## Description



## Motivation

The new semester begins, and freshmen flood into ShanghaiTech. In order to welcome these new friends, a welcome game is held every year.

Last year, a material tower model was left, waiting for a lucky buddy this year. New crazy game rules are designed for it. Only one person can derive this amazing model!



On the Design of the Tech-Tower in ShanghaiTech University **Bin, Liu** 

## Game rule

- 1. "m" freshmen stand in a ring, and everyone is assigned an ID from 1 to "m" . ("m" is a positive integer) sequently. The game is round-based.
- 2. The first round begins at person with ID 1 in the circle. A counting proceeds around the circle following the ascending order(of ID), skipping n 1 people, and removing the n\_th player out of the game. (m <= n)
- 3. The i\_th round begins after the person removed from the last round. A counting proceeds around the circle again following the ascending order(of ID), skipping n i people, an d removing the (n i + 1)\_th player out of the game.(1 <= i <= m 1).
- 4. The game ends after m 1 round, left with a winner

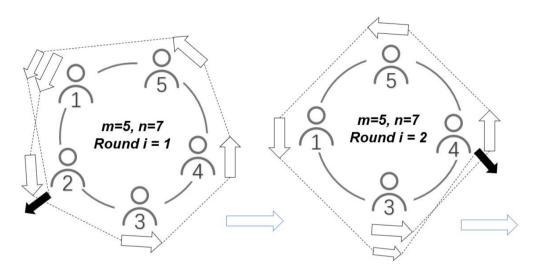


figure 1: the visualization of m = 5, n = 7

