, tester_team_rocket, reply(16, drop(7)))
message(1651044381, tester_team_rocket, team_rocket_minimaxid, stop(17, drop(7)))
stop(black)
```

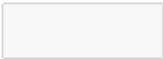
Skirmish

Protocol: manager  
Identifier: tester\_team\_rocket

Game: skirmish  
Startclock: 10  
Playclock: 10



Control: black



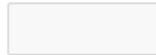
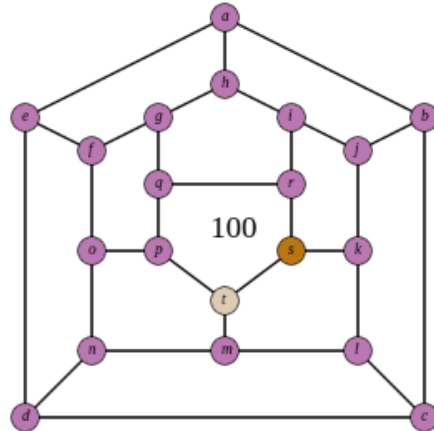
Roles	white	black
Players	team_rocket_minimaxid	onestep
Score	59	41
Errors	0	0

```
e(white, pawn, 8), piece(black, knight, 2)))
update(capture(piece(white, pawn, 8), piece(black, knight, 2)))
submit(move(piece(black, bishop, 2), cell(h, 6)))
message(1651844789, tester_team_rocket, team_rocket_minimaxid, play(46, move(piece(black, bishop, 2), cell(h, 6))))
update(move(piece(black, bishop, 2), cell(h, 6)))
message(1651844715, team_rocket_minimaxid, tester_team_rocket, reply(46, capture(piece(white, pawn, 8), piece(black, bishop, 2))))
message(1651844716, tester_team_rocket, team_rocket_minimaxid, play(47, capture(piece(white, pawn, 8), piece(black, bishop, 2))))
update(capture(piece(white, pawn, 8), piece(black, bishop, 2)))
submit(move(piece(black, king, 1), cell(d, 8)))
message(1651844717, tester_team_rocket, team_rocket_minimaxid, play(48, move(piece(black, king, 1), cell(d, 8))))
update(move(piece(black, king, 1), cell(d, 8)))
message(1651844723, team_rocket_minimaxid, tester_team_rocket, reply(48, move(piece(white, king, 1), cell(b, 3))))
message(1651844724, tester_team_rocket, team_rocket_minimaxid, play(49, move(piece(white, king, 1), cell(b, 3))))
update(move(piece(white, king, 1), cell(b, 3)))
submit(move(piece(black, pawn, 4), cell(d, 5)))
message(1651844725, tester_team_rocket, team_rocket_minimaxid, play(50, move(piece(black, pawn, 4), cell(d, 5))))
update(move(piece(black, pawn, 4), cell(d, 5)))
message(1651844727, team_rocket_minimaxid, tester_team_rocket, reply(50, capture(piece(white, queen, 1), piece(black, pawn, 2))))
message(1651844727, tester_team_rocket, team_rocket_minimaxid, stop(51, capture(piece(white, queen, 1), piece(black, pawn, 2))))
stop(black)
```

## Q6: Greedy Player

### Hamilton

Protocol: manager      Game: hamilton  
Identifier: tester\_team\_rocket      Startclock: 10  
Playclock: 10



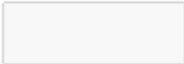
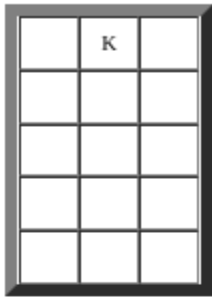
Roles	robot
Players	team_rocket_greedy
Score	100
Errors	0

```
message(1651014432, tester_team_rocket, team_rocket_greedy, play(6, move(e)))
message(1651014441, team_rocket_greedy, tester_team_rocket, reply(6, move(d)))
message(1651014442, tester_team_rocket, team_rocket_greedy, play(7, move(d)))
message(1651014451, team_rocket_greedy, tester_team_rocket, reply(7, move(n)))
message(1651014453, tester_team_rocket, team_rocket_greedy, play(8, move(n)))
message(1651014461, team_rocket_greedy, tester_team_rocket, reply(8, move(m)))
message(1651014463, tester_team_rocket, team_rocket_greedy, play(9, move(m)))
message(1651014471, team_rocket_greedy, tester_team_rocket, reply(9, move(l)))
