

# Wicked 21st: Simulation Report

Textualization Software Ltd.

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## 1 win-sensor: won

Table 1: won

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
5	3	random			44 (88.0%)	45 (90.0%)
6	3	random	31 (62.0%)	34 (68.0%)	30 (60.0%)	30 (60.0%)
7	3	random	6 (12.0%)	8 (16.0%)	10 (20.0%)	
5	4	random	42 (84.0%)	40 (80.0%)	40 (80.0%)	38 (76.0%)
6	4	random	10 (20.0%)	15 (30.0%)	8 (16.0%)	12 (24.0%)
4	5	random				44 (88.0%)
5	5	random	27 (54.0%)	27 (54.0%)	29 (58.0%)	23 (46.0%)
6	5	random		6 (12.0%)	7 (14.0%)	
4	6	random	43 (86.0%)	42 (84.0%)	37 (74.0%)	
5	6	random	18 (36.0%)	19 (38.0%)	14 (28.0%)	17 (34.0%)
4	7	random	34 (68.0%)	39 (78.0%)	38 (76.0%)	33 (66.0%)
5	7	random	9 (18.0%)	7 (14.0%)	15 (30.0%)	14 (28.0%)
4	8	random	40 (80.0%)	34 (68.0%)	31 (62.0%)	28 (56.0%)
5	8	random			7 (14.0%)	7 (14.0%)
6	3	greedy	36 (72.0%)	37 (74.0%)	44 (88.0%)	42 (84.0%)
7	3	greedy	10 (20.0%)	8 (16.0%)	19 (38.0%)	33 (66.0%)
5	4	greedy	39 (78.0%)	45 (90.0%)		
6	4	greedy	12 (24.0%)	25 (50.0%)	24 (48.0%)	35 (70.0%)
7	4	greedy			6 (12.0%)	10 (20.0%)
5	5	greedy	33 (66.0%)	41 (82.0%)	38 (76.0%)	
6	5	greedy		8 (16.0%)	14 (28.0%)	26 (52.0%)
4	6	greedy	42 (84.0%)	42 (84.0%)		
5	6	greedy	12 (24.0%)	23 (46.0%)	29 (58.0%)	31 (62.0%)
6	6	greedy			10 (20.0%)	7 (14.0%)
4	7	greedy	43 (86.0%)	44 (88.0%)		
5	7	greedy	16 (32.0%)	19 (38.0%)	24 (48.0%)	27 (54.0%)
6	7	greedy				6 (12.0%)

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**Table 1 won, continued from previous page**

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
4	8	greedy	38 (76.0%)	34 (68.0%)	40 (80.0%)	44 (88.0%)
5	8	greedy	7 (14.0%)	14 (28.0%)	10 (20.0%)	18 (36.0%)

## 2 error-sensor

### 2.0.1 empty-drawpile

Table 2: empty-drawpile

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
5	3	random			1 (2.0%)	3 (6.0%)
6	3	random	1 (2.0%)	1 (2.0%)	0 (0.0%)	2 (4.0%)
7	3	random	0 (0.0%)	1 (2.0%)	1 (2.0%)	
5	4	random	1 (2.0%)	4 (8.0%)	2 (4.0%)	2 (4.0%)
6	4	random	0 (0.0%)	1 (2.0%)	0 (0.0%)	1 (2.0%)
4	5	random				2 (4.0%)
5	5	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	1 (2.0%)
6	5	random		1 (2.0%)	0 (0.0%)	
4	6	random	1 (2.0%)	2 (4.0%)	5 (10.0%)	
5	6	random	0 (0.0%)	1 (2.0%)	3 (6.0%)	2 (4.0%)
4	7	random	0 (0.0%)	2 (4.0%)	3 (6.0%)	2 (4.0%)
5	7	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	2 (4.0%)
4	8	random	0 (0.0%)	2 (4.0%)	1 (2.0%)	3 (6.0%)
5	8	random			0 (0.0%)	0 (0.0%)
6	3	greedy	36 (72.0%)	27 (54.0%)	44 (88.0%)	42 (84.0%)
7	3	greedy	10 (20.0%)	7 (14.0%)	17 (34.0%)	33 (66.0%)

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**Table 2** empty-drawpile, continued from previous page

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
5	4	greedy	39 (78.0%)	33 (66.0%)		
6	4	greedy	12 (24.0%)	21 (42.0%)	24 (48.0%)	35 (70.0%)
7	4	greedy			6 (12.0%)	10 (20.0%)
5	5	greedy	33 (66.0%)	30 (60.0%)	37 (74.0%)	
6	5	greedy		8 (16.0%)	14 (28.0%)	26 (52.0%)
4	6	greedy	42 (84.0%)	25 (50.0%)		
5	6	greedy	12 (24.0%)	16 (32.0%)	29 (58.0%)	31 (62.0%)
6	6	greedy			10 (20.0%)	7 (14.0%)
4	7	greedy	43 (86.0%)	22 (44.0%)		
5	7	greedy	16 (32.0%)	17 (34.0%)	24 (48.0%)	27 (54.0%)
6	7	greedy				6 (12.0%)
4	8	greedy	38 (76.0%)	18 (36.0%)	36 (72.0%)	44 (88.0%)
5	8	greedy	7 (14.0%)	14 (28.0%)	10 (20.0%)	18 (36.0%)

### 2.0.2 empty-drawpile-C

Table 3: empty-drawpile-C

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
5	3	random			0 (0.0%)	0 (0.0%)
6	3	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
7	3	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	
5	4	random	1 (2.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	4	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
4	5	random				0 (0.0%)
5	5	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	5	random		0 (0.0%)	0 (0.0%)	

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**Table 3** empty-drawpile-C, continued from previous page

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
4	6	random	0 (0.0%)	1 (2.0%)	0 (0.0%)	
5	6	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	1 (2.0%)
4	7	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	0 (0.0%)
5	7	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
4	8	random	0 (0.0%)	1 (2.0%)	0 (0.0%)	0 (0.0%)
5	8	random			0 (0.0%)	0 (0.0%)
6	3	greedy	0 (0.0%)	0 (0.0%)	5 (10.0%)	8 (16.0%)
7	3	greedy	0 (0.0%)	0 (0.0%)	2 (4.0%)	3 (6.0%)
5	4	greedy	0 (0.0%)	0 (0.0%)		
6	4	greedy	0 (0.0%)	0 (0.0%)	3 (6.0%)	5 (10.0%)
7	4	greedy			0 (0.0%)	0 (0.0%)
5	5	greedy	0 (0.0%)	0 (0.0%)	10 (20.0%)	
6	5	greedy		0 (0.0%)	2 (4.0%)	5 (10.0%)
4	6	greedy	0 (0.0%)	0 (0.0%)		
5	6	greedy	0 (0.0%)	0 (0.0%)	1 (2.0%)	1 (2.0%)
6	6	greedy			1 (2.0%)	0 (0.0%)
4	7	greedy	0 (0.0%)	0 (0.0%)		
5	7	greedy	0 (0.0%)	0 (0.0%)	8 (16.0%)	1 (2.0%)
6	7	greedy				2 (4.0%)
4	8	greedy	0 (0.0%)	0 (0.0%)	10 (20.0%)	7 (14.0%)
5	8	greedy	0 (0.0%)	0 (0.0%)	1 (2.0%)	1 (2.0%)

### 2.0.3 empty-drawpile-D

Table 4: empty-drawpile-D

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
5	3	random			0 (0.0%)	0 (0.0%)
6	3	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
7	3	random	0 (0.0%)	1 (2.0%)	0 (0.0%)	
5	4	random	0 (0.0%)	1 (2.0%)	0 (0.0%)	0 (0.0%)
6	4	random	0 (0.0%)	1 (2.0%)	0 (0.0%)	0 (0.0%)
4	5	random				0 (0.0%)
5	5	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	5	random		0 (0.0%)	0 (0.0%)	
4	6	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	
5	6	random	0 (0.0%)	1 (2.0%)	0 (0.0%)	0 (0.0%)
4	7	random	0 (0.0%)	1 (2.0%)	0 (0.0%)	0 (0.0%)
5	7	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
4	8	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
5	8	random			0 (0.0%)	0 (0.0%)
6	3	greedy	36 (72.0%)	27 (54.0%)	39 (78.0%)	32 (64.0%)
7	3	greedy	10 (20.0%)	7 (14.0%)	15 (30.0%)	28 (56.0%)
5	4	greedy	39 (78.0%)	33 (66.0%)		
6	4	greedy	12 (24.0%)	21 (42.0%)	21 (42.0%)	29 (58.0%)
7	4	greedy			6 (12.0%)	10 (20.0%)
5	5	greedy	33 (66.0%)	30 (60.0%)	27 (54.0%)	
6	5	greedy		8 (16.0%)	12 (24.0%)	20 (40.0%)
4	6	greedy	42 (84.0%)	25 (50.0%)		
5	6	greedy	12 (24.0%)	16 (32.0%)	28 (56.0%)	30 (60.0%)
6	6	greedy			9 (18.0%)	6 (12.0%)
4	7	greedy	43 (86.0%)	22 (44.0%)		
5	7	greedy	16 (32.0%)	17 (34.0%)	16 (32.0%)	25 (50.0%)
6	7	greedy				4 (8.0%)
4	8	greedy	38 (76.0%)	18 (36.0%)	26 (52.0%)	35 (70.0%)
5	8	greedy	7 (14.0%)	14 (28.0%)	9 (18.0%)	17 (34.0%)

#### 2.0.4 empty-drawpile-H

Table 5: empty-drawpile-H

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
5	3	random			0 (0.0%)	2 (4.0%)
6	3	random	1 (2.0%)	1 (2.0%)	0 (0.0%)	1 (2.0%)
7	3	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	
5	4	random	0 (0.0%)	1 (2.0%)	1 (2.0%)	0 (0.0%)
6	4	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
4	5	random				1 (2.0%)
5	5	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	1 (2.0%)
6	5	random		1 (2.0%)	0 (0.0%)	
4	6	random	0 (0.0%)	1 (2.0%)	2 (4.0%)	
5	6	random	0 (0.0%)	0 (0.0%)	2 (4.0%)	0 (0.0%)
4	7	random	0 (0.0%)	1 (2.0%)	2 (4.0%)	1 (2.0%)
5	7	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	2 (4.0%)
4	8	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	2 (4.0%)
5	8	random			0 (0.0%)	0 (0.0%)
6	3	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
7	3	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
5	4	greedy	0 (0.0%)	0 (0.0%)		
6	4	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
7	4	greedy			0 (0.0%)	0 (0.0%)
5	5	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	
6	5	greedy		0 (0.0%)	0 (0.0%)	0 (0.0%)
4	6	greedy	0 (0.0%)	0 (0.0%)		
5	6	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	6	greedy			0 (0.0%)	0 (0.0%)
4	7	greedy	0 (0.0%)	0 (0.0%)		
5	7	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	7	greedy				0 (0.0%)

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**Table 5** empty-drawpile-H, continued from previous page

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
4	8	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
5	8	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)

### 2.0.5 empty-drawpile-S

Table 6: empty-drawpile-S

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
5	3	random			1 (2.0%)	1 (2.0%)
6	3	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	1 (2.0%)
7	3	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	
5	4	random	0 (0.0%)	2 (4.0%)	1 (2.0%)	2 (4.0%)
6	4	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	1 (2.0%)
4	5	random				1 (2.0%)
5	5	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	0 (0.0%)
6	5	random		0 (0.0%)	0 (0.0%)	
4	6	random	1 (2.0%)	0 (0.0%)	3 (6.0%)	
5	6	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	1 (2.0%)
4	7	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	1 (2.0%)
5	7	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	0 (0.0%)
4	8	random	0 (0.0%)	1 (2.0%)	1 (2.0%)	1 (2.0%)
5	8	random			0 (0.0%)	0 (0.0%)
6	3	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	2 (4.0%)
7	3	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	2 (4.0%)
5	4	greedy	0 (0.0%)	0 (0.0%)		
6	4	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	1 (2.0%)
7	4	greedy			0 (0.0%)	0 (0.0%)

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**Table 6** empty-drawpile-S, continued from previous page

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
5	5	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	
6	5	greedy		0 (0.0%)	0 (0.0%)	1 (2.0%)
4	6	greedy	0 (0.0%)	0 (0.0%)		
5	6	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	6	greedy			0 (0.0%)	1 (2.0%)
4	7	greedy	0 (0.0%)	0 (0.0%)		
5	7	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	1 (2.0%)
6	7	greedy				0 (0.0%)
4	8	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	2 (4.0%)
5	8	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)

### 2.0.6 other-error

Table 7: other-error

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
5	3	random			0 (0.0%)	0 (0.0%)
6	3	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
7	3	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	
5	4	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	4	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
4	5	random				0 (0.0%)
5	5	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	5	random		0 (0.0%)	0 (0.0%)	
4	6	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	
5	6	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
4	7	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)

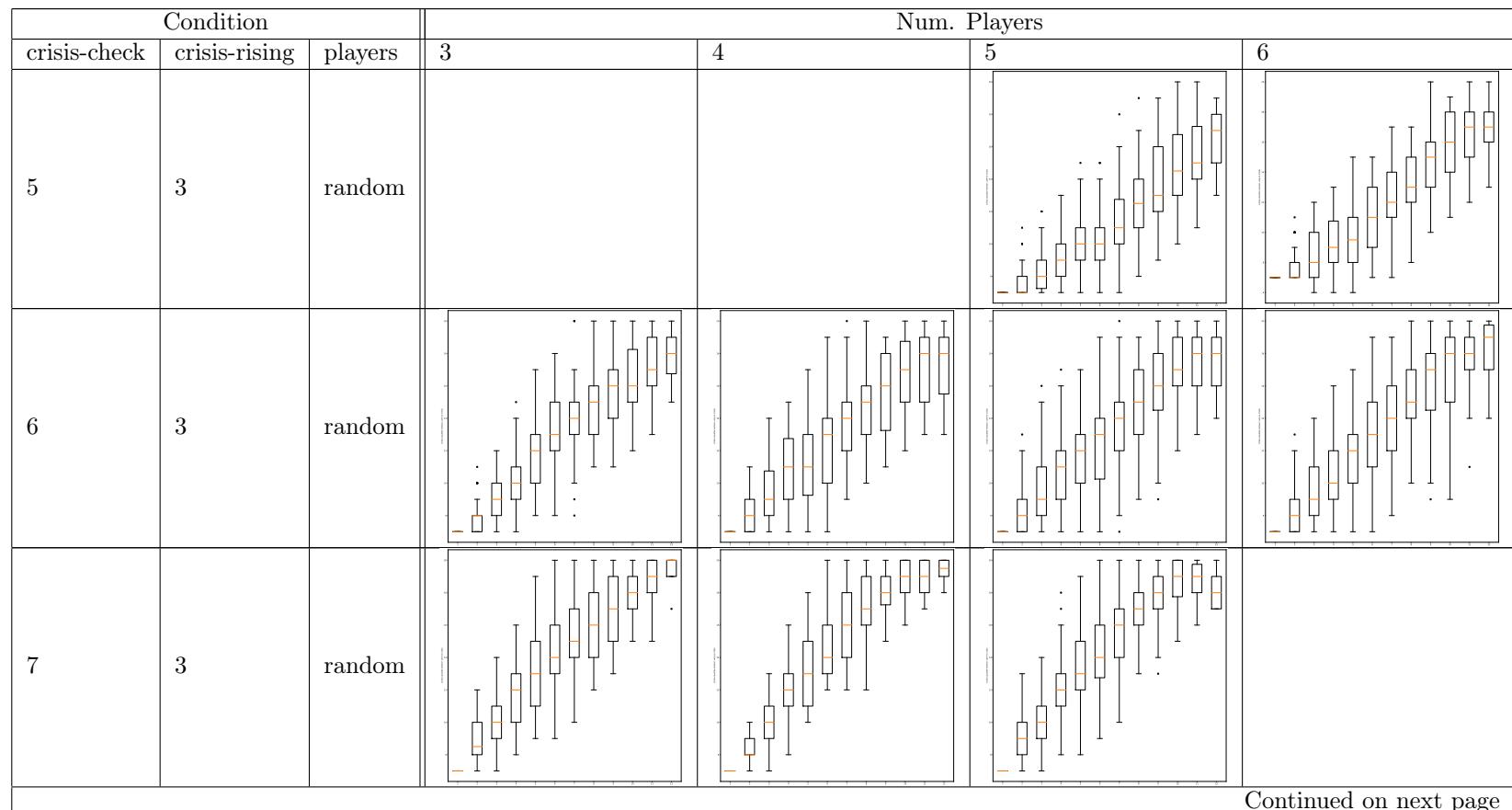
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**Table 7** other-error, continued from previous page

