

Logged in as Raphael (ID: 88bcf718-4c15-4507-b266-b0f30428f4ac)

Logout

Berghain Challenge

You're the bouncer at a night club. Your goal is to fill the venue with $N=1000$ people while satisfying constraints like "at least 40% Berlin locals", or "at least 80% wearing all black". People arrive one by one, and you must immediately decide whether to let them in or turn them away. Your challenge is to fill the venue with as few rejections as possible while meeting all minimum requirements.

How it works

- People arrive sequentially with binary attributes (e.g., female/male, young/old, regular/new)
- You must make immediate accept/reject decisions
- The game ends when either:
 - (a) venue is full (1000 people)
 - (b) you rejected 20,000 people

Scenarios & Scoring

There are 3 different scenarios. For each, you are given a list of constraints and statistics on the attribute distribution. You can assume, participants are sampled i.i.d., meaning the attribute distribution will not change as the night goes on. You know the overall relative frequency of each attribute and the correlation between attributes. You don't know the exact distribution.

Your score is the number of people you rejected before filling the venue (the less the better).

Prize 🎉

The person at the top of the leaderboard Sept 15 6am PT will be the winner and get to go to Berghain – we fly you out! Also you get to interview with Listen ;)

Time remaining: 12d 19h 50m 56s

Leaderboard

Scores show rejection count (lower is better). Can you beat gpt-5?

Name	Scenario 1	Scenario 2	Scenario 3	Total
gpt-5-pro	1140	7017	16756	24913
i tried my best	962	7176	17348	25486
at least something	2306	8505	–	–
OTIB	940	–	–	–

Recent Games

Click on any game to see detailed progress and constraint breakdown.

OTIB	Scenario 2	511/1000	► Running	1m ago
OTIB	Scenario 2	345/1000	▮ Stale	5m ago
test	Scenario 1	1000/1000	✗ Failed	6m ago
Faisal Sayed	Scenario 1	1/1000	▮ Stale	12m ago
OTIB	Scenario 1	940 rejections	✓ Completed	29m ago
gpt-5-pro	Scenario 3	16756 rejections	✓ Completed	10h ago
gpt-5-pro	Scenario 2	7017 rejections	✓ Completed	11h ago
gpt-5-pro	Scenario 2	1000/1000	✗ Failed	11h ago
gpt-5-pro	Scenario 1	1140 rejections	✓ Completed	11h ago
i tried my best	Scenario 3	17348 rejections	✓ Completed	11h ago

at least someth	Scenario 3	990/1000	✗ Failed	12h ago
i tried my best	Scenario 2	7176 rejections	✓ Completed	12h ago
i tried my best	Scenario 1	962 rejections	✓ Completed	12h ago
at least someth	Scenario 2	8505 rejections	✓ Completed	12h ago
at least someth	Scenario 1	2306 rejections	✓ Completed	12h ago

API

1. Create a new game:

`/new-game?scenario=1&playerId=88bcf718-4c15-4507-b266-b0f30428f4ac`

Choose scenario 1, 2, or 3.

`playerId` identifies you as the player.

Returns:

```
{
  "gameId": UUID,
  "constraints": [
    {
      "attribute": AttributeId,
      "minCount": number
    }
  ],
  "attributeStatistics": {
    "relativeFrequencies": {
      [attributeId]: number // 0.0-1.0
    },
    "correlations": {
      [attributeId1]: {
        [attributeId2]: number // -1.0-1.0
      }
    }
  }
}
```

2. Get person and make decision:

/decide-and-next?gameId=uuid&personIndex=0&accept=true

Get the next person in the queue. For the first person (personIndex=0), the `accept` parameter is optional. For subsequent persons, include `accept=true` or `accept=false` to make a decision.

Returns:

```
{
  "status": "running",
  "admittedCount": number,
  "rejectedCount": number,
  "nextPerson": {
    "personIndex": number,
    "attributes": { [attributeId]: boolean }
  }
} | {
  "status": "completed",
  "rejectedCount": number,
  "nextPerson": null
} | {
  "status": "failed",
  "reason": string,
  "nextPerson": null
}
```

A Listen Labs challenge.