message(1651014473, tester_team_rocket, team_rocket_greedy, play(10, move(l)))
message(1651014481, team_rocket_greedy, tester_team_rocket, reply(10, move(k)))
message(1651014483, tester_team_rocket, team_rocket_greedy, play(11, move(k)))
message(1651014491, team_rocket_greedy, tester_team_rocket, reply(11, move(j)))
message(1651014493, tester_team_rocket, team_rocket_greedy, play(12, move(j)))
message(1651014501, team_rocket_greedy, tester_team_rocket, reply(12, move(i)))
message(1651014503, tester_team_rocket, team_rocket_greedy, play(13, move(i)))
message(1651014511, team_rocket_greedy, tester_team_rocket, reply(13, move(h)))
message(1651014513, tester_team_rocket, team_rocket_greedy, play(14, move(h)))
message(1651014521, team_rocket_greedy, tester_team_rocket, reply(14, move(g)))
message(1651014523, tester_team_rocket, team_rocket_greedy, play(15, move(g)))
message(1651014531, team_rocket_greedy, tester_team_rocket, reply(15, move(f)))
message(1651014533, tester_team_rocket, team_rocket_greedy, play(16, move(f)))
message(1651014542, team_rocket_greedy, tester_team_rocket, reply(16, move(o)))
message(1651014544, tester_team_rocket, team_rocket_greedy, play(17, move(o)))
message(1651014552, team_rocket_greedy, tester_team_rocket, reply(17, move(p)))
message(1651014553, tester_team_rocket, team_rocket_greedy, play(18, move(p)))
message(1651014562, team_rocket_greedy, tester_team_rocket, reply(18, move(q)))
message(1651014563, tester_team_rocket, team_rocket_greedy, play(19, move(q)))
message(1651014572, team_rocket_greedy, tester_team_rocket, reply(19, move(r)))
message(1651014573, tester_team_rocket, team_rocket_greedy, play(20, move(r)))
message(1651014582, team_rocket_greedy, tester_team_rocket, reply(20, move(s)))
```

Hunter

Protocol: manager  
Identifier: tester\_team\_rocket

Game: hunter  
Startclock: 10  
Playclock: 20



Roles	robot
Players	team_rocket_greedy
Score	100
Errors	0

Clear

Begin

Pause

Resume

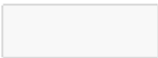
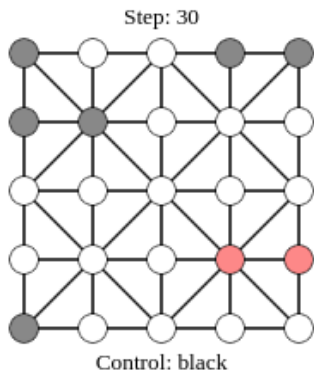
End

```
message(1651014733, team_rocket_greedy, tester_team_rocket, reply(6, move(1, 3, 3, 2)))
message(1651014734, tester_team_rocket, team_rocket_greedy, play(7, move(1, 3, 3, 2)))
message(1651014752, team_rocket_greedy, tester_team_rocket, reply(7, move(3, 2, 5, 3)))
message(1651014754, tester_team_rocket, team_rocket_greedy, play(8, move(3, 2, 5, 3)))
message(1651014771, team_rocket_greedy, tester_team_rocket, reply(8, move(5, 3, 4, 1)))
message(1651014773, tester_team_rocket, team_rocket_greedy, play(9, move(5, 3, 4, 1)))
message(1651014790, team_rocket_greedy, tester_team_rocket, reply(9, move(4, 1, 2, 2)))
message(1651014794, tester_team_rocket, team_rocket_greedy, play(10, move(4, 1, 2, 2)))
message(1651014811, team_rocket_greedy, tester_team_rocket, reply(10, move(2, 2, 4, 3)))
)
message(1651014814, tester_team_rocket, team_rocket_greedy, play(11, move(2, 2, 4, 3)))
message(1651014831, team_rocket_greedy, tester_team_rocket, reply(11, move(4, 3, 5, 1)))
)