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
5	7	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
4	8	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
5	8	random			0 (0.0%)	0 (0.0%)
6	3	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
7	3	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
5	4	greedy	0 (0.0%)	0 (0.0%)		
6	4	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
7	4	greedy			0 (0.0%)	0 (0.0%)
5	5	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	
6	5	greedy		0 (0.0%)	0 (0.0%)	0 (0.0%)
4	6	greedy	0 (0.0%)	0 (0.0%)		
5	6	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	6	greedy			0 (0.0%)	0 (0.0%)
4	7	greedy	0 (0.0%)	0 (0.0%)		
5	7	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	7	greedy				0 (0.0%)
4	8	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
5	8	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)

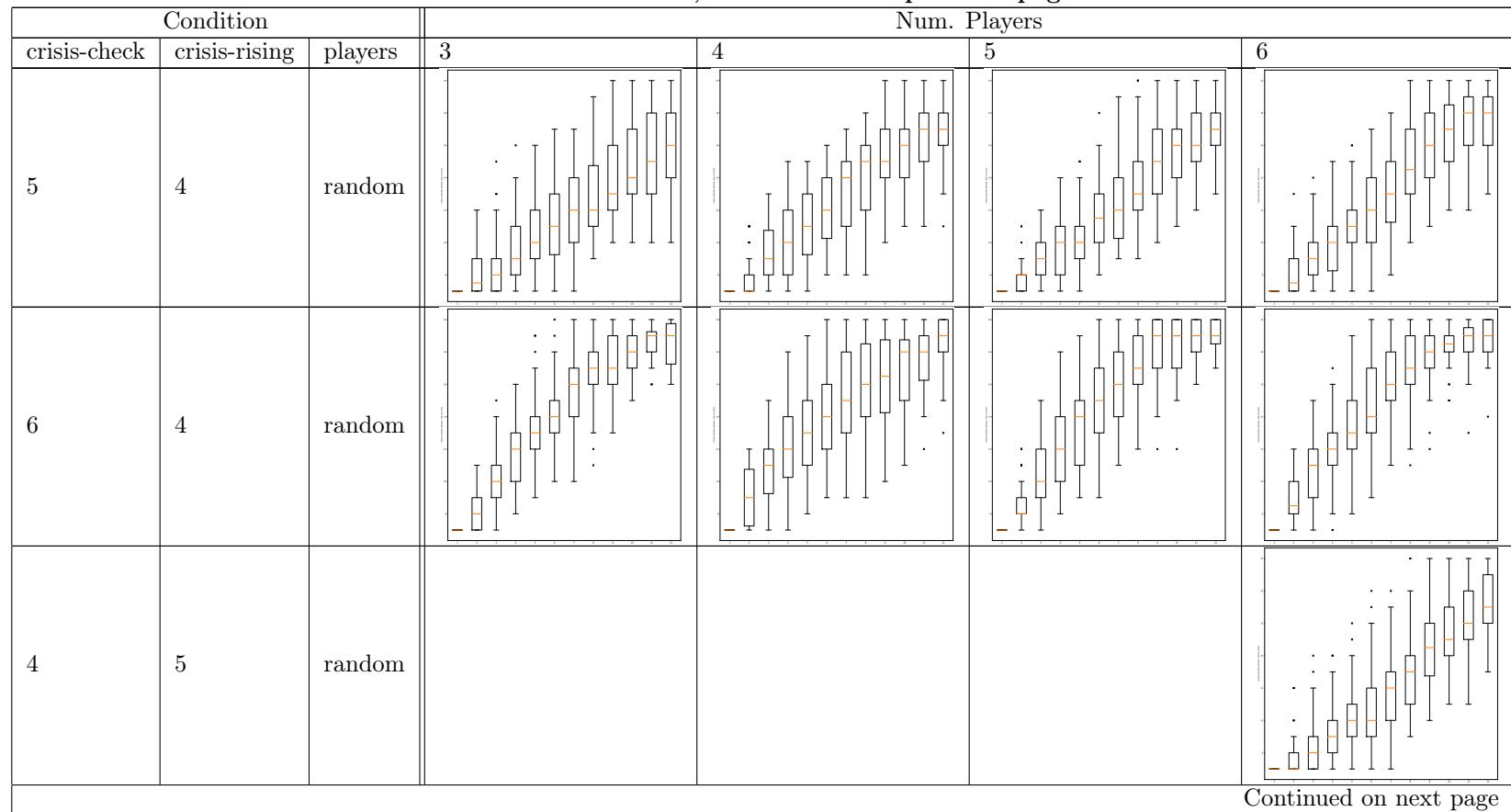
### 3 crisis-counter-sensor: are-in-crisis

Table 8: are-in-crisis

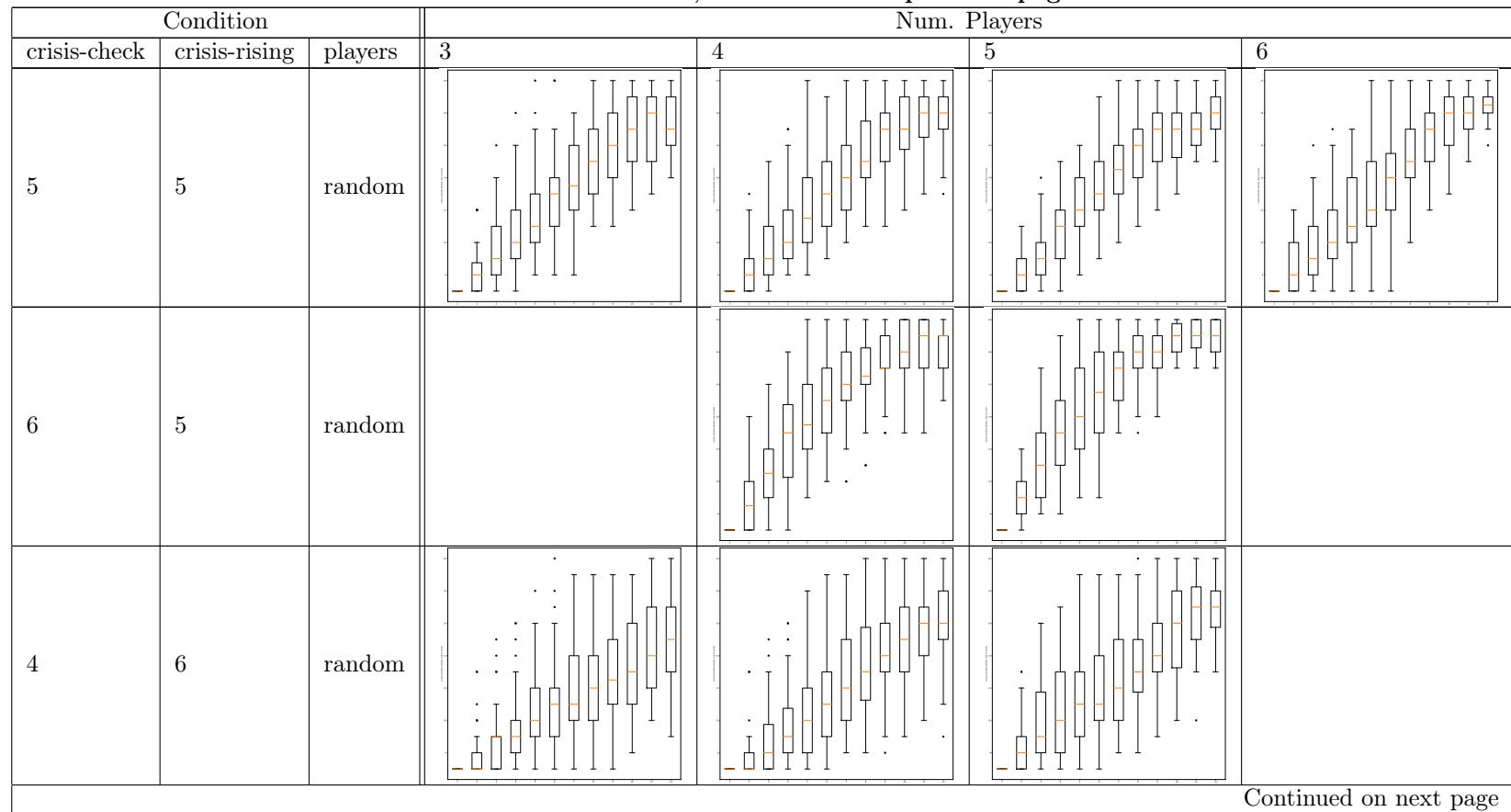


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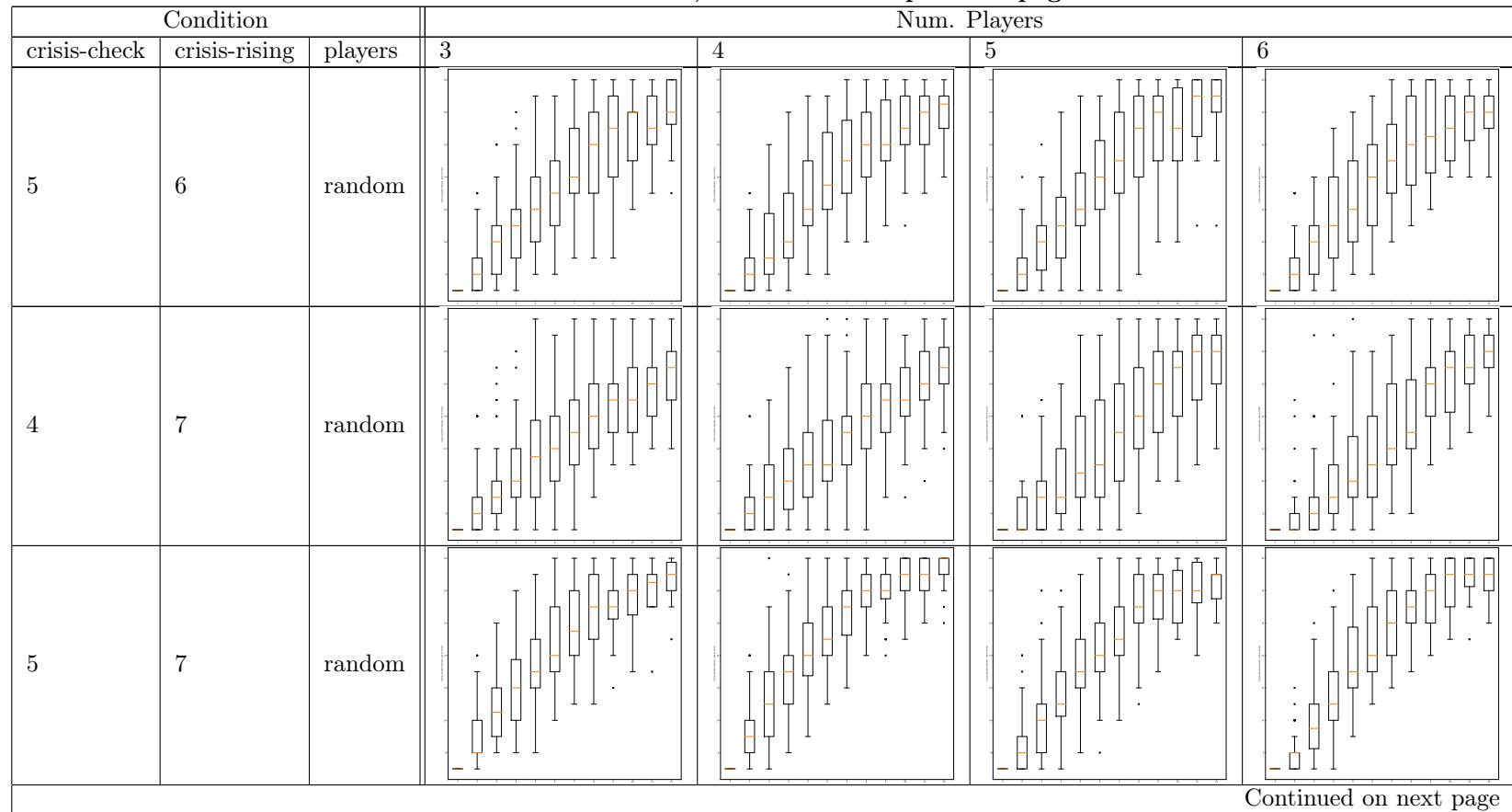
**Table 8** are-in-crisis, continued from previous page



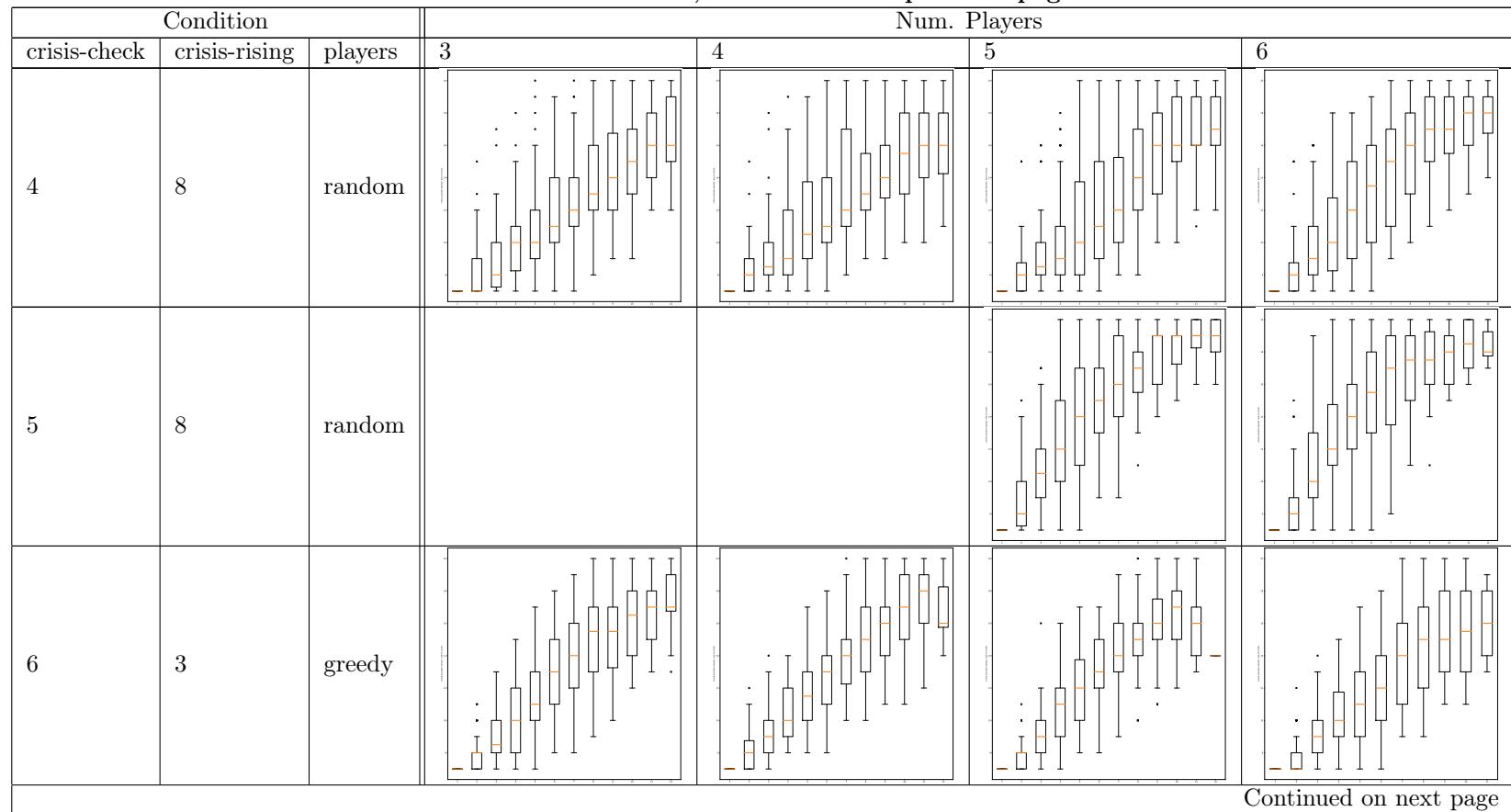
**Table 8** are-in-crisis, continued from previous page



