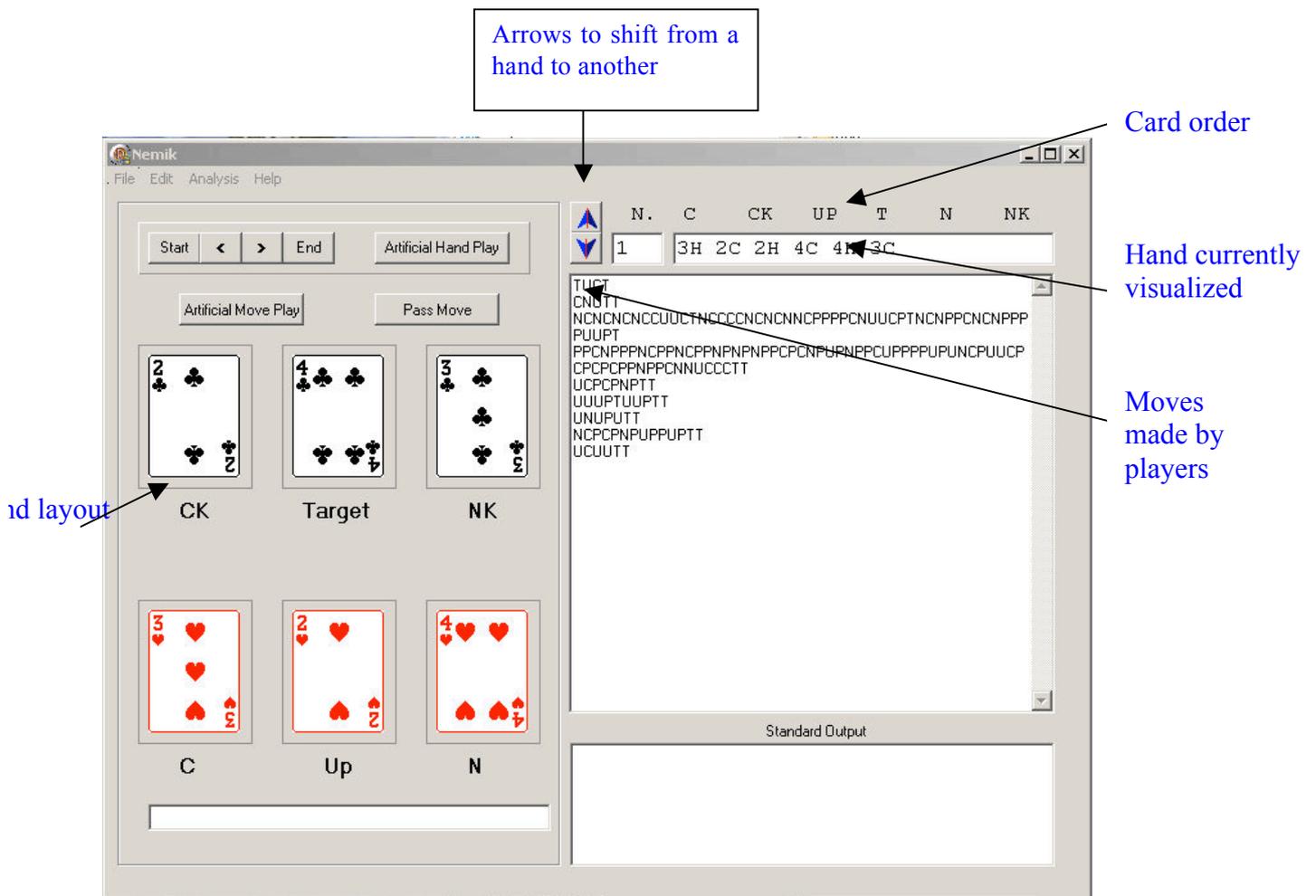


NEMIK

Nemik is a software which allows to analyze output data processed by *Transform.exe*, to classify data and simulate games with an artificial player.

Nemik: a software for TTT_Solo strategies analysis and simulation



TASK 1: Observing experimental players strategies

1. Choose Open command from File menu to load rough data.
Input Data must be arranged in the Linear form as follows:

3H 2C 2H 4C 4H 3C

TUPT					
3C	2C	4H	4C	2H	3H
TNPT					
3H	3C	2H	2C	4C	4H
PUPT					
3H	2H	2C	4C	4H	3C

.....

