

Exemplu:

- **Ordinea jucatorilor:** ['bribed', 'greedy', 'basic']
- **Cartile de joc:**

[3, 11, 1, 3, 3, 3, 3, 1, 10, 0, 11, 11, 0, 2, 2, 10, 1, 10, 11, 2, 12, 3, 1, 0, 11, 2, 3, 10, 0, 12, 1, 0, 0, 2, 0, 0, 10, 2, 2, 1, 1, 2, 1, 11, 2, 12, 12, 12, 2, 1, 10, 10, 1, 2, 2, 2, 12, 2, 12, 1, 2, 0, 10, 2, 1, 11, 0, 0, 11, 2, 12, 10, 10, 0, 0, 0, 0, 2, 2, 0, 0, 2, 12, 1, 0, 3, 1, 1, 11, 0, 0, 1, 12, 3, 0, 0, 1, 12, 12, 2, 1, 0, 3, 11, 0, 1, 3, 12, 10, 3, 1, 2, 11, 1, 3, 2, 1, 0, 11, 0, 0, 12, 10, 3, 12, 0, 2, 0, 0, 3, 1, 2, 2, 10, 3, 0, 3, 11, 2, 0, 2, 1, 0, 12, 2, 0, 1, 2, 3, 0, 12, 10, 0, 2, 0, 2, 10, 10, 3, 2, 1, 11, 10, 3, 0, 0, 12, 11, 1, 1, 11, 1, 1, 3, 1, 12, 1, 0, 10, 1, 3, 3, 2, 1, 10, 3, 11, 11, 10, 0, 3, 0, 0, 1, 0, 11, 2, 2, 11, 0, 0, 2, 0, 0, 3, 1, 1, 2, 0]

Făcând conversia între id-uri și tipurile de cărți de joc, vectorul va fi transformat în:

AssetsPile: [Chicken, Pepper, Cheese, Chicken, Chicken, Chicken, Chicken, Cheese, Silk, Apple, Pepper, Pepper, Apple, Bread, Bread, Silk, Cheese, Silk, Pepper, Bread, Barrel, Chicken, Cheese, Apple, Pepper, Bread, Chicken, Silk, Apple, Barrel, Cheese, Apple, Apple, Bread, Apple, Apple, Silk, Bread, Bread, Cheese, Cheese, Bread, Cheese, Pepper, Bread, Barrel, Barrel, Barrel, Bread, Cheese, Silk, Silk, Cheese, Bread, Bread, Bread, Barrel, Bread, Barrel, Cheese, Bread, Apple...]

Runda 1

Current Sheriff	BRIBED	
Bribed	AssetsInHand	[Chicken, Pepper, Cheese, Chicken, Chicken, Chicken]
	AssetsOnMerchantStand	[]
	Coins	50
Greedy	AssetsInHand	[Chicken, Cheese, Silk, Apple, Pepper, Pepper]
	AssetsOnMerchantStand	[]
	Coins	50
Basic	AssetsInHand	[Apple, Bread, Bread, Silk, Cheese, Silk]
	AssetsOnMerchantStand	[]
	Coins	50

Etapele 1-2 : Crearea sacilor; declararea bunurilor

- **BRIBED**: Are rolul de șerif; la aceste etape nu va face nimic.
- **GREEDY**: In rundele pare el adauga un bun ilegal pe langa cele de la strategia de baza. Aceasta fiind o runda impara, va aplica doar strategia de baza. El nu va oferi niciodata mita. Toate bunurile legale au aceeasi frecventa, deci il va alege pe cel cu profitul cel mai mare.

AssetsInBag: [Chicken]

Bribe: 0

DeclaredType: Chicken

- **BASIC**: Observa ca cel mai frecvent tip este Bread. El nu va da niciodata mita.

AssetsInBag: [Bread, Bread]

Bribe: 0

DeclaredType: Bread

Etapa 3: Inspectia

Jucătorul **bribed** fiind în rolul de șerif, va verifica comerciantul din stânga, respectiv dreapta sa, adică vor fi verificați **basic** si **greedy**.

- **GREEDY** - HONEST

- seriful ii va da acestuia $1 * \text{Penalty for Chicken} = 1 * 2 = 2$ monede;

- **BASIC** - HONEST

- seriful ii va da acestuia $2 * \text{Penalty for Bread} = 2 * 2 = 4$ monede;

Runda 2

AssetsPile: [Pepper, Bread, Barrel, Chicken, Cheese, Apple, Pepper, Bread, Chicken, Silk, Apple, Barrel, Cheese, Apple, Apple, Bread, Apple, Apple, Silk, Bread, Bread, Cheese, Cheese, Bread, Cheese, Pepper, Bread, Barrel, Barrel, Barrel, Bread, Cheese, Silk, Silk, Cheese, Bread, Bread, Bread, Barrel, Bread, Barrel, Cheese, Bread, Apple...]

