Cups - Bohnduell

Table of contents

1 Deutsch: Cups 2
2 Deutsch: Cupa 2
3 English: Cups 2
4 English: Cupa 2
5 Screenshots 2
6 Technical Details 3
6.1 Licence 3
6.2 Features 3
6.3 Version History 3
6.4 Usage 3
7 Download 4
7.1 Version 1.0 4
7.2 Version 1.1c 4

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1. Deutsch: Cups

Cups, eine Mankala-Variante, ist ein Spiel von Arthur und Wald Amberstone. Es wurde in dem Buch "A Gamut of Games" von Sid Sackson 1969 veröffentlicht. In der deutschen Übersetzung dieses Buches "Spiele anders als andere" (dtv, 1981) erhielt es den Titel **Schalen-Spiel**.

In der Brettspielwelt hat dieses Spiel den Titel **BohnDuell** bzw. **BohnenDuell**.

Die Regeln werden hier auf Englisch erklärt und in der Brettspielwelt auf Deutsch (und Englisch). Eine weitere Erklärung findet sich bei Wikipedia.

2. Deutsch: Cupa

Cupa ist ein kleines Programm, um Cups zu spielen. Es verzichtet auf eine graphische Oberfläche (GUI) und wird über die Tastatur bedient. Cups ist kein komplexes Spiel, daher ist Cupa recht spielstark.

Ich selber plane nicht, eine GUI für Cupa zu entwickeln. Wer hat Interesse?

Die technischen Details werden unten auf Englisch erläutert. Bei Fragen stehe ich gerne zur Verfügung. Zum Download siehe ganz unten auf dieser Seite.

3. English: Cups

Cups was invented by Arthur and Wald Amberstone. Their game was first described by Sid Sackson in the 1st edition of his book *"A Gamut of Games"* in 1969.

The game is played at Brettspielwelt, they call it **BohnDuell**.

The rules can be found here, and at Brettspielwelt in english (and german).

4. English: Cupa

Cupa is a small program to play Cups. It does not have a GUI (Graphical User Interface), its just a console-application.

See below for technical details and download.

5. Screenshots

Cupa running on Windows:

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Cupa running on Linux:

6. Technical Details

6.1. Licence

Cupa is licenced under the GPL.
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6.2. Features

- Starting player is either Computer or Human
- Number of pots may be set to any value between 3 and 10 for each player
- Playing strength of computer player can be set

6.3. Version History

June 2005:
Version 1.0: Initial Version
April 2006:
Version 1.1: Improved playing strength by updated evaluation function. Many thanks for the helpful suggestions to Peter Kindt and Rainer Terhart.
February 2010:
Version 1.1c: Slightly modified. Published at johannes-schwagereit.de.

6.4. Usage

Cupa has no Graphical User Interface (GUI). It is called and played using the command-line.

Start-Parameter: Cupa may be called with several optional parameters.

- 'h': Starting player is human
- 'c': Starting player is computer
- 'n <n>': Set number of pots (>=3, <=10). Example: 'n 5'
- 'l <n>': Level of computer player. <n> is more or less the time the computer uses to compute his move in 1/10-sec. Example: 'l 15': The computer will take 1.5 sec for each of his moves.

Example:
'`cupa n 5 l 10 h`': Human does first move, board has 5 cups for each player, Computer takes about 1 second for his move
Default values (if Cupa is called without any parametre) are: '`cupa l 15 n 4 c`':

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Computer does first move, board has 4 cups for each player, Computer takes about 1.5 second for his move
Input of moves:
With "Your move?" the program asks for your move.
Enter either the number of beans to sow (e.g. '4') or the letter of the cup to empty (e.g. 'b' or 'B').
Enter 'q' to quit.

7. Download

To compile the sourcecode see file `'INSTALL'`. If you have any questions please don't hesitate to ask.

This version can be compiled with any current C++-compiler, e.g. gcc (on Linux and Cygwin), or Microsoft Visual C++.

7.1. Version 1.0

Sourcecode : cupa10.zip. (Use "Save target as..." if necessary.)

7.2. Version 1.1c

Sourcecode : cupa11c.zip. (Use "Save target as..." if necessary.)

Windows Executable : cupa11c_exe.zip. (Use "Save target as..." if necessary.)

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