

Puzzle 7

Condylarth Puzzle

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Abstract

Although game theory has traditionally focused on playing an "optimal" strategy, I present a new result that allows for optimum strategies against human players. We analyze common human strategies by exploring the conversations preceeding the first two rounds of a recent best-of-three competition, ultimately reducing common strategies down to just three categories. We then create a special pattern matching algorithm successful at defeating all three. Applications include board games, making a killing at the stock market, and perhaps most importantly, rock, paper, scissors.

"There is no reason to get drunk. Too much alcohol will hurt your play."

"Except that the great playwright Bacon drank. Nah, random is good."

"Not if you want gold."

"Touche. Or maybe you are trying reverse psychology to hook me into drinking more before the game."

"Hook a brick into being stupider?"

"Wow. Name calling!"

"Oh? Worked in June."

"Right. Except that I won that game. Seems it bears reminding you of that."

"Do you want to shed tears, or just lose? I can knock you down."

"So Lepidus threatened Cleopatra. Ready? One, two, three, shoot!"

"Ah, you're playing the frankincense gambit. You know it's weak."

"Like I care what you think. Rabbit. Always eating lettuce."

"Puh-leeze. Enough with the name calling. Yours wasn't even a good line."

"Ha. That may be the worst insult I've heard. Octavian could have done better in Greek!"

"All Greek to me. But no sweat. I'll win soon enough."

"Before I do?"

"Exactly."

"Tigers have stripes, leopards have spots, and your strategy here is see-through."

"If you say so. Given how much tobacco you smoke, nothing you say or own is clear."

"Clear? What's clear is that I'm going to win."

"And how? Throwing wood? You can't beat me."

"Let's see about that. One, two,"