Current Sheriff	GREEDY	
Bribed	AssetsInHand	[Chicken, Pepper, Cheese, Chicken, Chicken, Chicken]
	AssetsOnMerchantStand	[]
	Coins	$50 - 2 - 4 = 44$
Greedy	AssetsInHand	[Cheese, Silk, Apple, Pepper, Pepper, Pepper]
	AssetsOnMerchantStand	[Chicken]
	Coins	$50 + 2 = 52$

Basic	AssetsInHand	[Apple, Silk, Cheese, Silk, Bread, Barrel]
	AssetsOnMerchantStand	[Bread, Bread]
	Coins	50 + 4 = 54

Etapele 1-2 : Crearea sacilor; declararea bunurilor

- **BRIBED**: Urmărește să aducă cât mai multe bunuri ilegale. Singurul de acest fel pe care îl are este *Pepper*. Fiind doar unul, adaugă 5 monede.

AssetsInBag: [Pepper]

Bribe: 5

DeclaredType: Apple

- **GREEDY**: Are rolul de șerif; la aceste etape nu va face nimic
- **BASIC**: Observa ca cel mai frecvent tip este Bread (aceeasi frecventa cu Apple si Cheese, dar profitul mai mare).

AssetsInBag: [Bread]

Bribe: 0

DeclaredType: Bread

Etapa 3: Inspectia

Jucătorul **greedy** fiind în rolul de șerif va accepta mereu mita.

- **BRIBED** - seriful accepta mita și astfel pierde 5 monede.
- **GREEDY** - este serif si castiga 5 monede (mita de la **BRIBED**)
- **BASIC** - seriful in controleaza deoarece nu a dat mita. - HONEST
- seriful ii va da acestuia $1 * \text{Penalty for Bread} = 1 * 2 = 2$ monede;

Runda 3

AssetsPile: [**Chicken**, **Cheese**, Apple, Pepper, Bread, Chicken, Silk, Apple, Barrel, Cheese, Apple, Apple, Bread, Apple, Apple, Silk, Bread, Bread, Cheese, Cheese, Bread, Cheese, Pepper, Bread, Barrel, Barrel, Barrel, Bread, Cheese, Silk, Silk, Cheese, Bread, Bread, Bread, Barrel, Bread, Barrel, Cheese, Bread, Apple...]

Current Sheriff	BASIC	
Bribed	AssetsInHand	[Chicken, Cheese, Chicken, Chicken, Chicken, Chicken]
	AssetsOnMerchantStand	[Pepper]

	Coins	44 - 5 = 39
Greedy	AssetsInHand	[Cheese, Silk, Apple, Pepper, Pepper, Pepper]
	AssetsOnMerchantStand	[Chicken]
	Coins	52 + 5 - 2 = 55
Basic	AssetsInHand	[Apple, Silk, Cheese, Silk, Barrel, Cheese]
	AssetsOnMerchantStand	[Bread, Bread, Bread]
	Coins	54 + 2 = 56

Etapele 1-2 : Crearea sacilor; declararea bunurilor

- **BRIBED**: Urmărește să aducă cât mai multe bunuri ilegale. Nu are nici un bun ilegal, va adopta strategie de baza

AssetsInBag: [Chicken, Chicken, Chicken, Chicken, Chicken]

Bribe: 0

DeclaredType: Chicken

- **GREEDY**: Este a doua oara cand este in pozitia de comerciant, deci este o runda para pentru el. Aplica strategia de baza si apoi (daca nu are 5 bunuri deja) mai adauga un bun ilegal. Toate bunurile legale au aceeasi frecventa, deci il va alege pe cel cu profitul cel mai mare, Cheese. Adauga apoi bunul ilegal cu profitul cel mai mare: **Silk**

AssetsInBag: [Cheese, Silk]

Bribe: 0

DeclaredType: Cheese

- **BASIC**: Are rolul de șerif; la aceste etape nu va face nimic

Etapa 3: Inspectia

Jucătorul **basic** va controla toti jucatorii si nu va accepta bani de la acestia.

- **BRIBED** - HONEST

- seriful ii va da acestuia 5 * Penalty for Chicken = 5 * 2 = 10 monede;

- **GREEDY** - LIAR

- seriful castiga 1 * Penalty for Silk = 1 * 4 = 4 monede

- greedy pierde 1 * Penalty for Silk = 1 * 4 = 4 monede

Runda 4

AssetsPile: [Apple, Pepper, Bread, Chicken, Silk, Apple, Barrel, Cheese, Apple, Apple, Bread, Apple, Apple, Silk, Bread, Bread, Cheese, Cheese, Bread, Cheese, Pepper, Bread, Barrel, Barrel, Barrel, Bread, Cheese, Silk, Silk, Cheese, Bread, Bread, Bread, Barrel, Bread, Barrel, Cheese, Bread, Apple...]

Current Sheriff	BRIBED	
Bribed	AssetsInHand	[Cheese, Apple , Pepper , Bread , Chicken , Silk]
	AssetsOnMerchantStand	[Chicken, Chicken, Chicken, Chicken, Chicken, Perpper]
	Coins	$39 + 10 = 49$
Greedy	AssetsInHand	[Apple, Pepper, Pepper, Pepper, Apple, Barrel]
	AssetsOnMerchantStand	[Chicken, Cheese]
	Coins	$55 - 4 = 51$
Basic	AssetsInHand	[Apple, Silk, Cheese, Silk, Barrel, Cheese]
	AssetsOnMerchantStand	[Bread, Bread, Bread]
	Coins	$56 - 10 + 4 = 50$