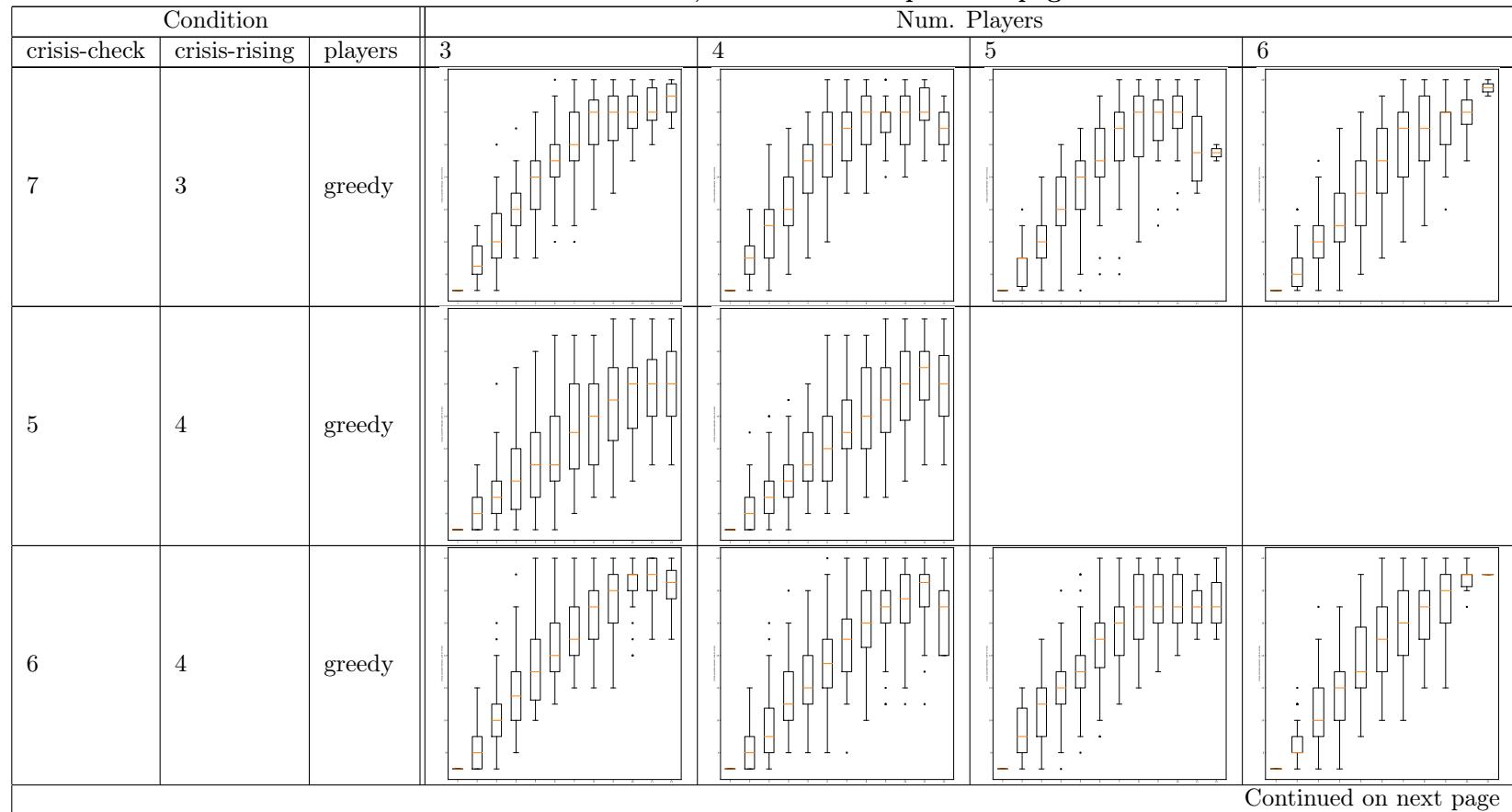
**Table 8** are-in-crisis, continued from previous page



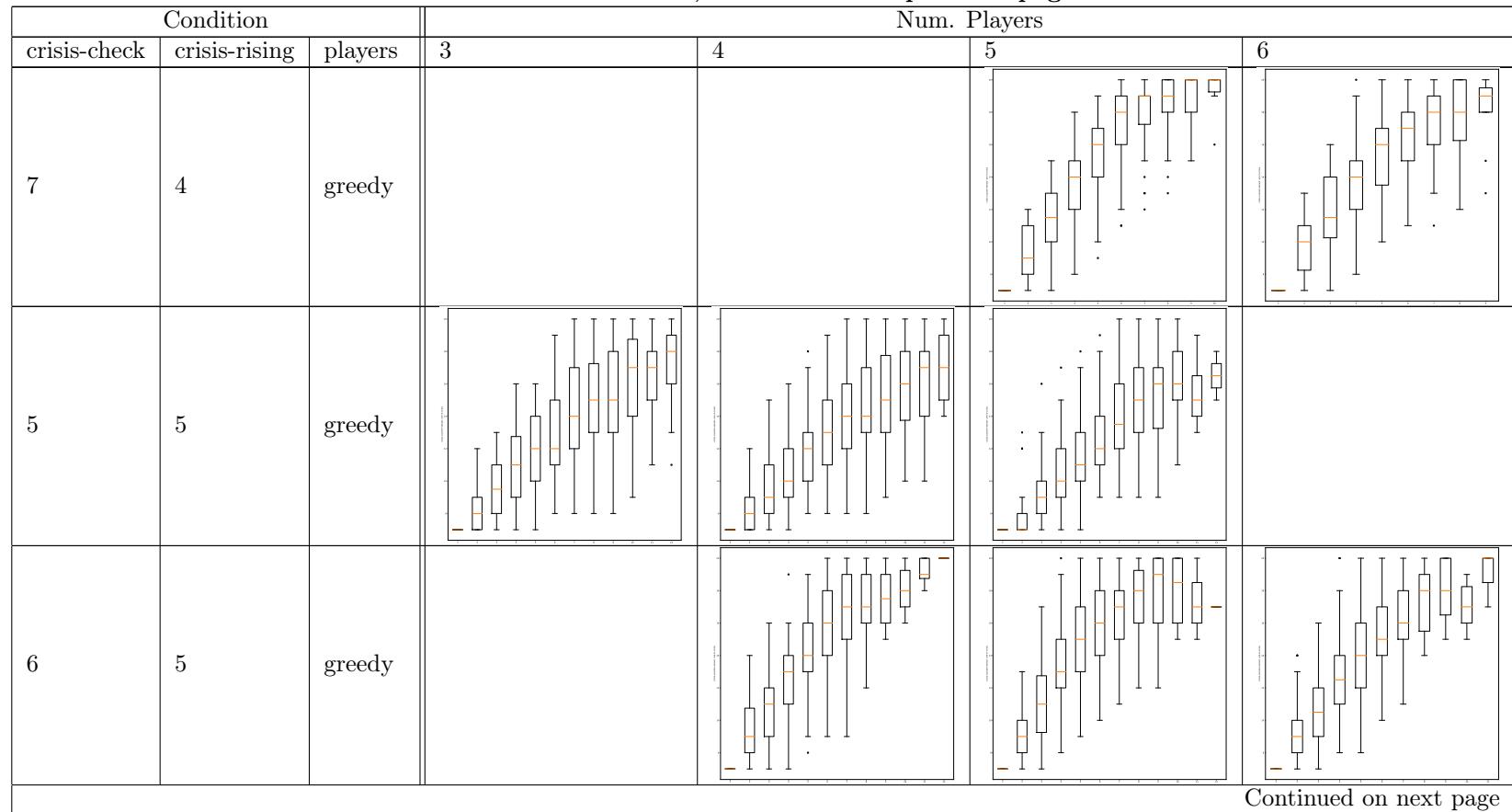
**Table 8** are-in-crisis, continued from previous page



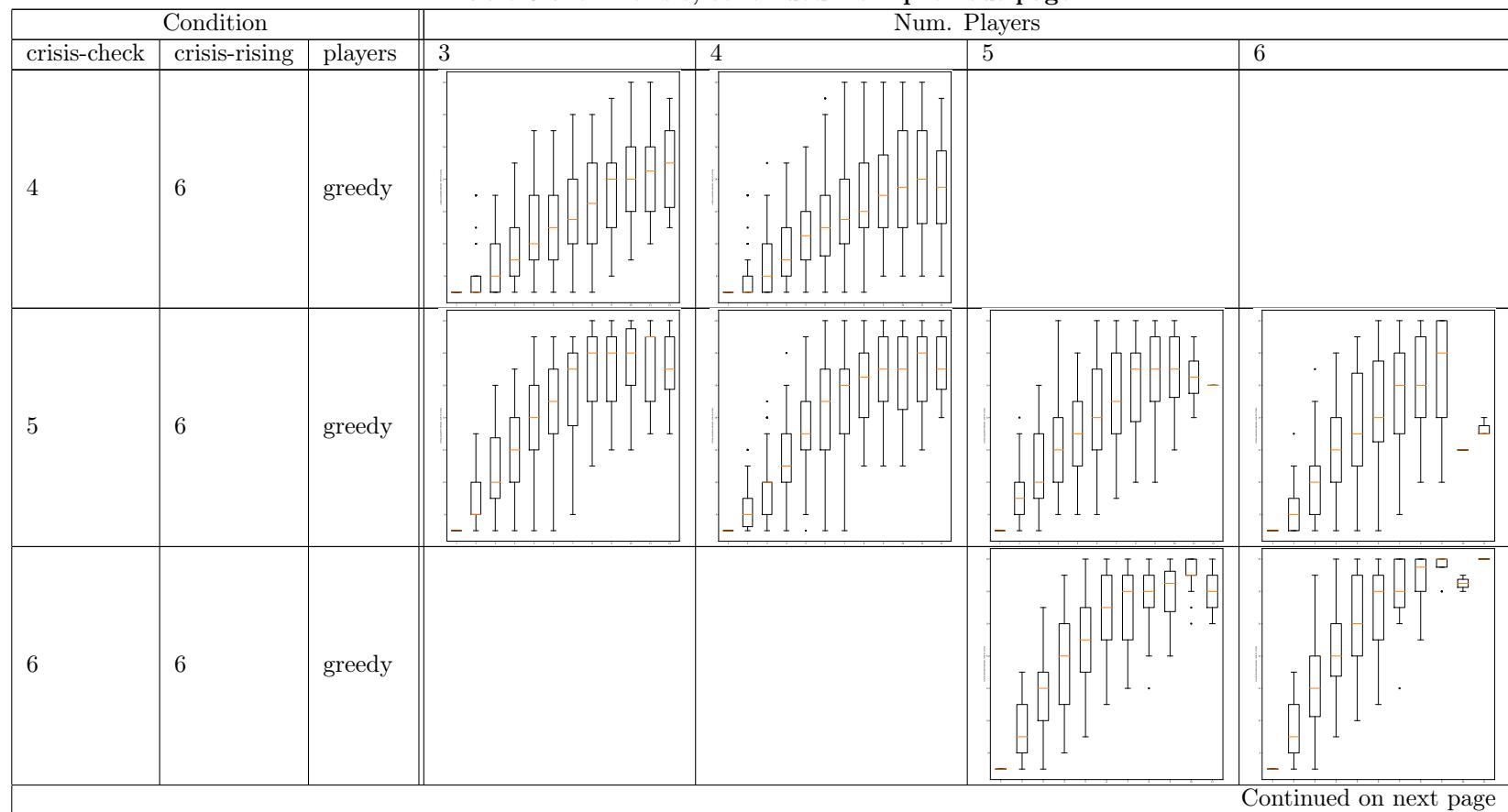
**Table 8** are-in-crisis, continued from previous page



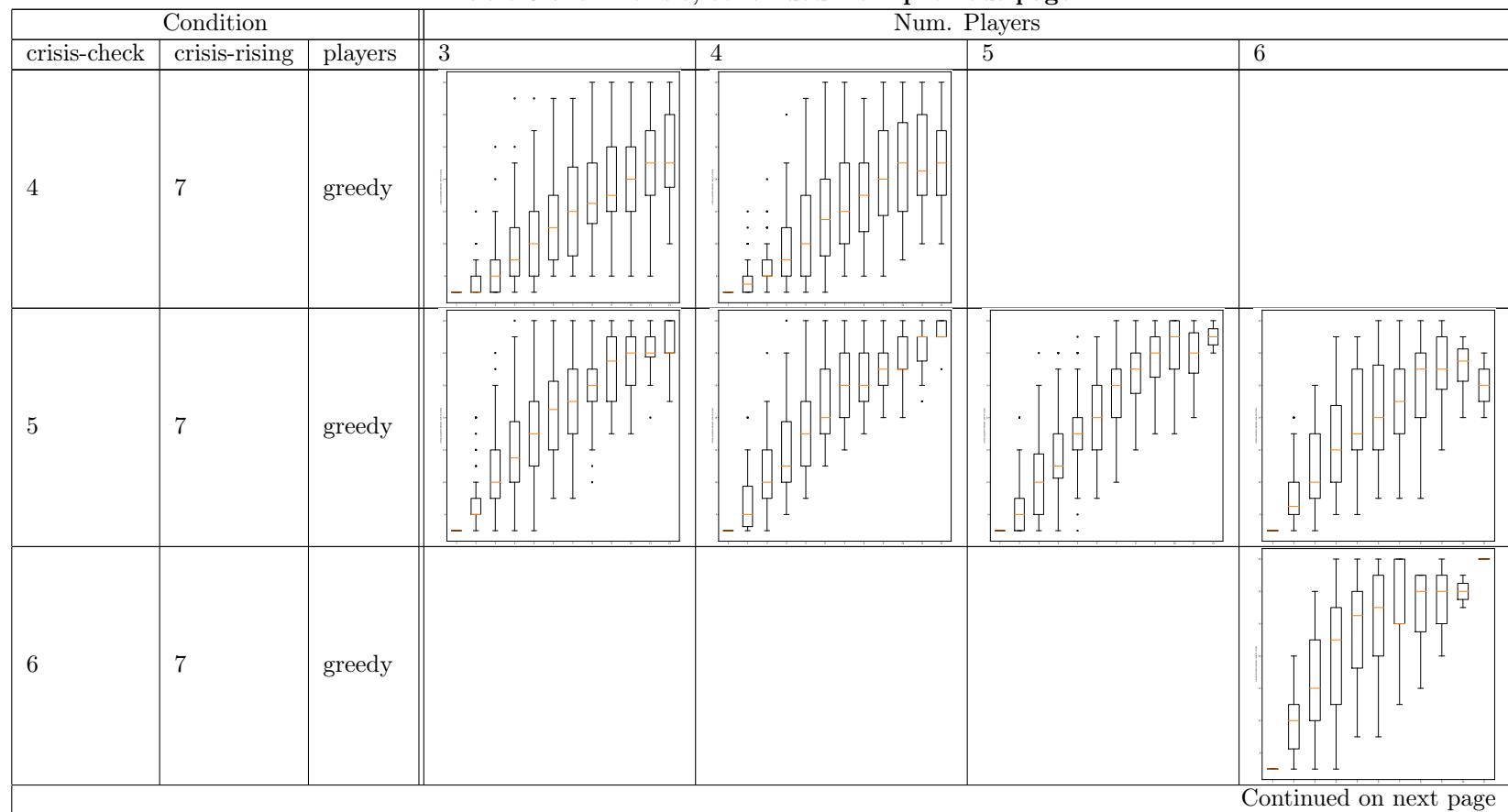
**Table 8** are-in-crisis, continued from previous page



