

The 15th NAPROCK International Programming Contest, Fukui, Japan
Competition Division “Ready for Battle! nJodani Castle”
List of Q&A

Q1. Are there any differences in the values for Wall coefficient, Territory coefficient and Castle coefficient applied to the points ?

A1. The values differ in this order when arranged from lower to higher:
Wall coefficient \leq Territory coefficient \leq Castle coefficient.

Q2. When will the point coefficients be announced?

A2. They will be announced together with the game field.

Q3. Is the number of Craftsmen relative to the size of the competition field?

A3. There is no direct relation between them. The number of Craftsman will be decided considering the overall balance.

Q4. Is it possible for a Castle or a Pond to be placed on the edges of the field?

A4. Both Castle and Pond may be placed on the squares at the edges of the field.

Q5. What happens if the opponent creates a Closed Territory within your Territory that is already opened?

A5. That part of the territory will no longer belong to your team.

Q6. Concerning the coefficients (Wall coefficient, Territory coefficient, Castle coefficient), are there any relative relations between the three such as , “the value of Territory coefficient is higher than that of Wall coefficient?” If so, please let us know the relation among them (no need to be the exact values).

A6. The values differ in this order when arranged from lower to higher:
Wall coefficient \leq Territory coefficient \leq Castle coefficient.

Q7. Can the square where a Pond is placed become a Territory?

A7. Yes, it can become a Territory.

Q8. Concerning the competition fields, do both teams have the same number of Craftsmen?

A8. Yes, they have the same number.

Q9. Concerning the competition fields, are the initial positions of the Craftsmen determined in advance?

A9. Yes, they are determined in advance.

Q10. How many competition fields will be disclosed in advance?

A10. It will be notified when the competition fields are disclosed.

Q11. Is it possible to build a Wall on a Pond (i.e., Wall on the same square as the Pond)?

A11. Yes, it is possible.

Q12. If you surround a Pond with Walls, will the Pond become your Territory?

A12. Yes, it will become your Territory.

Q13. Is it possible to move a Craftsman to a square where there is a Castle?

A13. Yes, it is possible.

Q14. Are there any conditions concerning the initial positions of the Craftsmen, such as they are not positioned on the same square as Castles, etc.?

A14. They will not be positioned on the same squares as Ponds or Castles.

Q 15. Is it possible for the Craftsmen to move or build Walls outside the competition field?

A15. No, you may not move or build anything outside the field.

Q16. Are there any differences of values among Wall, Territory and Castle coefficients?

A16. The values differ in this order when arranged from lower to higher:

Wall coefficient \leq Territory coefficient \leq Castle coefficient.

Q17. Is it possible to build a Wall on the square where your team's Craftsman is?

A17. Yes, it is possible.

Q18. What is the maximum number of Castles and Ponds that will be on the area?

A18. Please refer to the competition field information that will be disclosed before the contest.

Q19. Are the game field only in square shapes?

A19. They are always rectangular (including square) but not necessarily square.

Q20. Which of the following values are preset according to the competition fields that will be disclosed in advance: number of turns, Wall coefficient, Territory coefficient, Castle coefficient? If they are not preset, then when will those values be notified?

A20. All values mentioned other than the number of turns will be announced together with the competition field. The number of turns will be notified at the participants' meeting on the day of the contest.

Q21. In “Progression of the Game” (5), it says “Each team can freely obtain the competition field information from the competition system during the match.” Is there a maximum limit to the number of acquisitions of the competition field information each team can attempt in one second?

A21. There is no maximum limit on the number of acquisitions, but any attempts that cause massive load on the competition server will be deemed as an improper action, so keep the number adequate.

Q22. If several different answers are submitted during one turn, which answer will be used?

A22. The last answer that is received by the system will be used in the game.

Q23. Will there always be even number of turns in each match?

A23. No, some matches will have even number of turns and some will have odd ones.

Q24. Are all squares above/ below/ right/ left of a Castle within the given competition field?

A24. Not all squares specified may necessary be inside the field.

Q25. You say that the Wall points, Territory points and Castle points from the 2 matches are used to determine the winner. Does this mean that the Wall point, Territory point and Castle point earned for each match are added to the point of the same type?

A25. Yes, the total points are calculated for each type of point from the two matches.

Q26. At the beginning of the “Judgement of Winner” it says, “Winner is determined according to the following priority based on the Wall points, Territory points, and Castle points.” Is it correct to take this as meaning that the Wall points, Territory points and Castle points from the two matches are each added separately?

A26. Yes, the total points are calculated for each type of point from the two matches.

Q27. In the matches (first round, semi-final, etc.), I assume several teams in the group will be competing with each other, but how are the groups determined?

A27. We will clarify this in the additional documents released later.

Q28. What will the basis of determining the order among the opponents in each group for each match be? What happens if the base value is the same as another team in the same group?

A28. We will clarify this in the additional documents released later.

Q29. Is it possible for each team to move to any positions excluding where the pond is placed only by moving in eight (8) directions including diagonal?

A29. Yes, it is possible.

Q30. When more than one Craftsman destroy Walls in one turn, are there any specific order in which they are destroyed?

A30. No, there is no specific order in which they are destroyed.

