

Play the Mod-Signal Game to earn food!

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GOAL

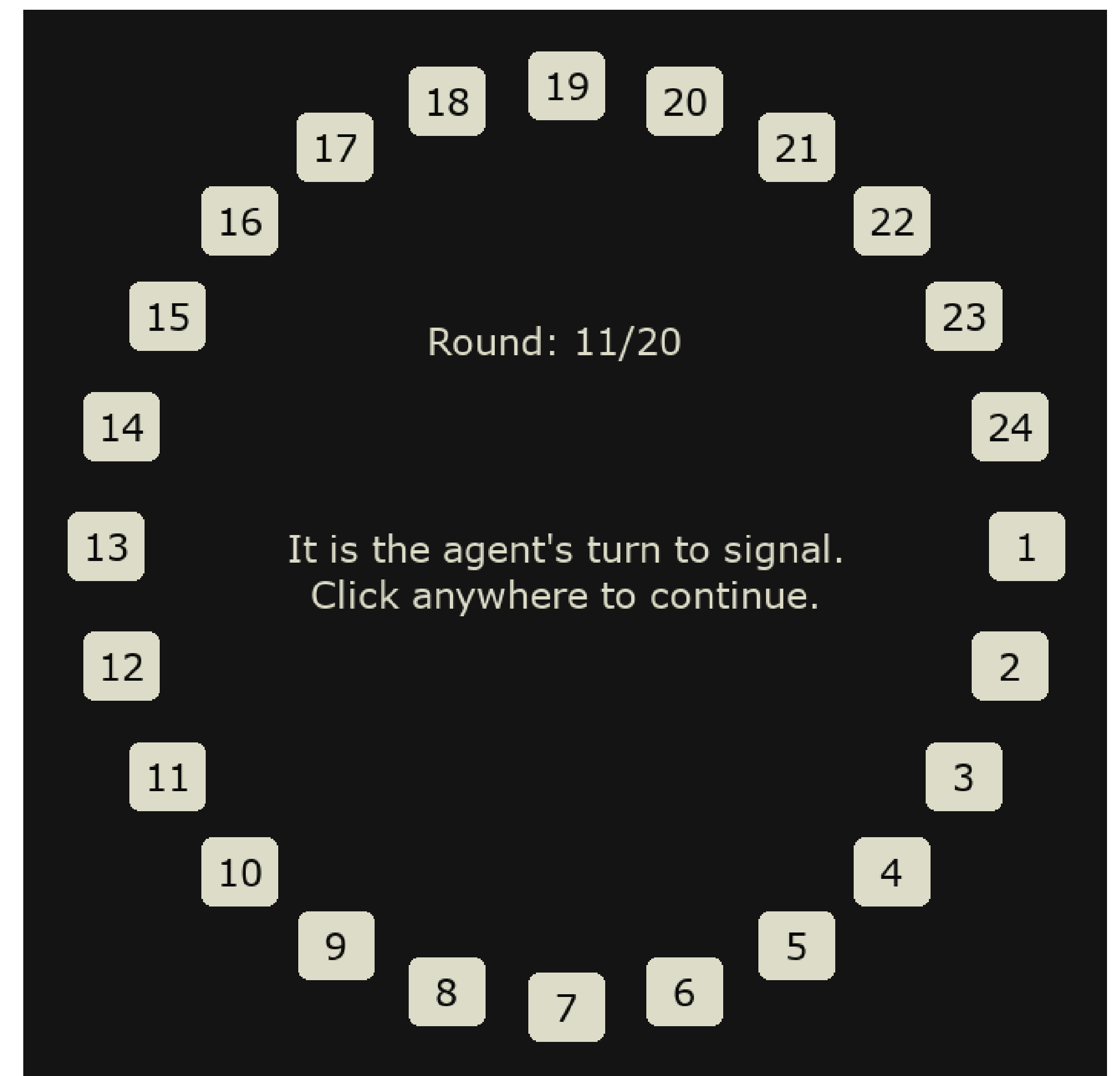
Your **goal** is to gain as many points as possible across twenty rounds of the Mod-Signal Game

RULES

- The Mod-Signal Game is played with **two players**. You will play with a computer agent.
- There are **twenty rounds**.
- Each round consists of two **phases**:
 - First, a **signalling phase**.
 - Then, an **action phase**.
- In the **signalling phase**, one player chooses a number to send as a signal.
 - Players alternate between sending the signal each round. The agent signals in the first round.
 - The signal is used to tell the other player **what you are going to play**.
- In the **action phase**, both players simultaneously choose an action.
 - **You can play the number you signalled, but you don't have to!**
 - A player **gains a point** if they choose a number that is exactly one higher than the other player's number.
 - A player also **gains a point** if they choose 1, and the other player chooses 24.

SCREENSHOT

This is what the game looks like:



REWARD

At the end of the game, you get one 'kruidnoot' for each point you gained! You can walk away with up to 20 kruidnoten!