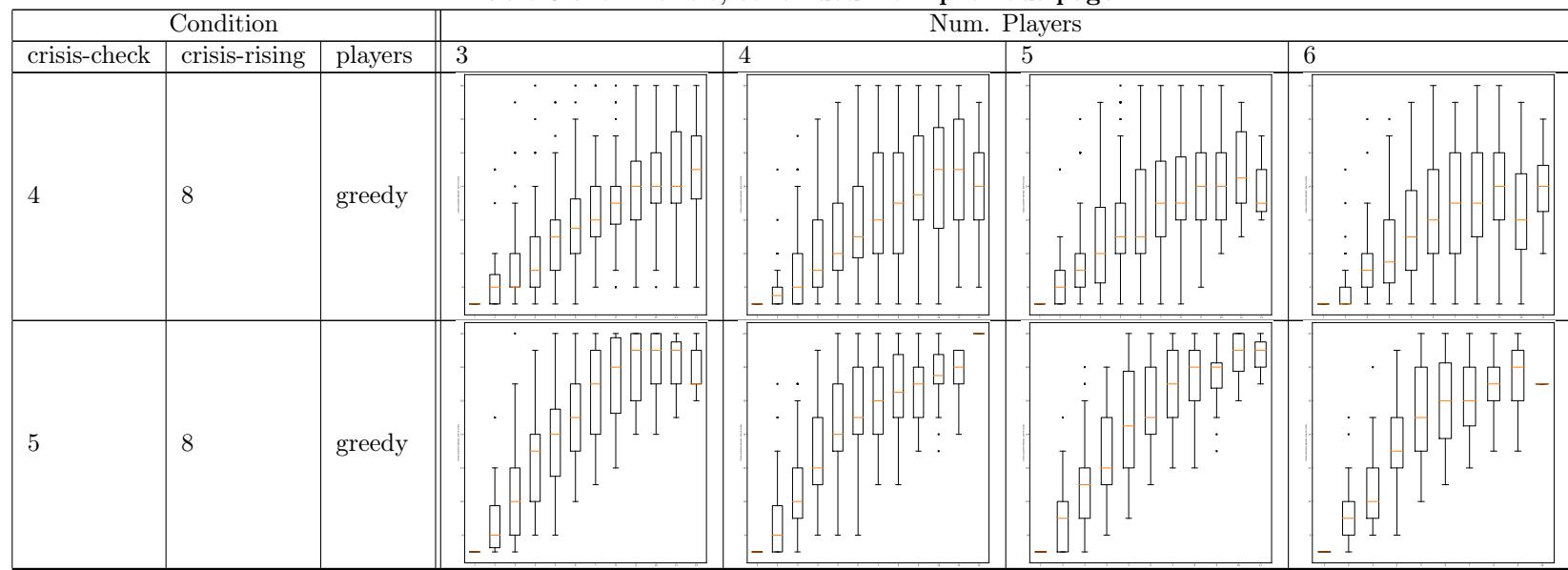
**Table 8** are-in-crisis, continued from previous page



