

Strategy Submission Guidelines

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Basic format

Strategy submissions consist of a set of independent text lines, each of which indicates what to do in different stages of the game.

The syntax to follow is a simplified version of the English language, with optional mathematical operators (addition, subtraction, multiplication, etc.).

Blank lines and comment lines (those beginning with “#”) are ignored by the software.

The first two lines: Bids

The first two lines of your strategy submission should indicate the bids made in the game. This example illustrates the format:

These are the bids:

Bid 3 beans for the forecast.

Bid 2 beans for DRR.

The rest of the lines: When to take “early action”

The remaining lines of your strategy submission will specify when to take “early action”. For example:

These are the actions, and when to do them:

If you won the forecast and the beans remaining are more than 4 and the die rolls more than 4, then take early action.

If you won the forecast and your remaining beans are less than 5 and the dice is more than 3, then take early action.

If you lost the forecast and the beans remaining are more than the number of rounds left, then take early action.

Else, don't take early action.

There can be as many conditions as needed, as long as each of them is in an independent line, and each has an action or inaction specified.

How the software understands this:

The game's "referee" software will, in each round of the game, read the conditions of the player's Strategy in order (always beginning with the first one) to determine the action or inaction to be applied. The first condition that happens to be true will be the one taken into account, and the action or inaction specified will be applied.

The Recipe: how to write the lines about when to take early action

Select Game Variables

Start by picking any of the game variables listed below, or a combination of them. Game variables are represent the state of the game in each round. These are:

- ***have forecast*** (possible synonyms: ***won the forecast, you won the forecast bid***)
This variable indicates whether or not the virtual player has the forecast capability.
- ***have no forecast*** (possible synonyms: ***lost the forecast, you lost the forecast bid***)
This variable is the inverse of the variable above.
- ***have drr*** (possible synonyms: ***won the drr, you won the drr bid***)
This variable indicates whether or not the virtual player has the DRR capability.
- ***have no drr*** (possible synonyms: ***lost the drr, you lost the drr bid***)
This variable is the inverse of the variable above.
- ***current round*** (possible synonyms: ***this round, the round***)
This variable indicates the number of the current round on the current game.
- ***rounds left*** (possible synonyms: ***number of rounds left, rounds to be played***)
This variable indicates how many rounds are yet to be played in the current game.
- ***rounds played*** (possible synonyms: ***number of rounds played, played rounds***)
This variable indicates how many rounds have been played in the current game.
- ***beans remaining*** (possible synonyms: ***your beans, my beans, remaining beans***)
This variable indicates how many beans the virtual player still have available.
- ***die rolls*** (possible synonyms: ***dice rolls, the dice, the dice rolls, the die, the die rolls***)
If the virtual player has the forecast capability, this variable indicates the result of the global rain dice (from 1 to 6) of the current round.

Put these together

Now, you must create a sentence with a number of different parts, using expressions. Consider the following example:

If you lost the forecast and the current round is less than the number the dice rolls then don't take early action.

Here, there are three game variables in use:

- ***you lost the forecast***
- ***the current round***
- ***the number the dice rolls***

These three variables are bound by the expressions:

- ***if***
- ***and***
- ***is less than***

to make the “simplified english” sentence:

If you lost the forecast and the current round is less than the number the dice rolls

And then finish it using the separator expression ***then*** with the associated action ***don't take early action*** to make the complete condition.

Default action

The default action is the action your Strategy will take when none of the conditions specified applies. The expression used is ***by default*** (possible synonyms: ***else***, ***default***). Examples:

By default, take early action.

By default, don't take early action.

If you do not include a default action in your Strategy, the system will automatically insert the following:

Else, take no early action.

Complete examples

Each box contains an example of complete submissions.

This is a complete example submission for the "Paying for Predictions" game.
Blank lines or lines beginning with "#" are ignored.

Bids:

Bid 1 for the forecast.

Bid 3 beans for DRR.

Conditions:

If I won the forecast and the dice is less than 5 and the beans remaining are more than 7, then take early action.

If I have forecast and the dice rolls more than the number of rounds remaining, then take early action.

If I don't have DRR and the dice rolls more than 5 and the rounds played are more than 6, then take early action.

Else, take no early action.

This is a complete example submission for the "Paying for Predictions" game.
Blank lines or lines beginning with "#" are ignored.

Bids:

Bid 4 beans for the forecast.

Bid 2 beans for DRR.

Conditions:

If I don't have DRR but I have forecast and the rolled dice is more than 4 and the current round is equal to 3 then take early action.

If I have DRR and I have forecast and the dice is more than 7, then take early action.

If I don't have forecast and the current round is more than my remaining beans then take early action.

By default take no action.