message(1651014834, tester_team_rocket, team_rocket_greedy, play(12, move(4, 3, 5, 1)))
message(1651014851, team_rocket_greedy, tester_team_rocket, reply(12, move(5, 1, 4, 3)))
)
message(1651014855, tester_team_rocket, team_rocket_greedy, play(13, move(5, 1, 4, 3)))
message(1651014872, team_rocket_greedy, tester_team_rocket, reply(13, move(4, 3, 3, 1)))
)
message(1651014876, tester_team_rocket, team_rocket_greedy, play(14, move(4, 3, 3, 1)))
message(1651014893, team_rocket_greedy, tester_team_rocket, reply(14, move(3, 1, 5, 2)))
)
message(1651014896, tester_team_rocket, team_rocket_greedy, play(15, move(3, 1, 5, 2)))
message(1651014913, team_rocket_greedy, tester_team_rocket, reply(15, move(5, 2, 3, 3)))
)
message(1651014916, tester_team_rocket, team_rocket_greedy, play(16, move(5, 2, 3, 3)))
message(1651014934, team_rocket_greedy, tester_team_rocket, reply(16, move(3, 3, 1, 2)))
)
message(1651014936, tester_team_rocket, team_rocket_greedy, stop(17, move(3, 3, 1, 2)))
```

Alquerque

Protocol: manager  
Identifier: tester\_team\_rocket

Game: alquerque  
Startclock: 10  
Playclock: 10



Roles	red	black
Players	team_rocket_greedy	onestep
Score	40	80
Errors	0	0

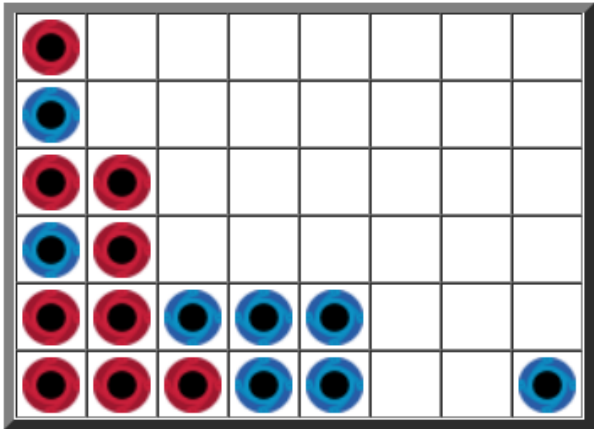
ClearBeginPauseResumeEnd

```
message(1651015149, tester_team_rocket, team_rocket_greedy, play(24, jump(5, 3, 4, 2, 3, 1)))
update(jump(5, 3, 4, 2, 3, 1))
message(1651015157, team_rocket_greedy, tester_team_rocket, reply(24, move(5, 5, 5, 4)))
message(1651015158, tester_team_rocket, team_rocket_greedy, play(25, move(5, 5, 5, 4)))
update(move(5, 5, 5, 4))
submit(jump(3, 1, 4, 1, 5, 1))
message(1651015159, tester_team_rocket, team_rocket_greedy, play(26, jump(3, 1, 4, 1, 5, 1)))
update(jump(3, 1, 4, 1, 5, 1))
message(1651015167, team_rocket_greedy, tester_team_rocket, reply(26, move(4, 5, 3, 5)))
message(1651015168, tester_team_rocket, team_rocket_greedy, play(27, move(4, 5, 3, 5)))
update(move(4, 5, 3, 5))
submit(move(1, 3, 1, 2))
message(1651015169, tester_team_rocket, team_rocket_greedy, play(28, move(1, 3, 1, 2)))
update(move(1, 3, 1, 2))
message(1651015177, team_rocket_greedy, tester_team_rocket, reply(28, move(5, 4, 4, 4)))
message(1651015179, tester_team_rocket, team_rocket_greedy, play(29, move(5, 4, 4, 4)))
update(move(5, 4, 4, 4))
submit(move(1, 2, 2, 2))
message(1651015180, tester_team_rocket, team_rocket_greedy, play(30, move(1, 2, 2, 2)))
update(move(1, 2, 2, 2))
message(1651015187, team_rocket_greedy, tester_team_rocket, reply(30, move(3, 5, 4, 5)))
message(1651015188, tester_team_rocket, team_rocket_greedy, stop(31, move(3, 5, 4, 5)))
stop(black)
```

Connect Four

Protocol: manager  
Identifier: tester\_team\_rocket

Game: connectfour  
Startclock: 10  
Playclock: 10



Roles	red	black
Players	team_rocket_greedy	onestep
Score	100	0
Errors	0	0

Clear

Begin

Pause

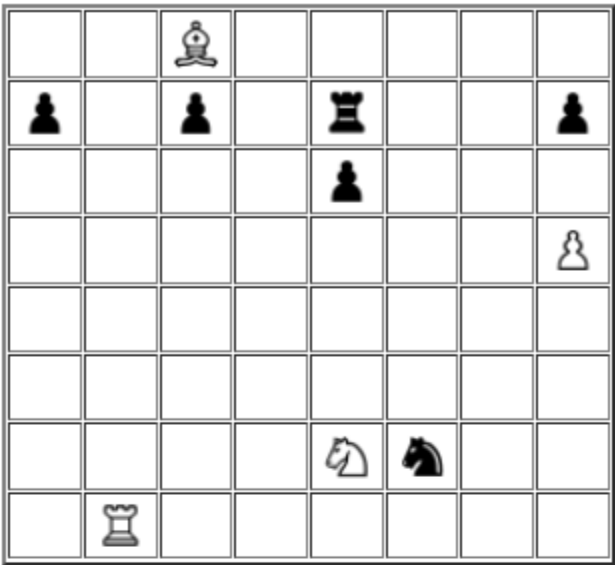
Resume

End

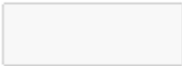
```
message(1651015316, tester_team_rocket, team_rocket_greedy, play(10, drop(1)))
update(drop(1))