Q31. If the game board is given as below, where '#' is the Territory for both teams, if the Wall 'o' which is two squares down from the top and two squares from the left, and Wall 'x' which is two squares up from the bottom and two squares from the right, are destroyed in the same turn, then the square '#' will become which team's Territory? On this board, '.' indicates a square where there is nothing on it, 'o' and 'x' indicate each teams Walls, and '#' indicate the Territory for both teams.

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. . o o .  
. o x x o .  
o x # o x  
x o o x .  
. x x . .
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A31. Territory will be determined after all movements of the Craftsmen are completed. Therefore, in this diagram, the closed Territory for both teams will be opened simultaneously as the Walls for each team are destroyed, thus, this square will be an open Territory for both teams.

Q32. Can we acquire the opponent's castle-building information?

A32. Please refer to "the competition field information" and "the craftsman action information format" that are to be announced soon.

Q33. Are the initial positions of the Craftsmen randomly decided, or can each team set the positions? If decided randomly, will the information be provided?

A33. The positions of the Craftsmen are decided in advance.

Q34. Can we acquire the position information for the Castles?

A34. Please refer to "the competition field information" and "the craftsman action information format" that are to be announced soon.

Q35. How can we acquire the information for the Territory field?

A35. Please refer to "the competition field information" and "the craftsman action information format" that are to be announced soon.

Q36. If the Total points, Castle points and Territory points are the same for both teams, is the winner decided based on the Wall point?

A36. If the Total points, Castle points and Territory points are the same for two teams, then the Wall point will also be the same, so we will use some other method such as casting a die to determine the winner, or we will decide the match is draw.

Q37. Will each team compete with each other alternately, or are each competing against a computer taking turns alternately?

A37. We will clarify this in the additional documents released later.

Q38. Can we build a Wall on a pond? If this is possible, will the square stay a pond after the Wall is destroyed?

A38. You can build a Wall on a Pond. When the Wall is destroyed, it will return to the original Pond and will not change into a Plain.

Q39. By “Two matches may be played at the same time, exchanging the position of the first player and the second player,” do you mean that one team may be playing two matches at the same time?

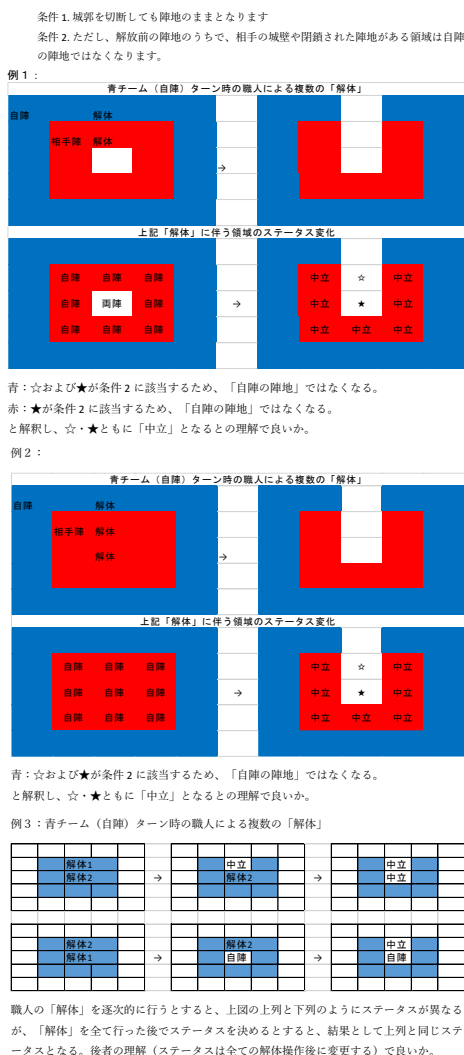
A39. Yes, one team may be in two matches at the same time. Details will be announced in the additional documents released later.

Q40. Do any programs have to transmit the Craftsmen’s action information to the competition system? If no reply is received after the time for the turn runs up, will the Craftsmen’s action be considered as “Stay”?

A40. We are planning to announce the details on how to transmit these information to the competition system in June.

Q41.This is a question concerning the “Territory before it is opened” in “Walls, Enclosure and Territory.”

Is it correct to understand that the words “Opponent” and “your” in “Opponent’s Wall” and “your Territory” does not apply to which turn in the match is being played but apply to which team the disconnected Territory each belongs to ? More particularly, in the example below, are the perception of the areas correct after the Craftsmen from the Blue team destroys the Walls?



A41. Like in examples above, if the two Walls are destroyed in the same turn as shown in the diagrams, the Enclosures for both the red team and the blue team are disconnected making the Territory an Open Territory for both teams. Therefore, the status of the areas marked ☆ and ★ do not change from the previous turn. In the first example, land marked ☆ will be blue team’s Territory and the area marked ★ will be the Territory of both teams. In the second example, the areas marked ☆ and ★ will both be blue team’s Territory. In the last (third) example, the Territory is determined after all the Craftsmen’s actions are completed, so the area where the Walls were destroyed will both be Plains (not belonging to either of the teams).

Q42. Could a Castle and a Pond be placed on the same area?

A42. No, a Castle and a Pond will not be placed on the same area.

Q43. Is it possible to build a Wall on a Pond?

A43. Yes, the Wall can be built on a Pond.

Q44. Can the Craftsman move outside the competition field (outside the areas)? If not, will any motion that takes the Craftsman outside the field be considered as “Stay”?

A44. The Craftsman may not move outside the competition field. In this case, the motion will be considered as “Stay.”