

1. e4 e5 (Solution)

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Identify the games shown in the images. Each game is represented by one of the blocks of notation, inspired by algebraic chess notation. Match the game to its corresponding block of notation, and identify the symbol in red (it is not necessary to fully play out the games). Index into the identified symbol using

Ordering by the given order of the notation blocks, we get the following.

Given order	Game	Red Symbol	Index	Extract
1	Connect Four	Connect Four	11	R
2	Jenga	Jenga!	5	A
3	Xiangqi	Advisor	5	S
4	Candy Land	Gumdrop	7	P
5	Battleship	Submarine	3	B
6	Clue	Kitchen	6	E
7	Fluxx	Share the Wealth	4	R
8	Sorry	Start	4	R
9	Yahtzee	Yahtzee	1	Y
10	Uno	Skip	4	P
11	Checkers	King Me	2	I

The answer is **RASPBERRY PI**.

Appendix: Move notations

1. Connect Four

- The board is represented by the coordinates a-g horizontally, 1-6 vertically. Each move indicates the position of the newly dropped piece.
- # indicates "Connect Four" at the end of the game

2. Jenga

- The three blocks in each layer are labeled a, b, c in one layer, then d, e, f in the next layer (placed in the opposite direction). Layers are numbered counting from 1 at the bottom of the tower.
- Each move indicates the old and new location of the moved block.
- J! indicates "Jenga!" when the tower falls

3. Xiangqi

Follows notation very close to standard chess, with ranks a-j and files 1-10

A:	Advisor
C:	Cannon
E:	Elephant
H:	Horse
R:	Chariot (Rook)
K:	Emperor (King)
P:	Pawn

4. Candy Land

- Uses the 2002 edition board.
- Capital letters indicate drawn cards, which can be single color (ROYGBP), double color, or special spaces (CC - Candy Cane, GD - Gumdrop, N - Nut, L - Lollipop, IC - Ice Cream).
- Board spaces are indicated by a lowercase letter for the color, and a number for the position on the track (e.g. g6 is the 6th space of the game, which is green).

5. Battleship

- The initial setup shows each player's placement of ships (A: Aircraft Carrier, B: Battleship, C: Cruiser, S: Submarine, D: Destroyer).
- Turns give the space called by each player, using the coordinate system of the original game. + indicates a hit, and # indicates a sunk ship.

6. Clue

- Each card in the game is indicated by 1 or 2 letters.
- Suspects: S: Miss Scarlet, M: Colonel Mustard, G: Mr. Green, W: Mrs. White, Pe: Mrs. Peacock, Pl: Professor Plum
- Weapons: Wr: Wrench, Re: Revolver, R: Rope, Lp: Lead Pipe, N: Knife, Ca: Candlestick
- Rooms: St: Study, H: Hall, Lo: Lounge, D: Dining Room, K: Kitchen, Ba: Ballroom, C: Conservatory, Bi: Billiards Room, Li: Library
- The initial setup says Player 1 is Miss Scarlet, Player 2 is Mr. Green, gives each of their hands, and shows that the solution is Mrs. White with the Rope in the Hall
- Each move's notation starts with the roll (or - if there was no roll because the player took a secret passage), then gives the end location of the move, which is either a capital room abbreviation, or a lowercase coordinate indicating a hallway space (the hallway coordinate system counts the leftmost column as a and the bottom row as 1). If ending in a room, we then notate the player's guess (3 cards), followed by the 1 card that they were shown by their opponent.
- "A" on the last move indicates the final accusation.

7. Fluxx

- This game uses the latest [base Fluxx set](#).
- Each abbreviation starting with a capital letter is a card. The capital letter gives the card type (Action, Goal, Keeper, new Rule), and the lowercase letters abbreviate the card name—typically either the first letter of each word of the card name, or the first 3 letters of a one-word card name.
- + before the card name indicates it is drawn.
- The card name alone indicates it is played.
- - before the card name indicates it is discarded.
- -* indicates that all cards in hand were discarded.
- Parentheses indicate the set of cards that were affected by a particular action or rule.

8. Sorry

Moves are notated by the card drawn (Numbered 1-12, and S for Sorry. Note that some Sorry cards have effects other than just moving that number of spaces), followed by the start and end position of the moved pawn. The coordinate system assumes a grid is overlaid on the whole board even though the track runs only around the outside, aside from the "safe zone" for each player. S indicates Start and H indicates Home.

9. Yahtzee

The dice are assigned letters a-e. Each notated roll gives the numbers showing on the 5 dice. Dice before the | were held from the previous roll. At the end of the turn's 3 rolls, the abbreviation shows the line where the result was scored: 1-6: Number lines, 3K: 3 of a kind, 4K: 4 of a kind, FH: Full House, SS: Small Straight, LS: Large Straight, !: Yahtzee!, C: Chance. + indicates earning the top section bonus.

10. Uno

- Cards are abbreviated as 2 letters indicating the color (RYGB) and rank (0-9, S: skip, R: reverse, D: draw 2). There is also W: wild, and W4: wild draw 4. Setup gives players' initial hands and the starting card.
- A card's notation alone indicates it is played. A card preceded by + indicates it is drawn. - indicates a skipped turn. + at the end of a play indicates saying "Uno".

11. Checkers

- Uses standard chessboard coordinates, a-h and 1-8.
- Moves ordinarily show only the destination space, similar to chess, but are disambiguated with the origin rank, file, or both, when there are multiple pieces that can move to the same space. x indicates a capture via jumping. + indicates "king me".