Rules:

zb

zzy

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Choice: give up, +1, +2

lkj

Input:

My status:

Current situation:

History:

left tokens of all the players, tokens I can obtain if I give up, tokens other players are biding; cards that each player has already sold; current scores of all other players; cards flipped on the table and their owners;

Output: which card to sell at selling stage; how many tokens to bid at bidding stage

zzz

Concrete example

lqh

Challenges & topic:

1. It is difficult for a computer to distinguish deceptive movements from those movements reflecting other players’ real intention.

2.

3.

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