

EinStein würfelt nicht!

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Download Java

<https://dev.java/>



Download EinStein würfelt nicht Plattform

- Windows

- http://120.126.195.84/Data/EWN_windows10_20230510_5_4_3.zip

How to open the game room

1. Unzip EWN_windows10_20230510_5_4_3.zip
2. Go to /windows/open
3. Open cmd and input **java -jar Launcher.jar -cli**

```
C:\Users\danie\Downloads\windows\open>java -jar Launcher.jar -cli
Loading Library --- OK
Loading GameType Setting File --- OK
Loading Game Setting File --- OK
Loading Room Setting File --- OK

*** Launcher V5.4.3 ***
1) Show Settings
2) Show Room Settings
3) Change Game Type
4) Change Game Setting
5) Change Room Setting
6) Start Game
7) Update Game Library
8) Quit
Please enter a number to continue: |
```

Play in General mode process (Open Room)

1. Input 4 Change Game Setting
2. Account : a0 ~ a20000
3. Password : 123
4. Setting your AI path
Input 15 and enter your path
5. Back
6. Start Game

```
*** Launcher V5.4.3 ***
1) Show Settings
2) Show Room Settings
3) Change Game Type
4) Change Game Setting
5) Change Room Setting
6) Start Game
7) Update Game Library
8) Quit
Please enter a number to continue: 4

*** Game Setting ***
1) Account [a1]
2) Password [123]
3) Room Type [General]
4) Start Mode [Open]
5) LocalServer [No]
6) MidBoard [No]
7) Connect Mode [Ai]
8) Debug Mode [No]
9) Repeat Time [100]
10) Your Color [Red]
11) Server IP [120.126.151.213]
12) Timer Mode [Absolute (240/0/0)]
13) Board Size [5]
14) Pieces Num [6]
15) Random Mode [System ()]
16) Search Path [C:\Users\danie\Desktop\windows\open\Search]
17) Back
Please enter a number to continue: |
```

Play in General mode process (Open Room)

```
*** Launcher V5.4.3 ***
1) Show Settings
2) Show Room Settings
3) Change Game Type
4) Change Game Setting
5) Change Room Setting
6) Start Game
7) Update Game Library
8) Quit
Please enter a number to continue: 6

*** Start Game ***
Start Search...
Path: C:\Users\danie\Desktop\windows\open\Search\EinSteinChess\windows\test.exe
[Client Send: name]
name
test
[Client Recv: test]
[Client Send: version]
version
1.0.0
[Client Recv: 1.0.0]
Login...
Create Room...
Waiting for another player...
```

Play in General mode process (Enter Room)

1. Go to /windows/enter and run `java -jar Launcher.jar -cli`
2. Input 4 Change Game Setting
3. Account : a0 ~ a20000
4. Password : 123
5. Setting your AI path
 - Input 15 and enter your path
6. Back
6. Start Game

```
C:\Users\danie\Desktop\windows\enter>java -jar Launcher.jar -cli
Loading Library --- OK
Loading GameType Setting File --- OK
Loading Game Setting File --- OK
Loading Room Setting File --- OK

*** Launcher V5.4.3 ***
1) Show Settings
2) Show Room Settings
3) Change Game Type
4) Change Game Setting
5) Change Room Setting
6) Start Game
7) Update Game Library
8) Quit
Please enter a number to continue: 4

*** Game Setting ***
1) Account [a2]
2) Password [123]
3) Room Type [General]
4) Start Mode [Enter]
5) LocalServer [No]
6) Connect Mode [Ai]
7) Debug Mode [No]
8) Your Color [Random]
9) Server IP [120.126.151.213]
10) Search Path []
11) Back
Please enter a number to continue: |
```


Play in General mode process (Enter Room)

- Enter Index to enter the game

```
*** Start Game ***
Start Search...
Path: C:\Users\danie\Desktop\windows\open\Search\EinSteinChess\windows\test.exe
[Client Send: name]
name
[Client Recv: test]
[Client Send: version]
version
test
1.0.0
[Client Recv: 1.0.0]
Login...
Enter Room...
```

