The Minimum Unique Positive Integer Game: Results

Rank	Name*	Score	Half1	Half2
1	TerryAndersonMarcusShea	14704	2666	12038
2	SecondOrderImbecile	10387	6688	3699
3	OddPlayer	10263	5278	4985
4	PureLife	9233	1956	7277
5	LowPlayer	6691	5357	1334
6	SGCH	6425	2299	4126
7	GoldenBugger2	6008	2473	3535
8	ccalzone	5418	2426	2992
9	VoMcGarva	5207	3981	1226
10	MartinChelaru	5148	1561	3587
11	Moopy	4832	3139	1693
12	JamiePearson	4599	2298	2301
13	MikeIan	4573	2102	2471
14	UniformPlayer	3900	970	2930
15	XiaoyuZhou	3847	1412	2435
16	Slotheeze	3785	2554	1231
17	Faisal	3663	2527	1136
18	PeiandHoPlayer	3661	2524	1137
19	DuffBush	3635	2181	1454
20	GraveRobbingBunnies	3488	1738	1750
21	SuperBrainPanic	3374	1505	1869
22	NoEquilibrium	3071	1587	1484
23	ShaunB	2885	1568	1317
24	PlayerN	2404	1236	1168
25	GeometricPlayer	2352	1561	791
26	GgJs	2098	2083	15
27	LuckyNumberSeven	1537	1536	1

*: some team names edited slightly. The submissions and tournament output (83 MB unzipped, 8 MB zipped) are available on the website. Overall, many strategies were "case-based". E.g., players would use very different strategies for the first and second halves. In particular, many people took advantage of the fact that, in Half2, if you have more than half of the choices, you definitely should use the LowPlayer strategy. The top 3 human strategies used the following ideas:

- TerryAndersonMarcusShea: model opponents overall as using a normal distribution, then pick best responses

- SecondOrderImbecile: LowPlayer against 1 opponent, or {numChoices+1, numChoices+3, numChoices+5, ...} against multiple opponents

- PureLife: LowPlayer(+1) against <10 opponents, Geometric/EvenishPlayer against 10..20, {numChoices+1, numChoices+2, ...} against >20 opponents