**Table 8** are-in-crisis, continued from previous page

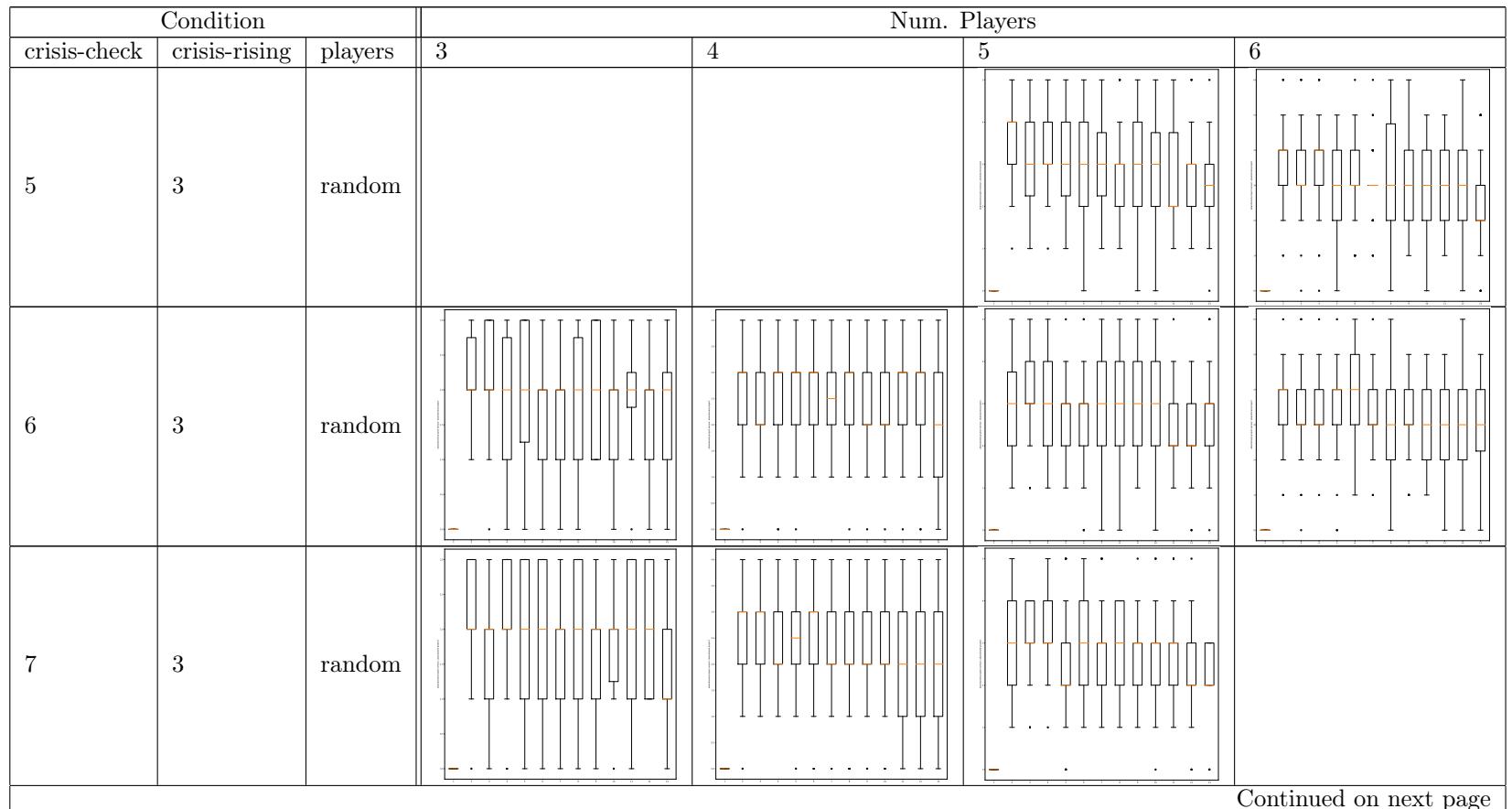


**Table 8** are-in-crisis, continued from previous page

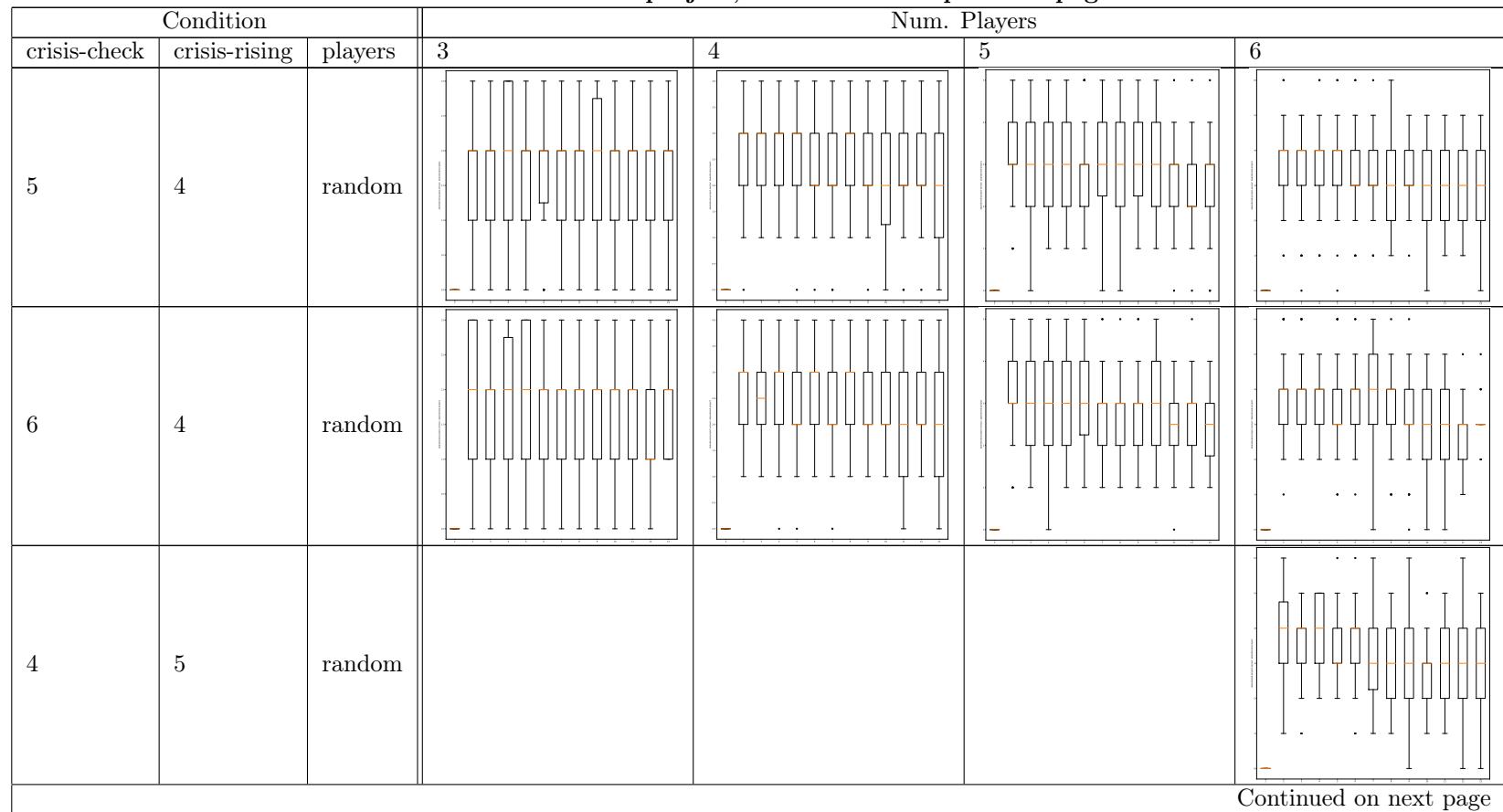


#### 4 abandoned-project-sensor: abandoned-project

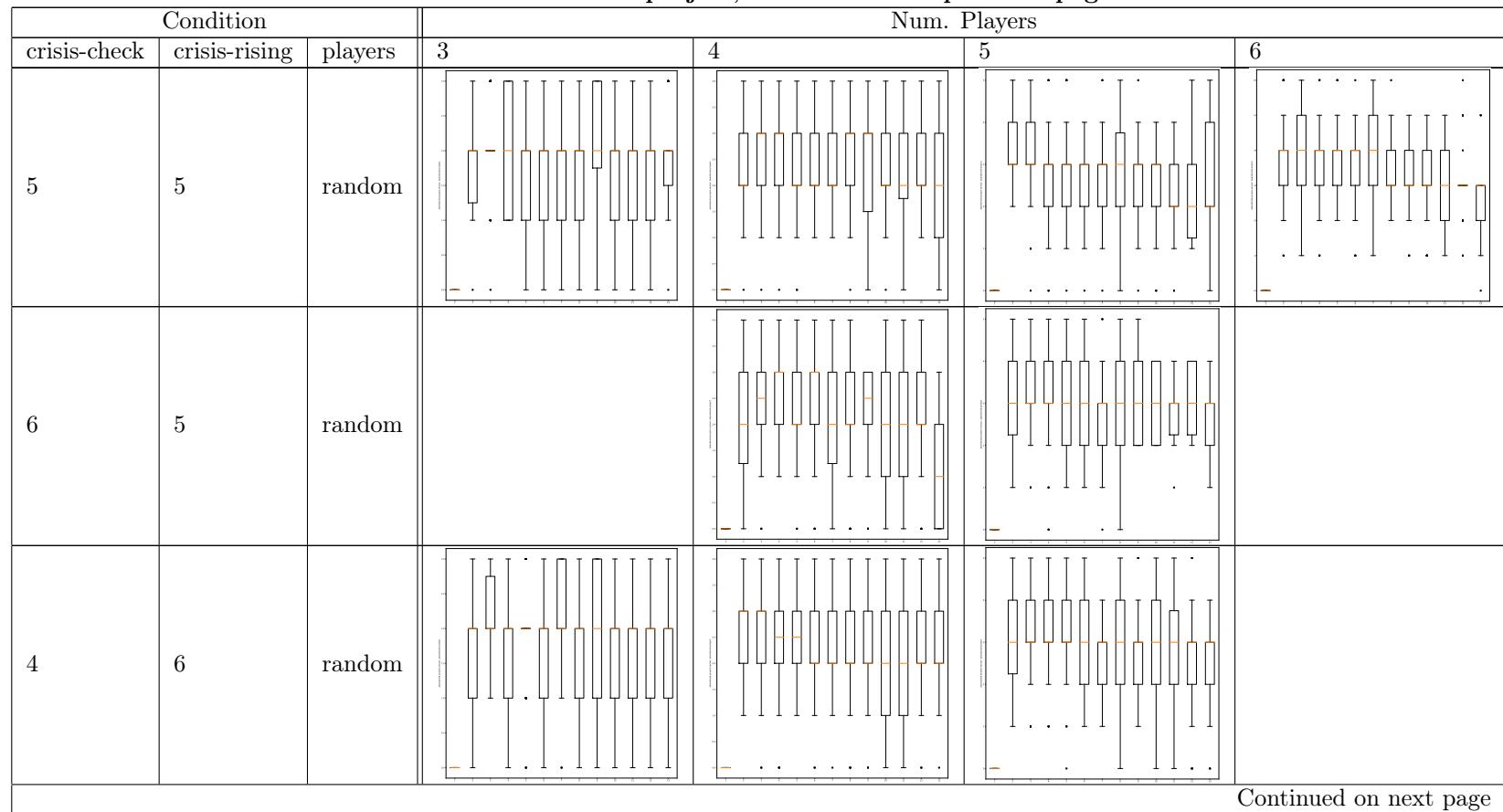
Table 9: abandoned-project



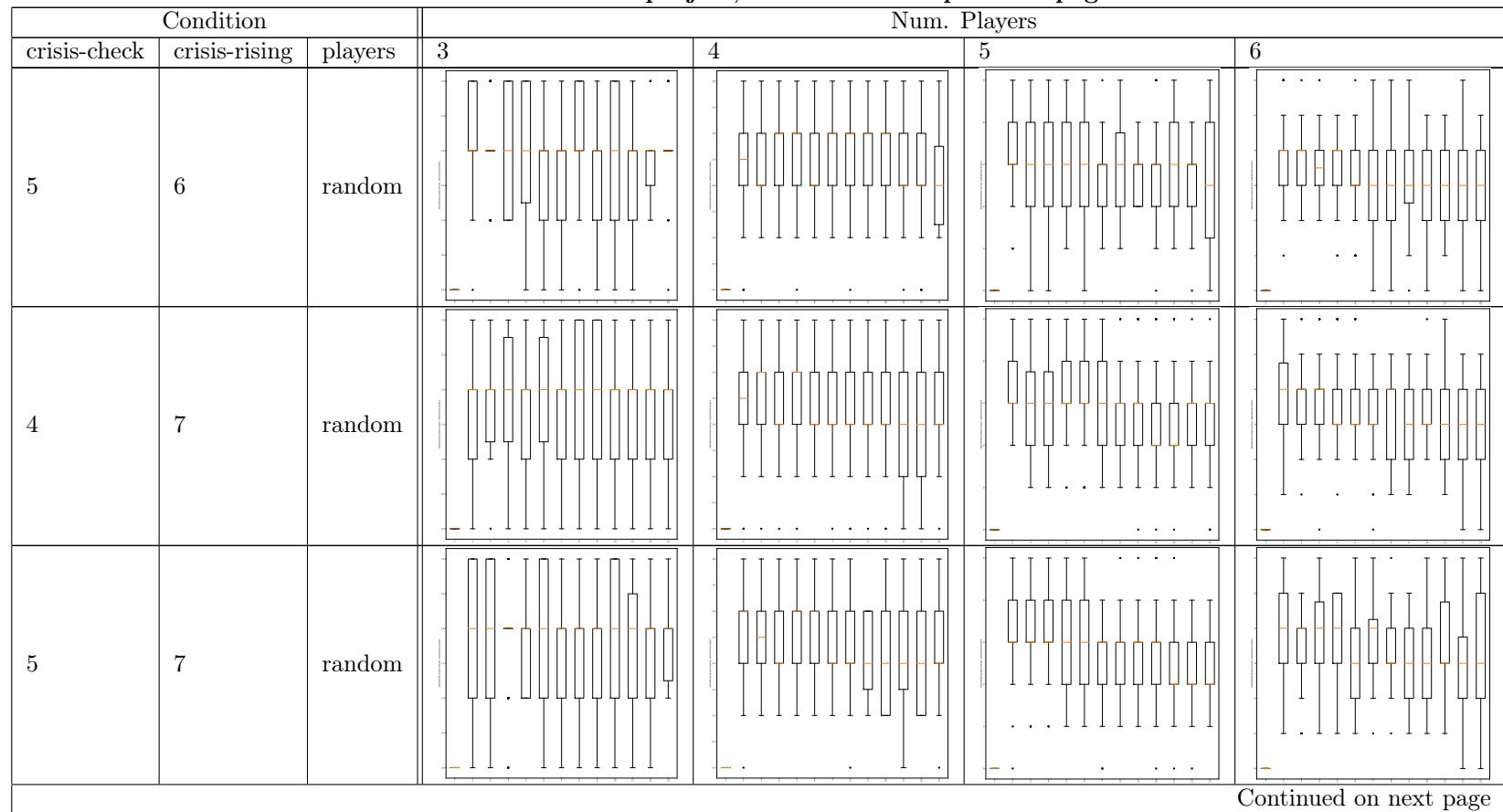
**Table 9 abandoned-project, continued from previous page**



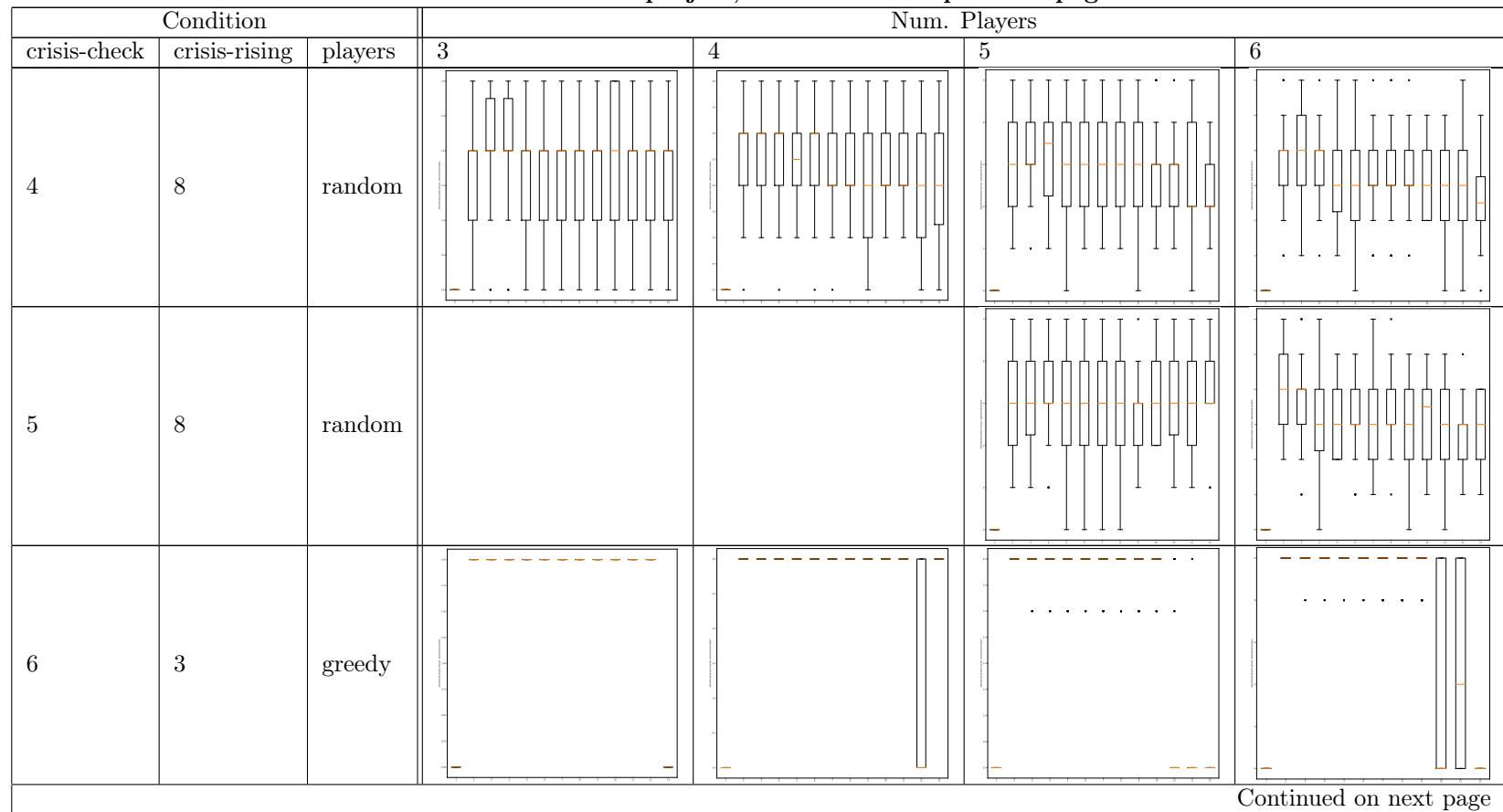
**Table 9 abandoned-project, continued from previous page**



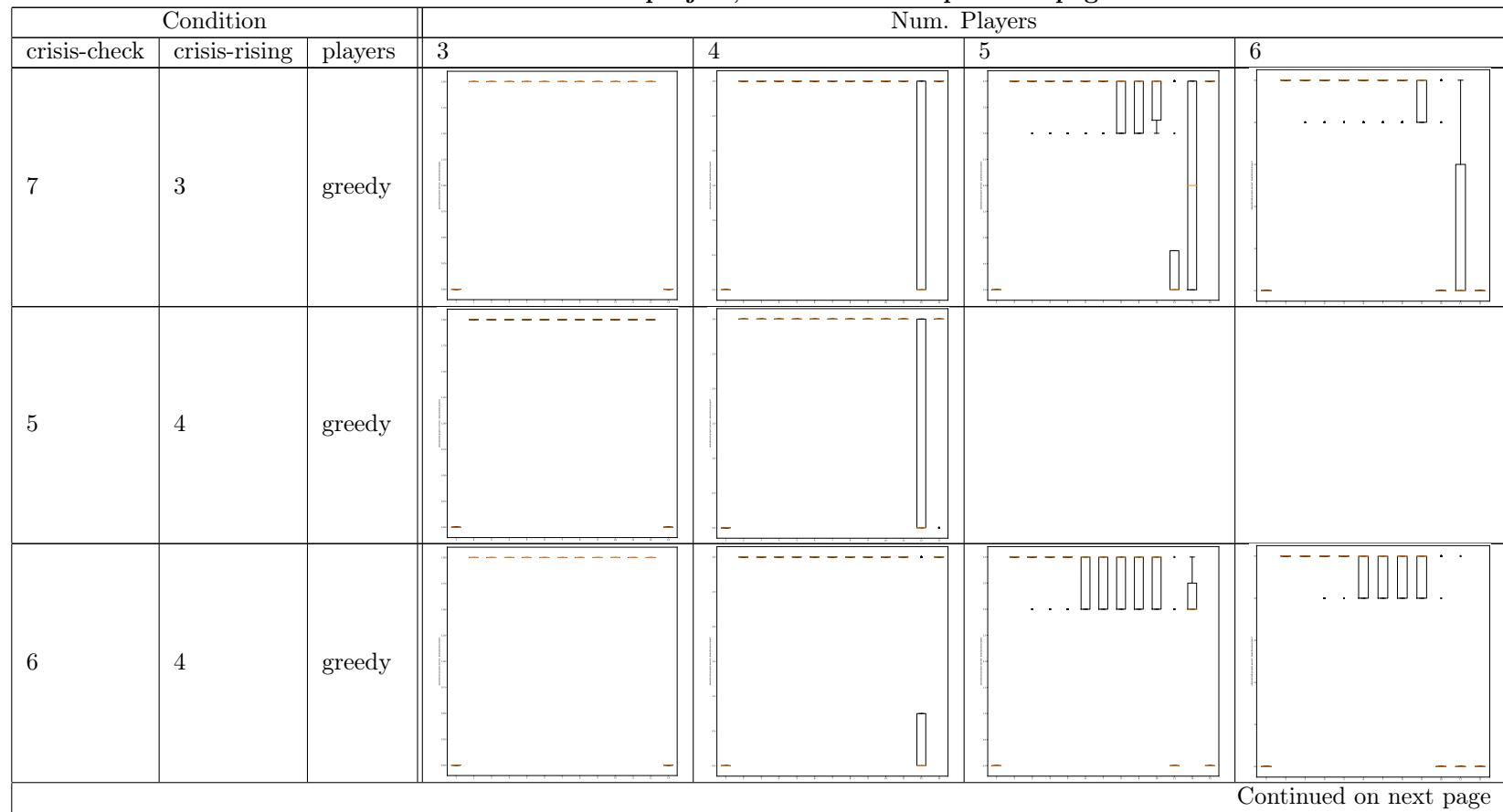
**Table 9 abandoned-project, continued from previous page**



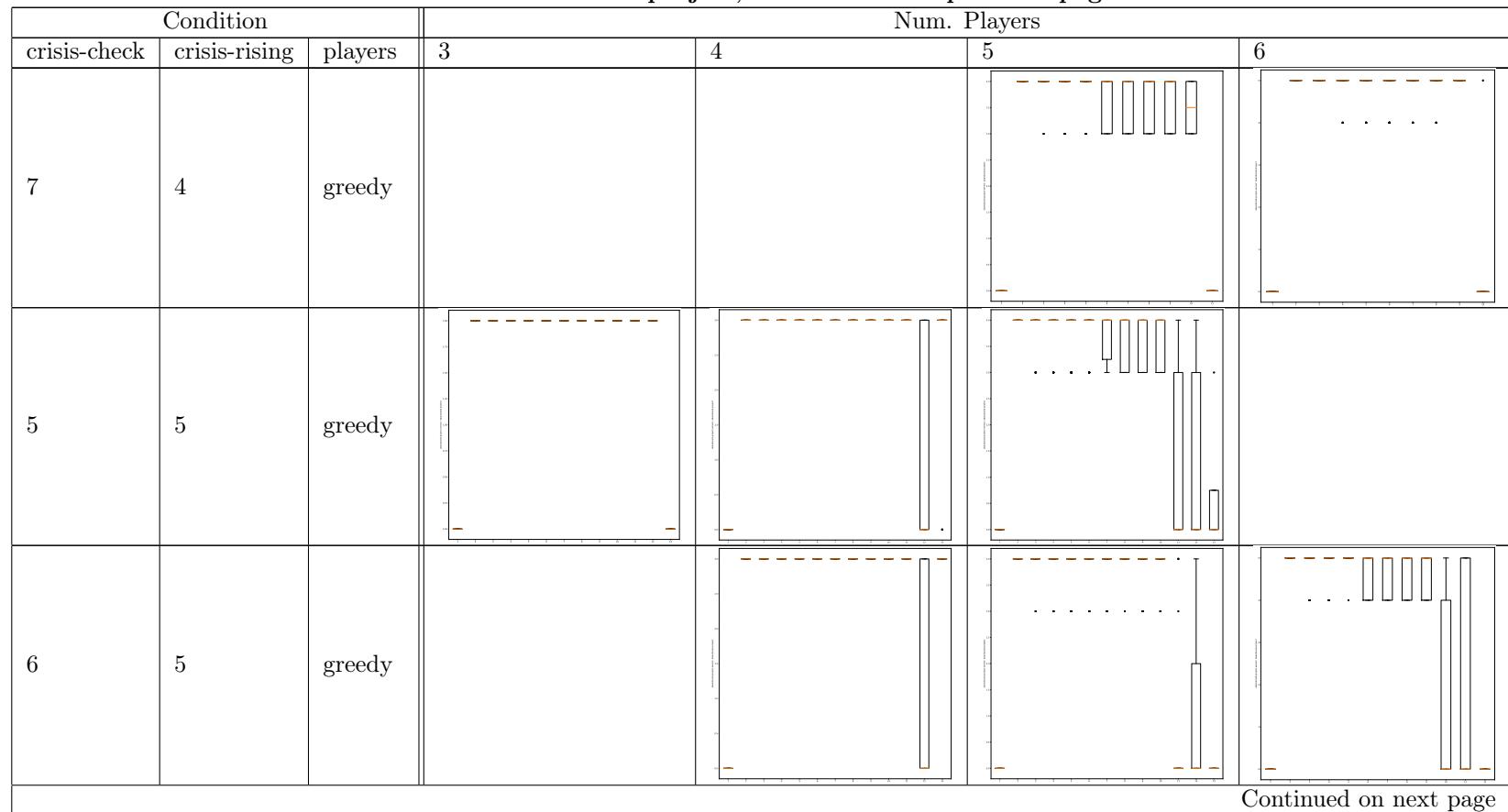
**Table 9 abandoned-project, continued from previous page**



