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| Date 10.08.2016 | Place Cph-CIID | Language used to play EN |
| Number of players  4 | Description of the situation  Colleagues at the office | Name of the master Raffa |
| Iteration #7 | Duration of game 1h | Name of Winner None |
| Description of the game | | Rule of victory used  The one with more white unless he has more than ⅓ of blacks |
| Inventions | | Bar  Farming Robot |
| Knowledges or skills attempted or learned during the game | | Smuggling tunnel (steal from greed as well) |
| Notes on Economy | | Number of complete processes realised during the game  Vignard - Bar |
|  | | Final number of white in the pot  10 (common pot and bank) |
| Notes on social and strategic choices | | Final number of black in the game  15 |
| Other annotations or signs left by this game on the board or in the book of the master  Feedback from master   * They had fun! * I don’t like this form * Master needs something more compact than a diary   Feedbacks from players   * Assembly is useless cause we talk all the time already * Too many blacks * Need to better define cost for grid * List of skills you can learn and different levels (short/long term, impact,...) * Rules set up during the game should be visible for players. Maybe cards and you can’t have more than x * Great idea to randomize the playfield/grid | | Name and email of note taker |