# I. AI - Mahabharata

1. Introduction

The story dates back at the time of Mahabharata. The battle of Mahabharata was fought between the **Kauravas** and **Pandavas** in the battle field – **Kurukshetra. Kauravas** were led by **Karan** and **Pandavas** were led by **Arjun.**
The battlefield of Kurukshetra is unique. Its in the shape of kite and is divided in numerous hexagons as shown below in the figure. Their armies are standing alternatively on each of the four edges. The edges are marked with their colour.
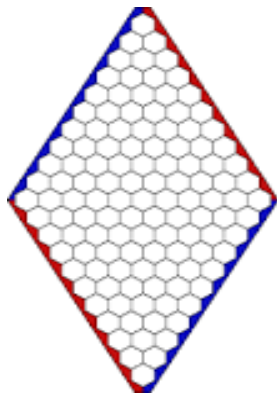
Kurukshetra

Pandavas are **red** and Kauravas are **blue** in colour. One of the player plays as Arjun and other as Karan. Your aim is to win the battle by connecting your armies.
In every turn you have to color one hexagon (with your colour) and connect your opposite colours.
The first one to connect wins the battle. If a hexagon is once filled, it cannot be re-coloured again.

2. Problem Statement

It is a two player game. Each player will move alternatively. Player which connects his opposite color
 first will win the game.
Your aim is to program an intelligent bot who will play the game on your behalf.
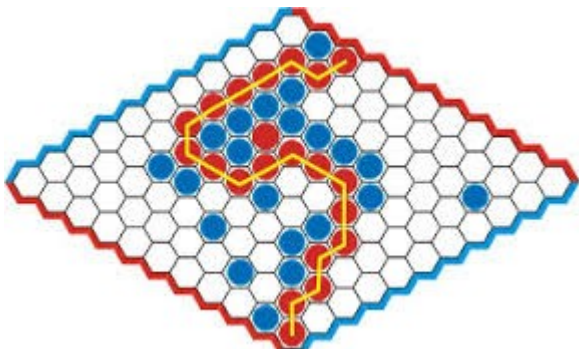
3.1. Event Structure

The event will be conducted in one round.

Each bot will be matched against every other bot 6 times . In a match, the two competing bots will play the game several times. The bot who win maximum number of games will win the match.

3.2 Specifications

1) Your bot will be provided a board file.

2) The first line of the board file describes the team with which you will play (1 for red {pandavas} 0 for blue{kauravas}).

3) The next 121 lines will describe the board. Each line will contain two words separated by a space. The first word will be the position and the second will the colour at that position in battlefield.
For eg. A1 R tells that A1 cell is of colour red. Similarly G7 U tells that the hexagon at G7 position is uncoloured yet.
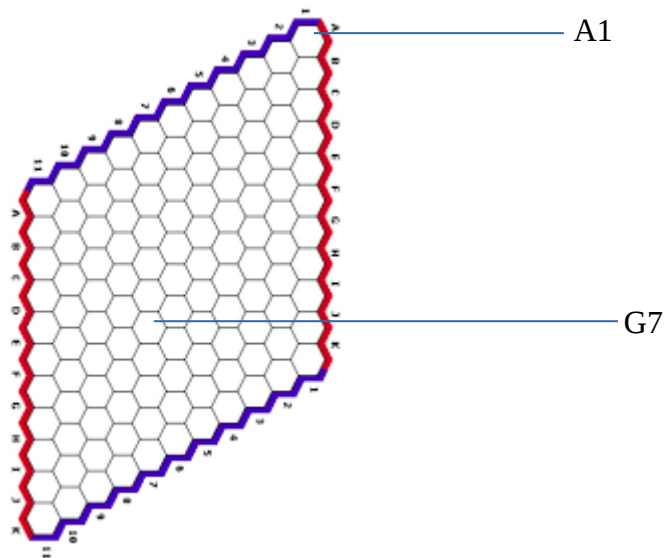
3.3. Rules

1) You cannot overwrite the colour once filled in the battlefield (board).

2) Your bot should make legal moves only.

3) Your bot should read the board file and print the position of the next move (on stdout).

If it rewrites any of the lines on the board file, it will be disqualified.

4. Judging Criterion

The bot with highest number of wins will be declared as winners. If two bot have equal

numbers of wins, the bot who won over the other will be ranked higher. If they had stalemate,

they will be matched again.

5. Coordinators –
Abhinav Rai   Archil Kumar Srivastava
7062126119   7073175242
rai.1@iitj.ac.in   srivastava.1@iitj.ac.in