Index	Room ID	Room State	Host	isHuman	MidBoard	Round	UsedColor	ColorChangeMode	FirstChangeMode	Time	PlyTimeLimit	GroupPly	BoardSize	PiecesNum	Players	BoardMode	RandomMode	RandomText
1	23489551	Waiting	a1	NO	NO	100	R	FIXED	FIXED	240	0	0	5	6	2	SYSTEM_Cycle	System	

```
Room Index (1 - 1): |
```

Play in Contest mode process

1. Go to /windows/open or /windows/enter and run `java -jar Launcher.jar -cli`
2. Enter Change Game Setting
3. Setting Account, Password, Room Type and Search Path
 - Account and Password is your Program Name
 - Room Type is Contest
 - Search Path is your AI path

Play in Contest mode process

- Start Game and waiting Contest room Create

```
*** Launcher V5.4.3 ***
```

- 1) Show Settings
- 2) Show Room Settings
- 3) Change Game Type
- 4) Change Game Setting
- 5) Change Room Setting
- 6) Start Game
- 7) Update Game Library
- 8) Quit

```
Please enter a number to continue: 4
```

```
*** Game Setting ***
```

- 1) Account [Yahari]
- 2) Password [Yahari]
- 3) Room Type [Contest]

```
4) Connect Mode [Ai]
```

```
5) Debug Mode [No]
```

```
6) Server IP [120.126.151.213]
```

```
7) Search Path [C:\Users\danie\Desktop\windows\o
```

```
8) Back
```

```
Please enter a number to continue: |
```

Add communication protocol to your program

- http://120.126.195.84/Data/Other/EinStein%20w%C3%BCrfelt%20nic ht!/EWN_sample_code.zip
- You can refer sample code

Add communication protocol to your program

Command Name	Command Explain	Input Parameter	Sample Platform Input [Command Name Parameter]	Output Parameter	Sample Your Program Output [Return]
name	Return AI Name	NULL	name\n	<name>	Yahari\n
version	Return AI Version	NULL	version\n	<version>	5.13.2\n
time_setting	Set time	<setSecond> <plySecondLimit> <groupPly>	time_setting 900 0 0\n	NULL	1\n
board_setting	Set board size, number of pieces and number of players	<side length> <number of pieces> <number of players>	board_setting 5 6 2\n	NULL	1\n

- <setSecond> unit is "second."

Add communication protocol to your program

Command Name	Command Explain	Input Parameter	Sample Platform Input [Command Name Parameter]	Output Parameter	Sample Your Program Output [Return]
ini	Set up your own chess position	R or B	ini B\n	<No.0 position> <No.1 position> ...	C5 D4 E3 E5 D5 E4\n
get	get your AI next move	<color> <number rolled on the dice> <bluepos> ... <redpos> ...	get B 5 E3 E5 D4 D5 E4 C5 A3 B2 0 B1 A2 C1\n	<from> <dst>	E4 D3\n

1	A1	B1	C1	D1	E1
2	A2	B2	C2	D2	E2
3	A3	B3	C3	D3	E3
4	A4	B4	C4	D4	E4
5	A5	B5	C5	D5	E5

A B C D E
chessboard position

- get command : If piece is captured, its position is represented as 0.

Example :

get B 5 E3 E5 D4 D5 E4 C5 A3 B2 0 B1 A2 C1\n

The red 3 piece is captured.



Add communication protocol to your program

Command Name	Command Explain	Input Parameter	Sample Platform Input [Command Name Parameter]	Output Parameter	Sample Your Program Output [Return]
exit	Request for program termination.	NULL	exit\n	NULL	

Observation and Game Record

- Observation : <http://120.126.195.84/observation.html#>
- Game Record : http://120.126.195.84/game_record.php

Contest Results Website

Connect State	Index 	Name	Rank 	Big	Small
Connected	1	711083120	1	1.5	0.5
Disconnected	2	baseline	2	0.5	1.5

- "Big" column represents score, win point +1, draw point +0.5, loss point +0
- "Small" column represents the sum of the opponent's points
- If the big column is the same, the higher the Small column, the higher the rank