message(1651015323, team_rocket_greedy, tester_team_rocket, reply(10, drop(1)))
message(1651015325, tester_team_rocket, team_rocket_greedy, play(11, drop(1)))
update(drop(1))
submit(drop(5))
message(1651015326, tester_team_rocket, team_rocket_greedy, play(12, drop(5)))
update(drop(5))
message(1651015333, team_rocket_greedy, tester_team_rocket, reply(12, drop(2)))
message(1651015335, tester_team_rocket, team_rocket_greedy, play(13, drop(2)))
update(drop(2))
submit(drop(3))
message(1651015336, tester_team_rocket, team_rocket_greedy, play(14, drop(3)))
update(drop(3))
message(1651015343, team_rocket_greedy, tester_team_rocket, reply(14, drop(2)))
message(1651015344, tester_team_rocket, team_rocket_greedy, play(15, drop(2)))
update(drop(2))
submit(drop(4))
message(1651015345, tester_team_rocket, team_rocket_greedy, play(16, drop(4)))
update(drop(4))
message(1651015353, team_rocket_greedy, tester_team_rocket, reply(16, drop(2)))
message(1651015354, tester_team_rocket, team_rocket_greedy, play(17, drop(2)))
update(drop(2))
submit(drop(8))
message(1651015355, tester_team_rocket, team_rocket_greedy, play(18, drop(8)))
update(drop(8))
message(1651015363, team_rocket_greedy, tester_team_rocket, reply(18, drop(2)))
message(1651015363, tester_team_rocket, team_rocket_greedy, stop(19, drop(2)))
stop(black)
```

Skirmish

Step: 50



Control: black



Roles	white	black
Players	team_rocket_greedy	onestep
Score	50	50
Errors	0	0

Clear Begin Pause Resume End

```
e, knight, 2), cell(e, 2)))
update(move(piece(white, knight, 2), cell(e, 2)))
submit(capture(piece(black, knight, 2), piece(white, king, 1)))
message(1651815639, tester_team_rocket, team_rocket_greedy, play(46, capture(piece(black, knight, 2), piece(white, king, 1))))
update(capture(piece(black, knight, 2), piece(white, king, 1)))
message(1651815646, team_rocket_greedy, tester_team_rocket, reply(46, capture(piece(white, rook, 2), piece(black, bishop, 1))))
message(1651815648, tester_team_rocket, team_rocket_greedy, play(47, capture(piece(white, rook, 2), piece(black, bishop, 1))))
update(capture(piece(white, rook, 2), piece(black, bishop, 1)))
submit(move(piece(black, rook, 2), cell(e, 8)))
message(1651815649, tester_team_rocket, team_rocket_greedy, play(48, move(piece(black, rook, 2), cell(e, 8))))
update(move(piece(black, rook, 2), cell(e, 8)))
message(1651815656, team_rocket_greedy, tester_team_rocket, reply(48, move(piece(white, pawn, 8), cell(h, 5))))
message(1651815658, tester_team_rocket, team_rocket_greedy, play(49, move(piece(white, pawn, 8), cell(h, 5))))
update(move(piece(white, pawn, 8), cell(h, 5)))
submit(move(piece(black, rook, 2), cell(e, 7)))
message(1651815659, tester_team_rocket, team_rocket_greedy, play(50, move(piece(black, rook, 2), cell(e, 7))))
update(move(piece(black, rook, 2), cell(e, 7)))
message(1651815666, team_rocket_greedy, tester_team_rocket, reply(50, move(piece(white, bishop, 2), cell(c, 8))))
message(1651815667, tester_team_rocket, team_rocket_greedy, stop(51, move(piece(white, bishop, 2), cell(c, 8))))
stop(black)
```