

# Harvest Canvas

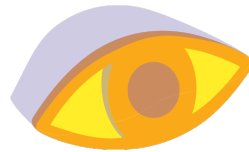
## Actions collected during the game

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During the game the harvester collects actions on the harvest canvas. Each zone on the board has its own template for the action(s). The canvas also contains two empty dates. One date for a quick **follow up** meeting and one for the **next time** the game is played, as a retrospective.



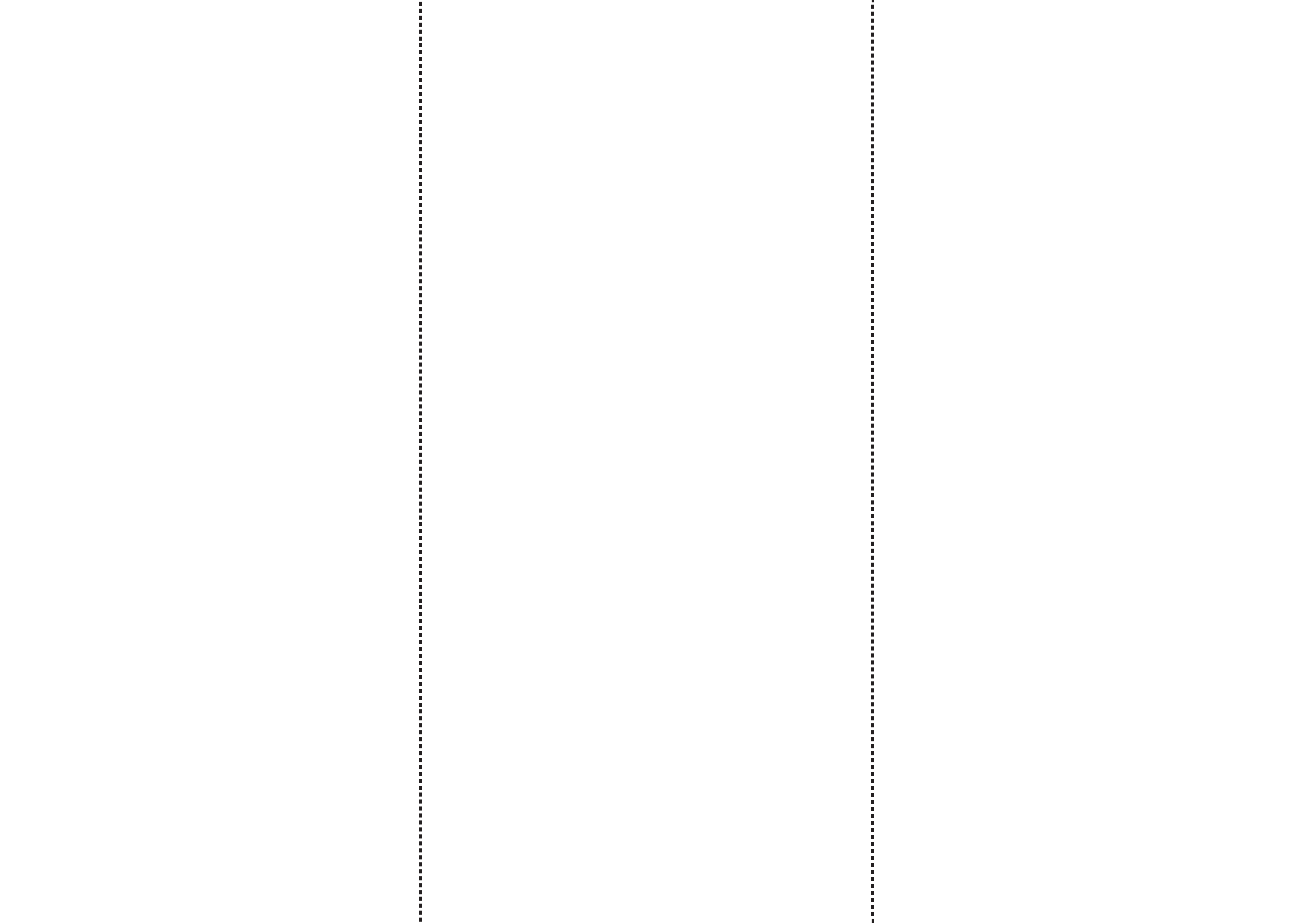
**Fix it!**



**Monitor**



**Red alert!**



**FOLLOW UP DATE:**

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**NEXT TIME:**