**Table 9 abandoned-project, continued from previous page**

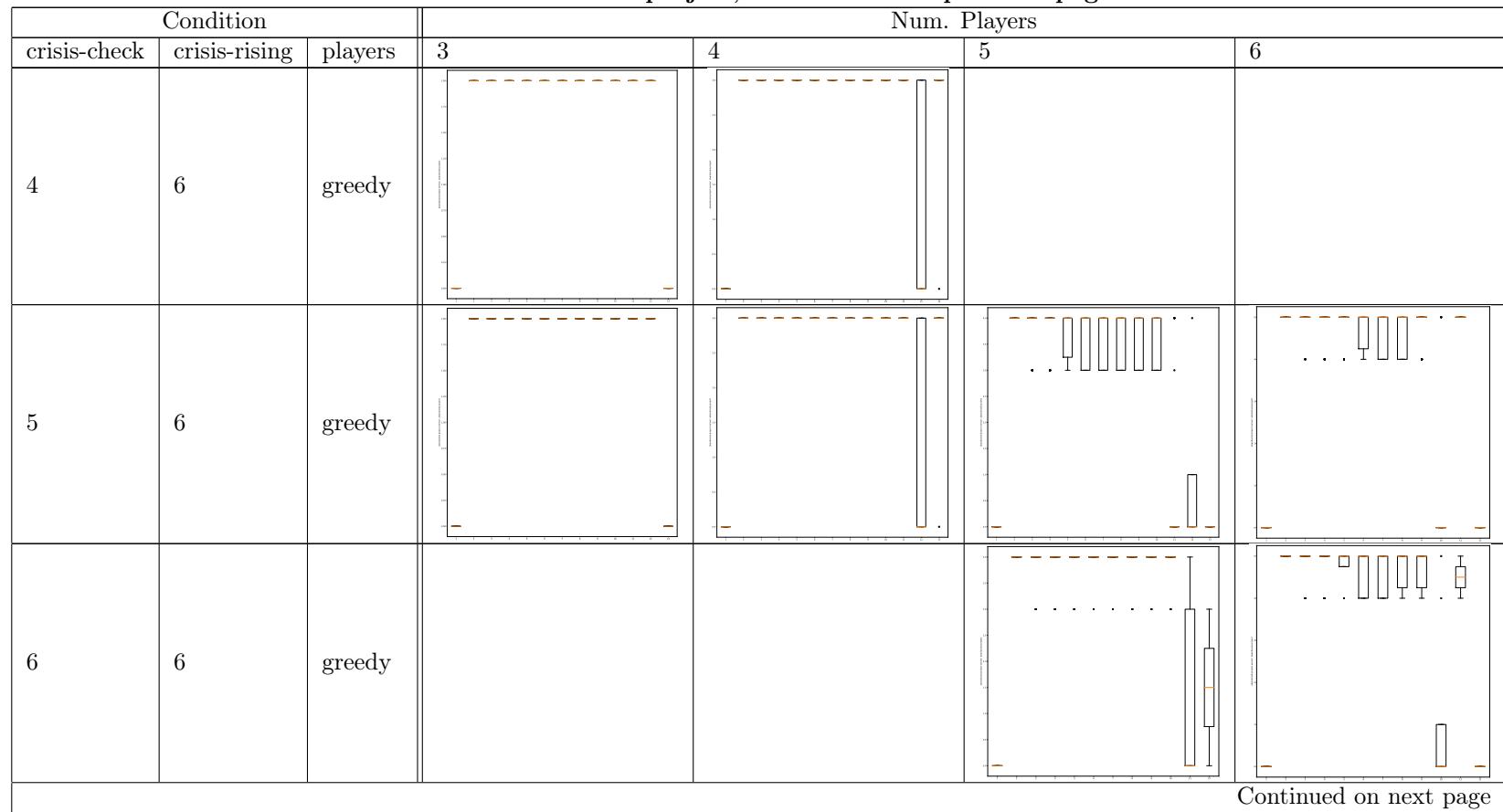


**Table 9 abandoned-project, continued from previous page**



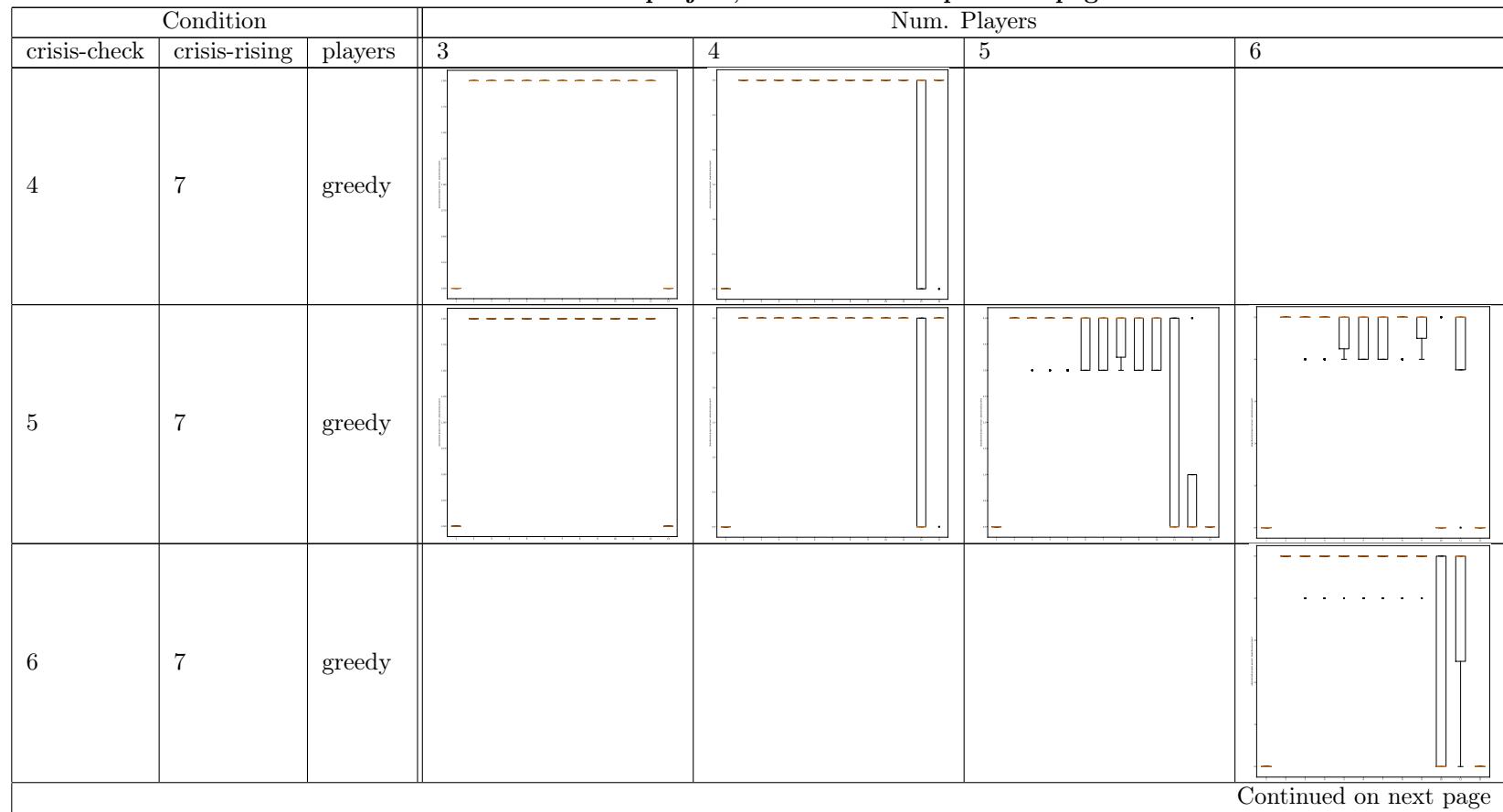
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**Table 9 abandoned-project, continued from previous page**



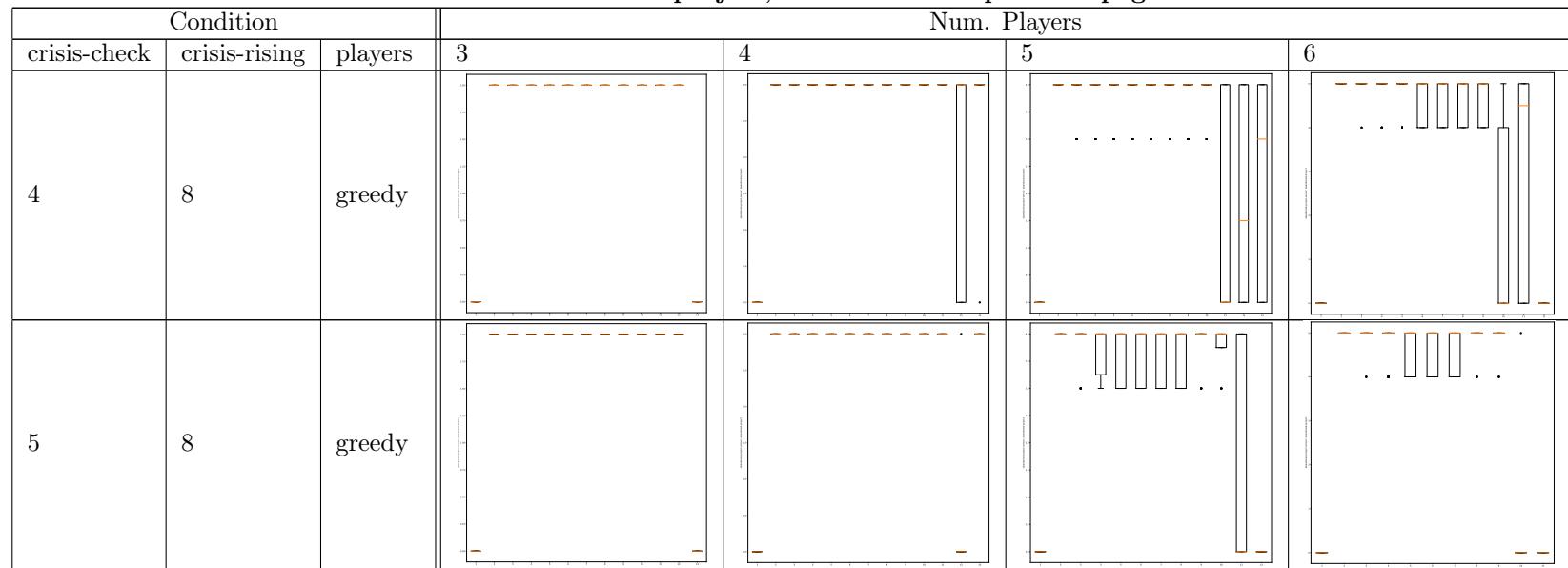
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**Table 9 abandoned-project, continued from previous page**



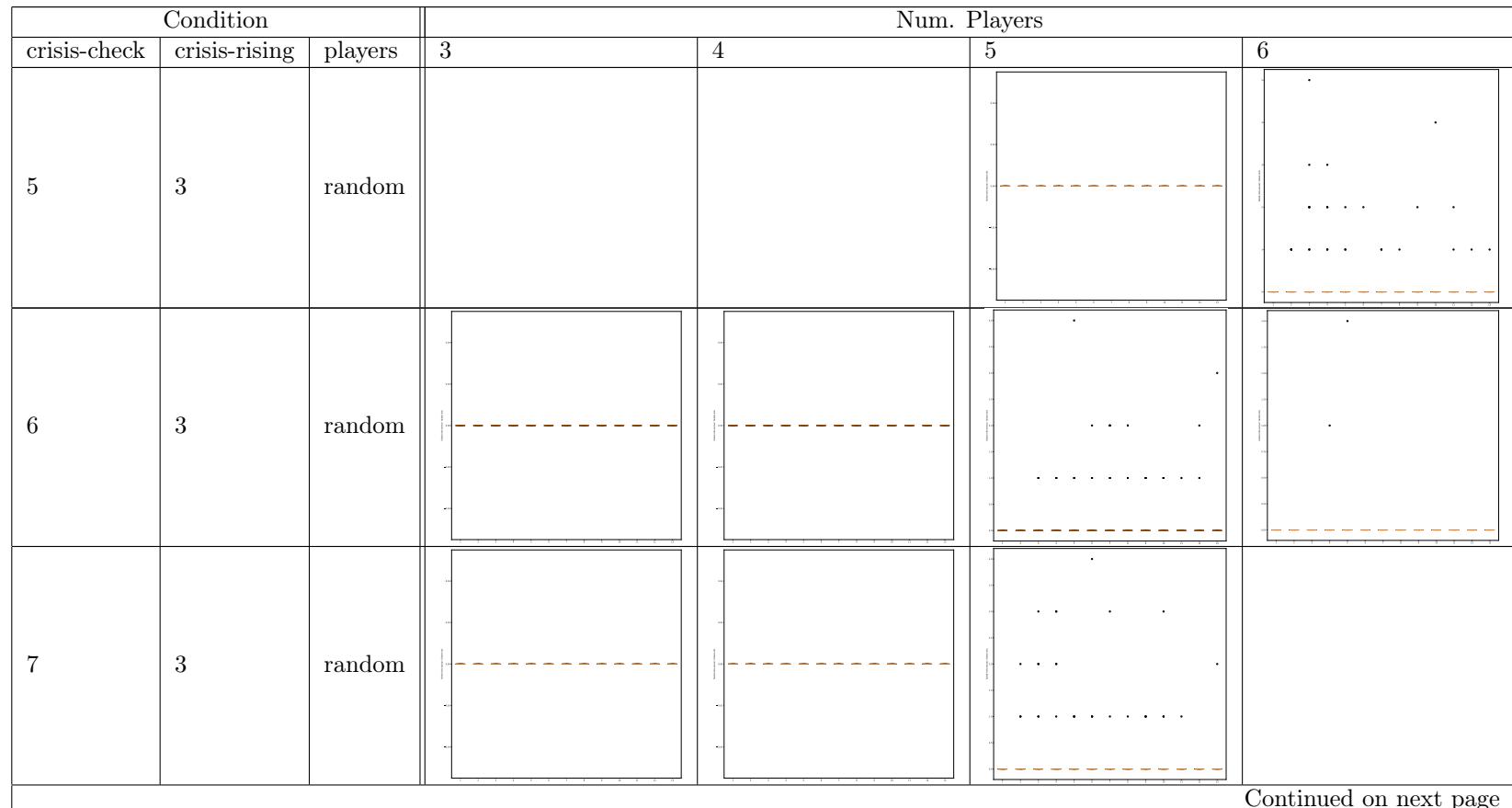
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**Table 9 abandoned-project, continued from previous page**