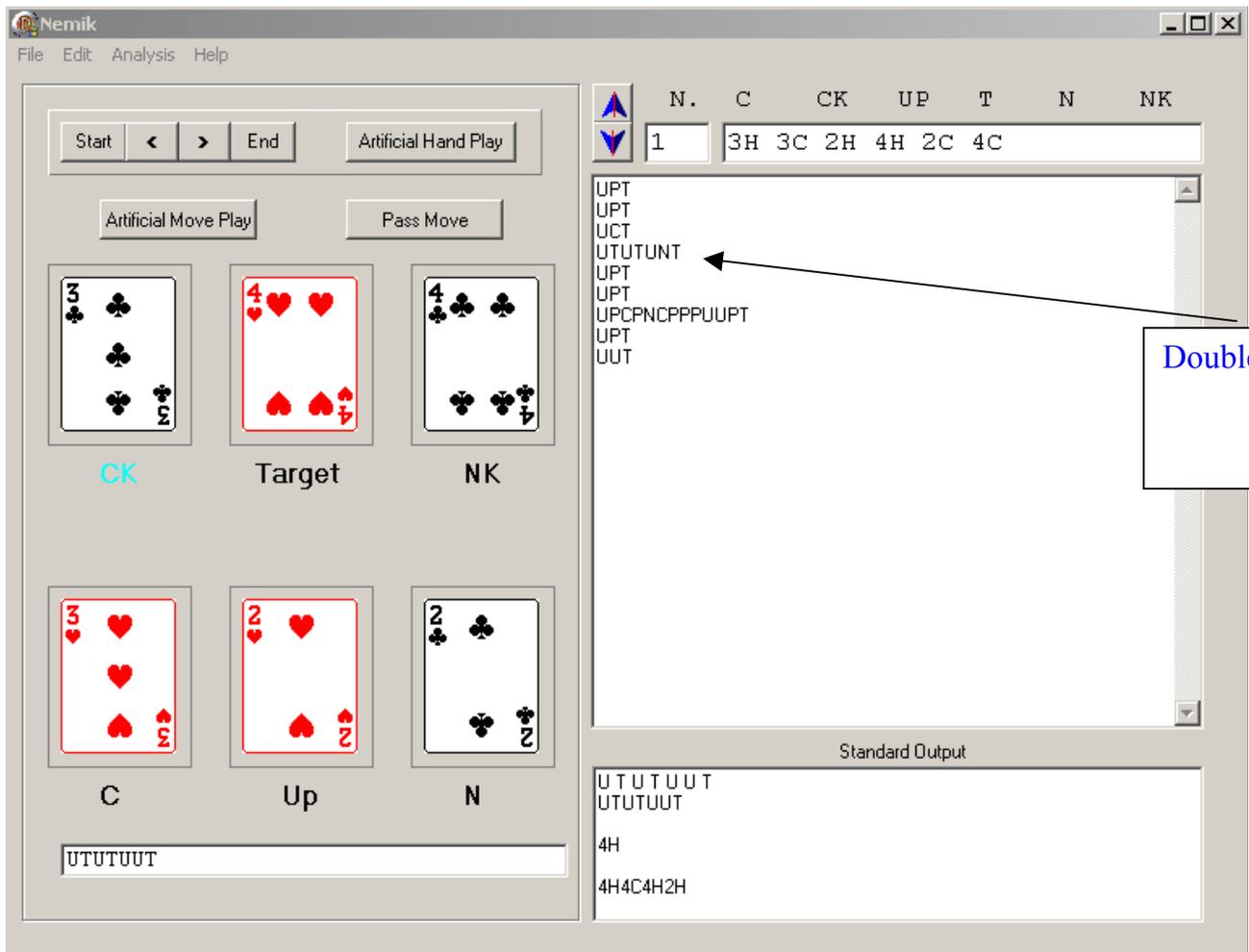
2. Data can be visualized on the right-hand side:
 - a. the number in the box under N corresponds to the hand visualized;
 - b. cards lay-out shows in the box on the right.

Such a lay-out is also displayed in the left-hand side, with cards showing directly. The large box on the right-side contains the moves, each line reporting a player's moves.

3. Click the blue arrow downwards to pass from hand to another and see how another hand has been played.

TASK 2: Observing how a player played his game

1. Select a player in the right-hand side, double-clicking the lines corresponding to the moves
2. The moves will display in the lower left-hand, meaning that we are analyzing exactly the moves showing.
3. Clicking the Forward button (>), cards and moves become highlighted in blue, and you shift to the following move



TASK 3: Classifying hands

The hands can be classified according to game style 422, 442 (see Appendix).

1. Choose Open from File command to load the rough data
2. Choose Classifier from Analysis command to classify hands. The classified data are recorded in the file Amik.doc
3. Amik.doc can be loaded to Excel: this allows to carry on a number of analysis (e.g.: counting the hands played according to a given style; counting the solving rate time, work out charts showing the frequency of different game styles respect to the optimum game...)

TASK 4: Artificial Hand Play

1. Choose Open command from File menu to load the hands to play;

2. Choose Rules command from File menu to load the rules which Artificial Player will apply
 - a. Rules file must be selected for both *CK* and *NK*
 - b. Press OK once accomplished these steps
3. “Artificial Player” command (above the tableau) enables the programme to play the ongoing hand, and visualises the output in the lower left-hand space (below the tableau), that is shows how the software has played applying the rules set
4. Choose Artificial from Analysis menu to play all the hands loaded according to the rules set
 - a. Set the number of iterations, that is how many times the software will play the same hand
 - b. The output of the Artificial Player is recorded in the Automa.txt file
 - c. Automa.txt can be loaded to Excel to carry out data analysis