

Title : Score in Calico Game

Author(s) : 1. Ms. Bunyaporn Kriangkaison

Student ID : 640510548

Major : Mathematics

Advisor(s) : 1. Assistant Professor Dr. Penying Rochanakul

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ABSTRACT

This independent study is a study of the Calico game, which is a board game that imitates sewing patchwork quilt with different colors and patterns to attract cats to sleep on the quilt. The rule is that players must place patch tiles in empty positions, one piece at a time until all 22 slots are filled. At the end of the game, the player's score depends on the color and pattern of patch tiles that correspond to the conditions in that game. We consider the number of patch tiles placement satisfying the design goal tiles. We also consider the highest possible score of the player using the blue board under the following constraints: the placement of patch tiles must complete all design goal tiles requirement with both colors and patterns; the design goal tiles that are used from top to bottom are \neq , AAAA-BB and AAA-BBB; and the active cats are Millie, Coconut and Gwenivere. From the experiment, it is found that the maximum score obtained from button tokens is 27, the maximum score obtained from cat tokens is 31 points. Therefore, the maximum score under these constraints is 100 points.

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