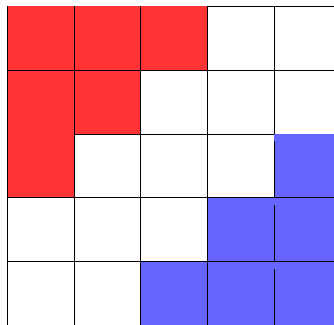
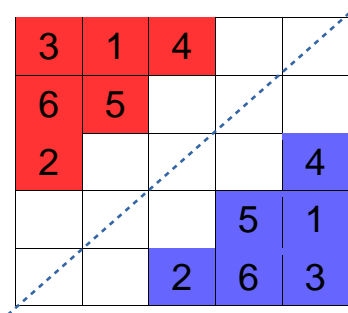


Rules of EinStein würfelt nicht!

The game is played on a square board with a 5×5 grid shown below.



Each player has six pieces, numbered one to six. During setup, each player will be randomly arranged their pieces as he or she sees fit within the triangular area of their own color (red or blue). An initial randomly generated board is shown below.



The players take turns rolling a six-sided die and then moving the matching piece. If the matching piece is no longer on the board, the player moves a remaining piece whose number is next-higher or next-lower to the rolled number. The Red player starting in the top-left may move that piece one square to the right, down, or on the diagonal down and to the right; the Blue player starting in the bottom-right may move that piece one square to the left, up, or on the diagonal up and to the left. Any piece which already lies in the target square is removed from the board.

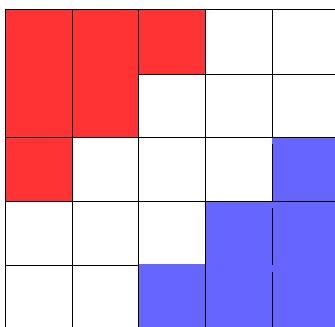
The objective of the game is for a player to either get one of their pieces to the far corner square in the grid (where their opponent started) or to remove all of their opponent's pieces from the board.

The thinking time is limited to 30 seconds for each move. Overtime is regarded as losing the game.

If the number of participants is three, the tournament will be an all-play-all tournament in which each pair of programs will play 12 games (each program starts first in 6 games). If the number of participants is four, the tournament will be an all-play-all tournament in which each pair of programs will play 10 games (each program starts first in 5 games). If the number of participants is more than four, the tournament will be an all-play-all tournament in which each pair of programs will play 8 games (each program starts first in 4 games). Finally, the players are ranked with the total number of winning games.

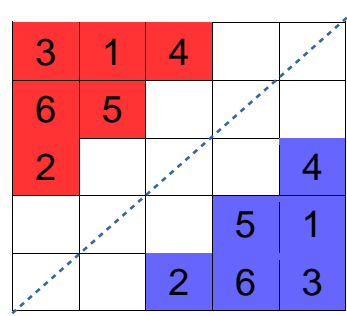
愛因斯坦棋棋規(繁體字版)

棋盤為5×5的方格形棋盤，方格為棋位。左上角為紅方出發區；右下角為藍方出發區。如下圖所示：



1. 紅方藍方各有6枚標有數字1~6的棋子。開局時雙方棋子以在場產生之隨機盤面擺放，方法如下：

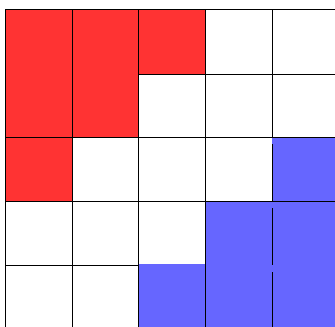
- (1)由小到大排列出紅方1~6號棋子。
- (2)以公平之六面骰產生一隨機點數。
- (3)將該隨機數以目前排列之棋子數目取餘數。
- (4)將該餘數位置的棋子擺上盤面。
- (5)如是重複(1)~(4)步驟直到盤面擺滿。
- (6)將藍方以對角線對稱之方法擺放藍方盤面，舉例如下：



2. 遊戲每一輪以雙方各先手一局為定義。
3. 雙方輪流以公平之六面骰產生隨機數，然後移動與該數字相對應編號的棋子。如果相對應之棋子已從棋盤上移出，則必須移動大於或小於此數字並且棋子編號與此數字最接近棋子。
4. 如果棋子移動之目標棋位有棋子，必須將該棋子從盤面上移出(吃掉)。己方棋子也可以為被移出之對象。
5. 先到達對方出發區角落或將對方棋子全部吃掉的一方獲勝。
6. 對弈結果只有勝負，沒有和棋。
7. 擲骰子後的思考時間為30秒，逾時作負。
8. 總參賽隊伍數3隊時和同一對手進行6輪(12局)競賽；參賽隊伍4隊時和同一對手進行5輪(10局)競賽；參賽隊伍5隊以上則和同一對手進行4輪(8局)競賽。最後依總贏局數排序決定名次。

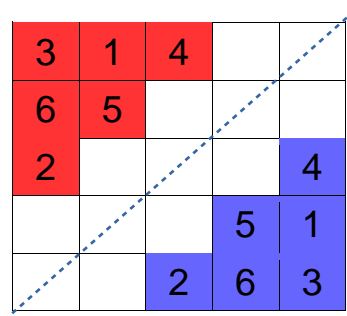
爱因斯坦棋棋规(简体字版)

棋盘为5×5的方格形棋盘，方格为棋位。左上角为红方出发区；右下角为蓝方出发区。如下图
所示：



1. 红方蓝方各有6枚标有数字1~6的棋子。开局时双方棋子以在场产生之随机盘面摆放，方法如下：

- (1)由小到大排列出红方1~6号棋子。
- (2)以公平之六面骰产生一随机点数。
- (3)将该随机数以目前排列之棋子数目取余数。
- (4)将该余数位置的棋子摆上盘面。
- (5)如是重复(1)~(4)步骤直到盘面摆满。
- (6)将蓝方以对角线对称之方法摆放蓝方盘面，举例如下：



2. 游戏每一轮以双方各先手一局为定义。
3. 双方轮流以公平之六面骰产生随机数，然后移动与该数字相对应编号的棋子。如果相对应之棋子已从棋盘上移出，则必须移动大于或小于此数字并且棋子编号与此数字最接近棋子。
4. 如果棋子移动之目标棋位有棋子，必须将该棋子从盘面上移出(吃掉)。己方棋子也可以为被移出之对象。
5. 先到达对方出发区角落或将对方棋子全部吃掉的一方获胜。
6. 对弈结果只有胜负，没有和棋。
7. 掷骰子后的思考时间为30秒，逾时作负。
8. 总参赛队伍数3队时和同一对手进行6轮(12局)竞赛；参赛队伍4队时和同一对手进行5轮(10局)竞赛；参赛队伍5队以上则和同一对手进行4轮(8局)竞赛。最后依总赢局数排序决定名次。