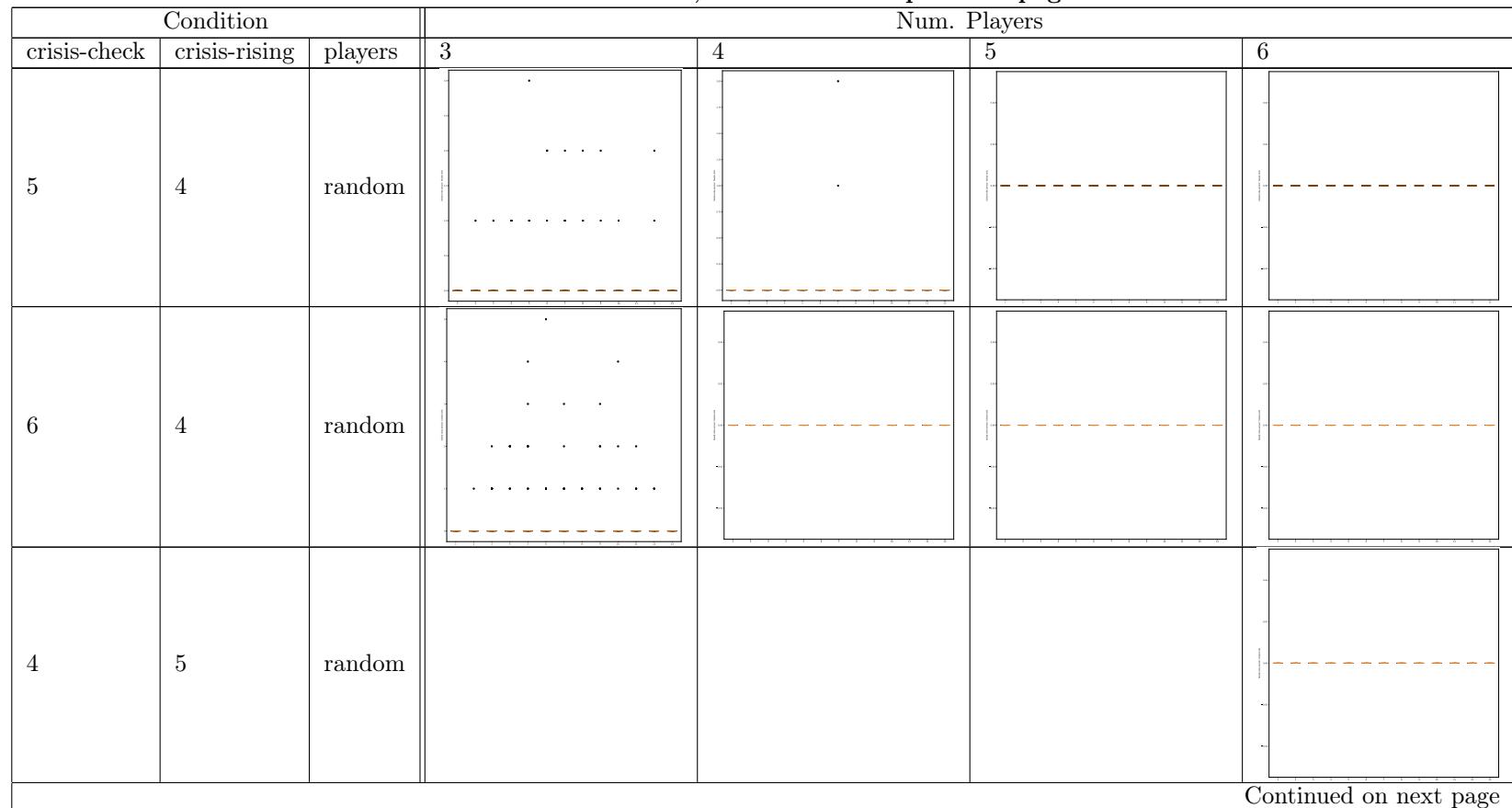


## 5 failed-rolls-sensor: failed-rolls

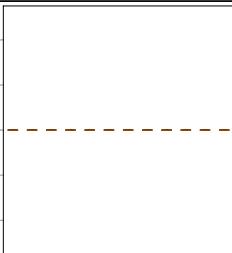
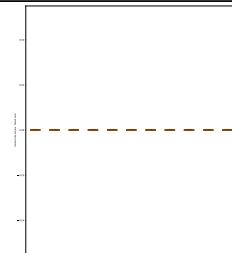
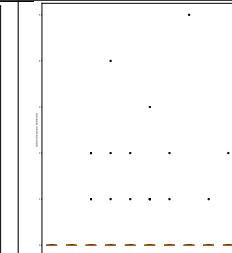
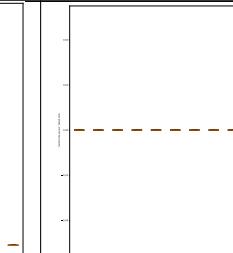
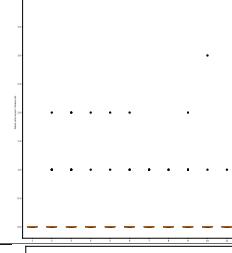
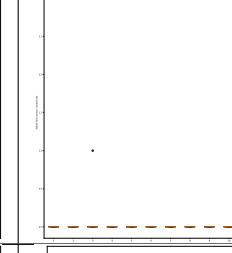
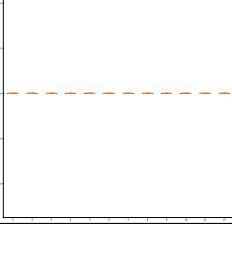
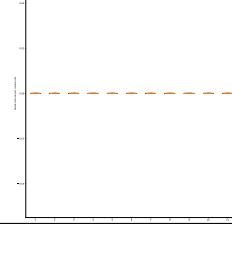
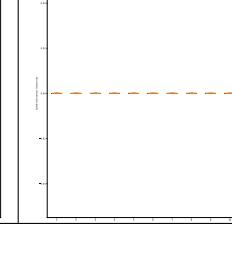
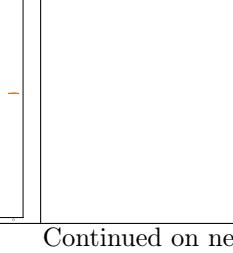
Table 10: failed-rolls



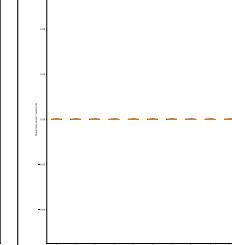
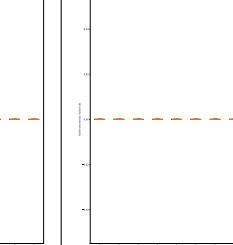
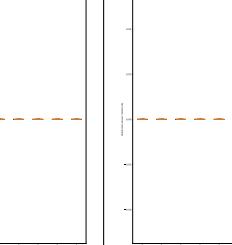
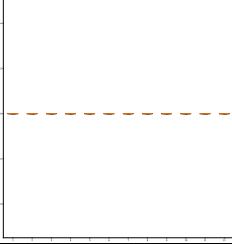
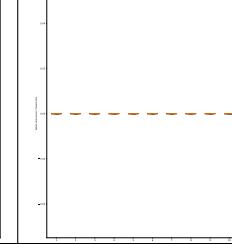
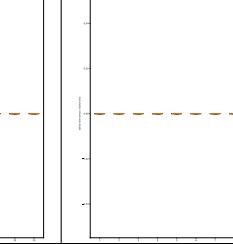
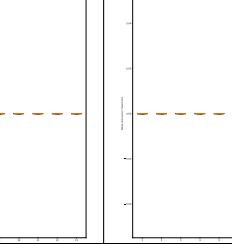
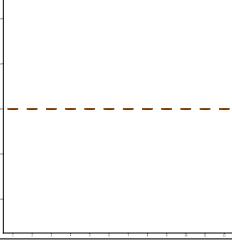
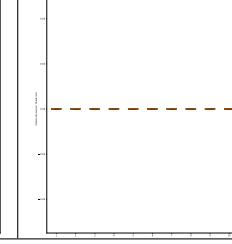
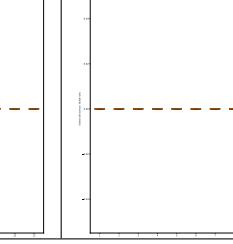
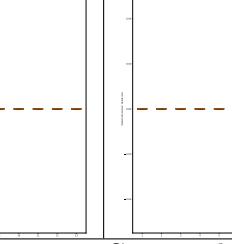
**Table 10 failed-rolls, continued from previous page**



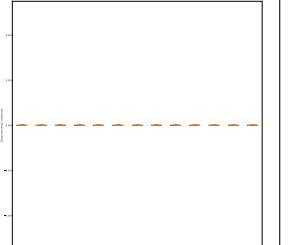
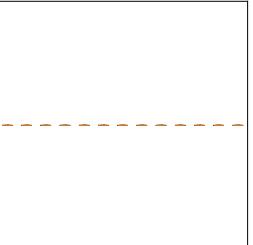
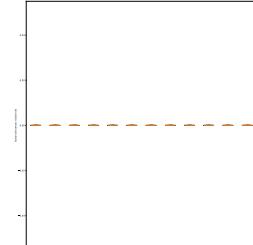
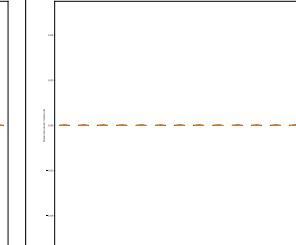
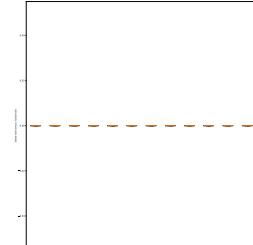
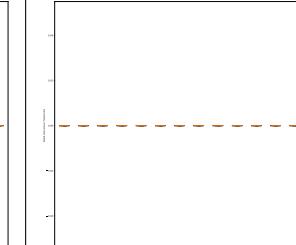
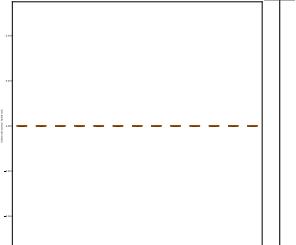
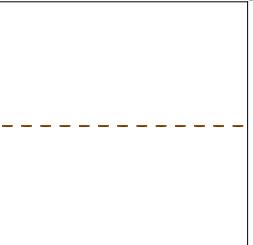
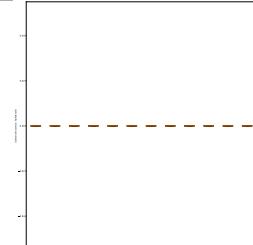
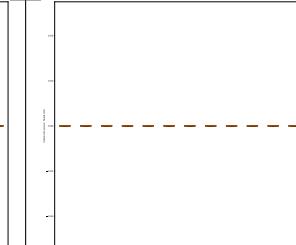
**Table 10 failed-rolls, continued from previous page**

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
5	5	random				
6	5	random				
4	6	random				
Continued on next page						

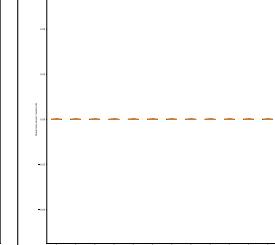
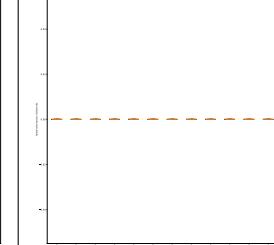
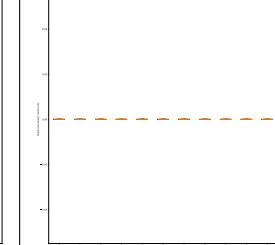
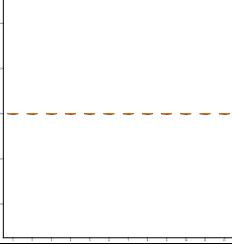
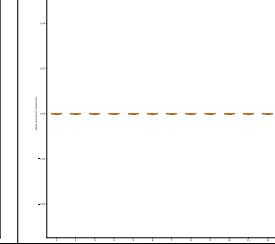
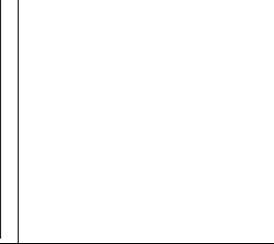
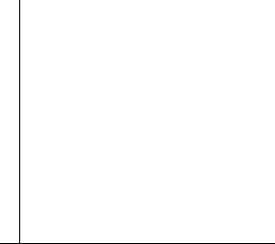
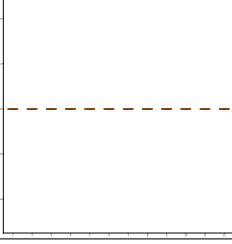
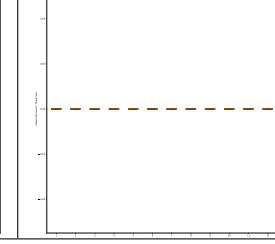
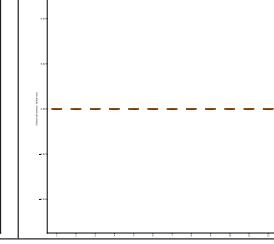
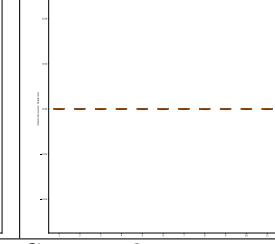
**Table 10 failed-rolls, continued from previous page**

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
5	6	random				
4	7	random				
5	7	random				
Continued on next page						

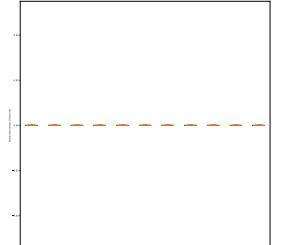
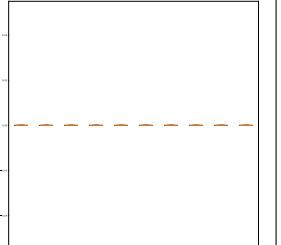
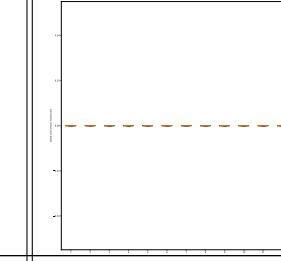
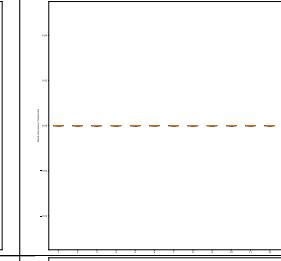
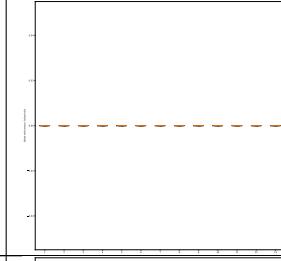
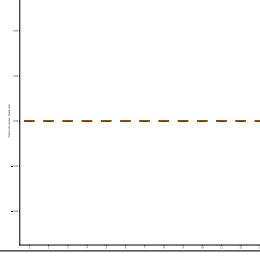
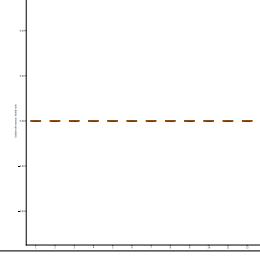
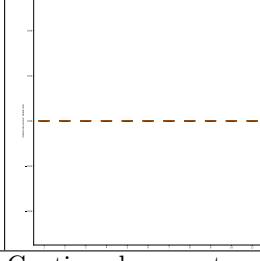
**Table 10 failed-rolls, continued from previous page**

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
4	8	random				
5	8	random				
6	3	greedy				
Continued on next page						

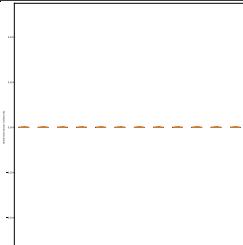
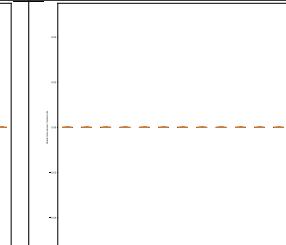
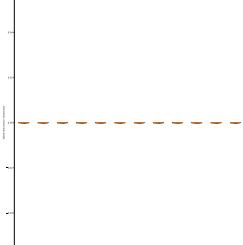
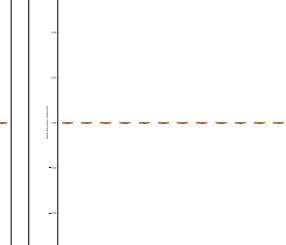
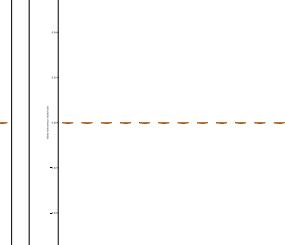
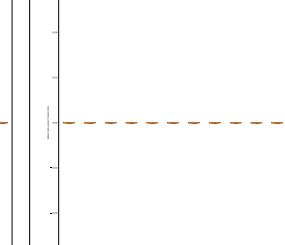
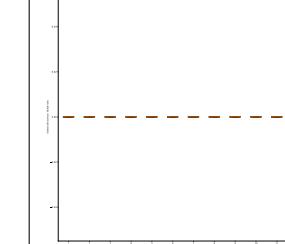
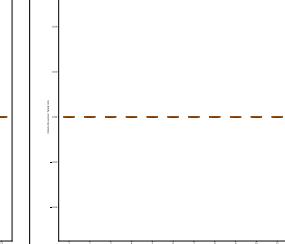
**Table 10 failed-rolls, continued from previous page**

