

AI for Traditional Games
Winter, 2013
Final Competition Rules

The final breakthrough competition will be held beginning at midnight on March 11. At that point there should be a folder named “final” in your svn repository with your final entry. If necessary, include instructions for compiling your code. E-mail the instructor when your submission is complete. (We do not advise working on the program until the last minute as it is easy to introduce last-minute bugs.)

Your program should be able to play on the course server and should not contain any operating system specific code so that we can compile and run it on our servers. Programs will run on the same machine, so they must not consume resources when the opponent is running (memory or CPU).

The competition rules are as follows:

1. Programs have 30 seconds per move. If a program exceeds 30 seconds for a move, it forfeits the game.
2. Programs must make legal moves. If a program makes an illegal move, it forfeits the game.
3. When programs are matched together, they will play two games, once as the first player and once as the second player. One point is scored for a win and no points are given for a loss.
4. Programs will be initially divided into three groups. The top program from each group, as well as the second-rated overall program will go to the semi-finals.
5. In the semi-finals, two games will be played between each program. If the programs split the games, the program that won the game in fewer moves will advance to the finals.
6. In the finals, two games will be played between each program. The same rules will be used for determining a winner as in the semi-finals.