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
7	3	greedy				
5	4	greedy				
6	4	greedy				
Continued on next page						

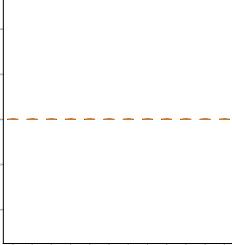
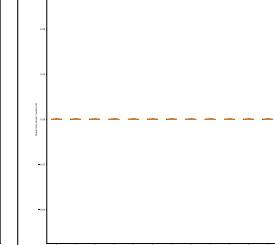
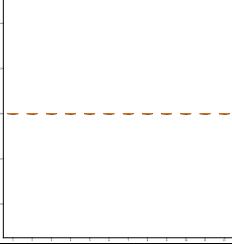
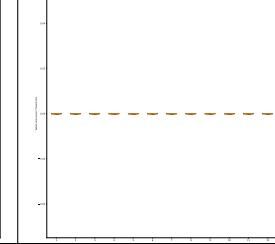
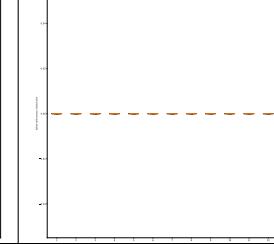
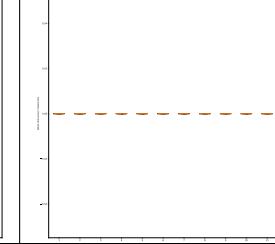
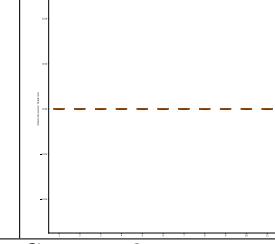
**Table 10 failed-rolls, continued from previous page**

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
7	4	greedy				
5	5	greedy				
6	5	greedy				
Continued on next page						

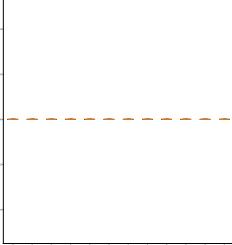
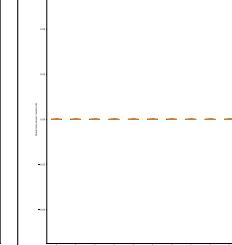
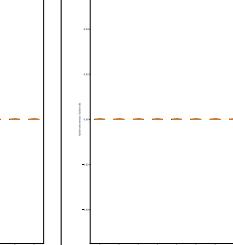
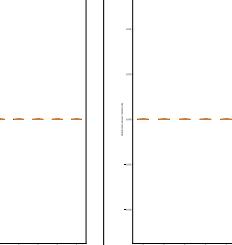
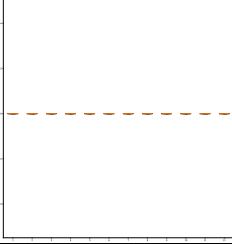
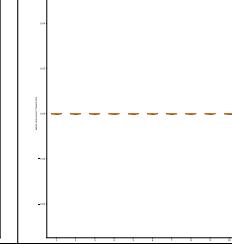
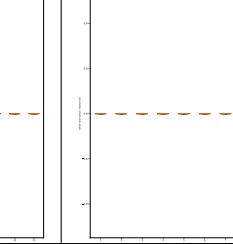
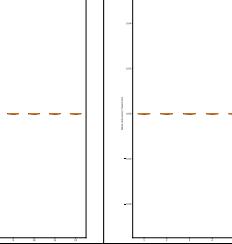
**Table 10 failed-rolls, continued from previous page**

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
4	6	greedy				
5	6	greedy				
6	6	greedy				
Continued on next page						

**Table 10 failed-rolls, continued from previous page**

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
4	7	greedy				
5	7	greedy				
6	7	greedy				
Continued on next page						

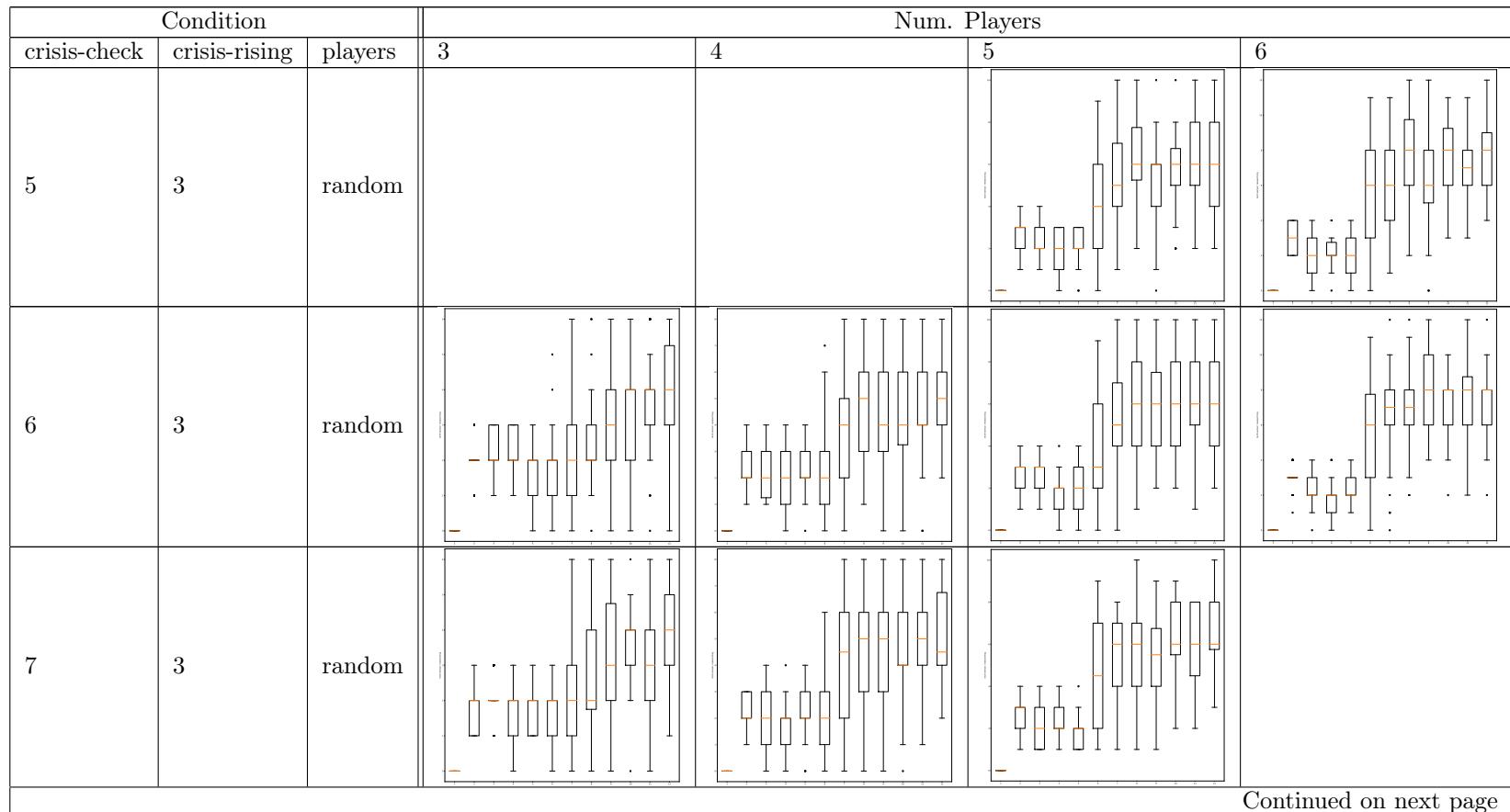
**Table 10 failed-rolls, continued from previous page**

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
4	8	greedy				
5	8	greedy				

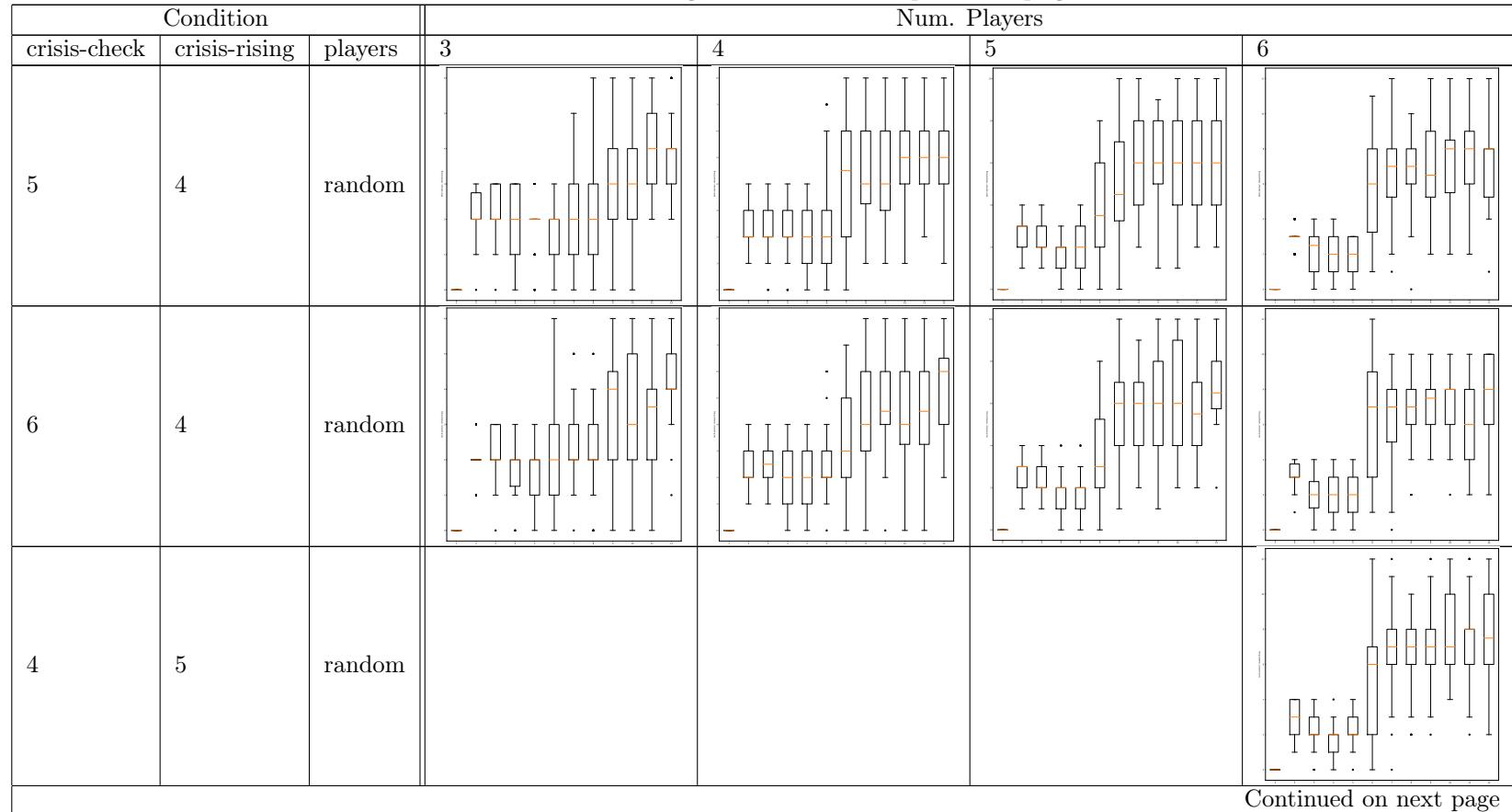
## 6 tech-sensor

### 6.0.1 researching

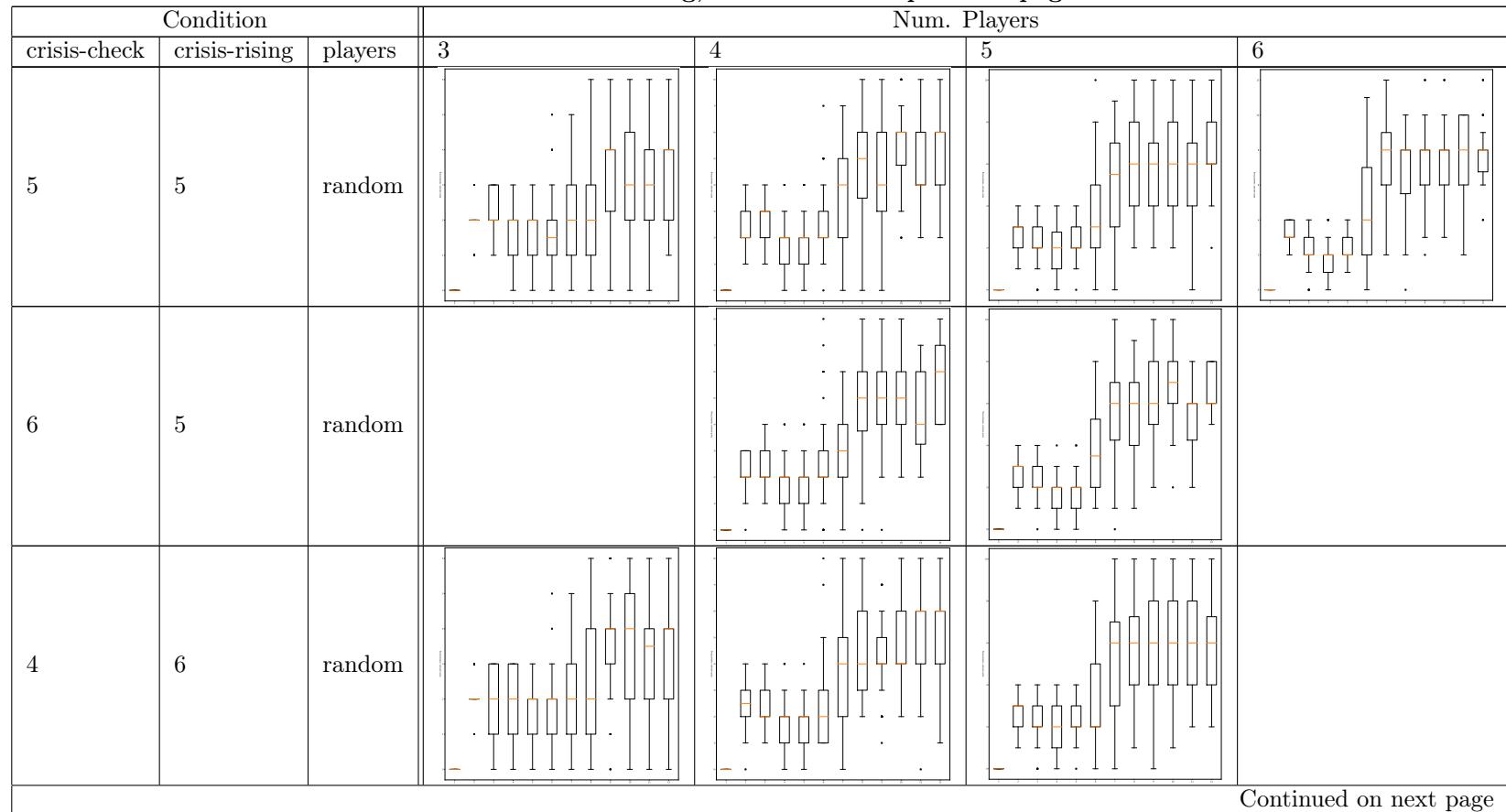
Table 11: researching



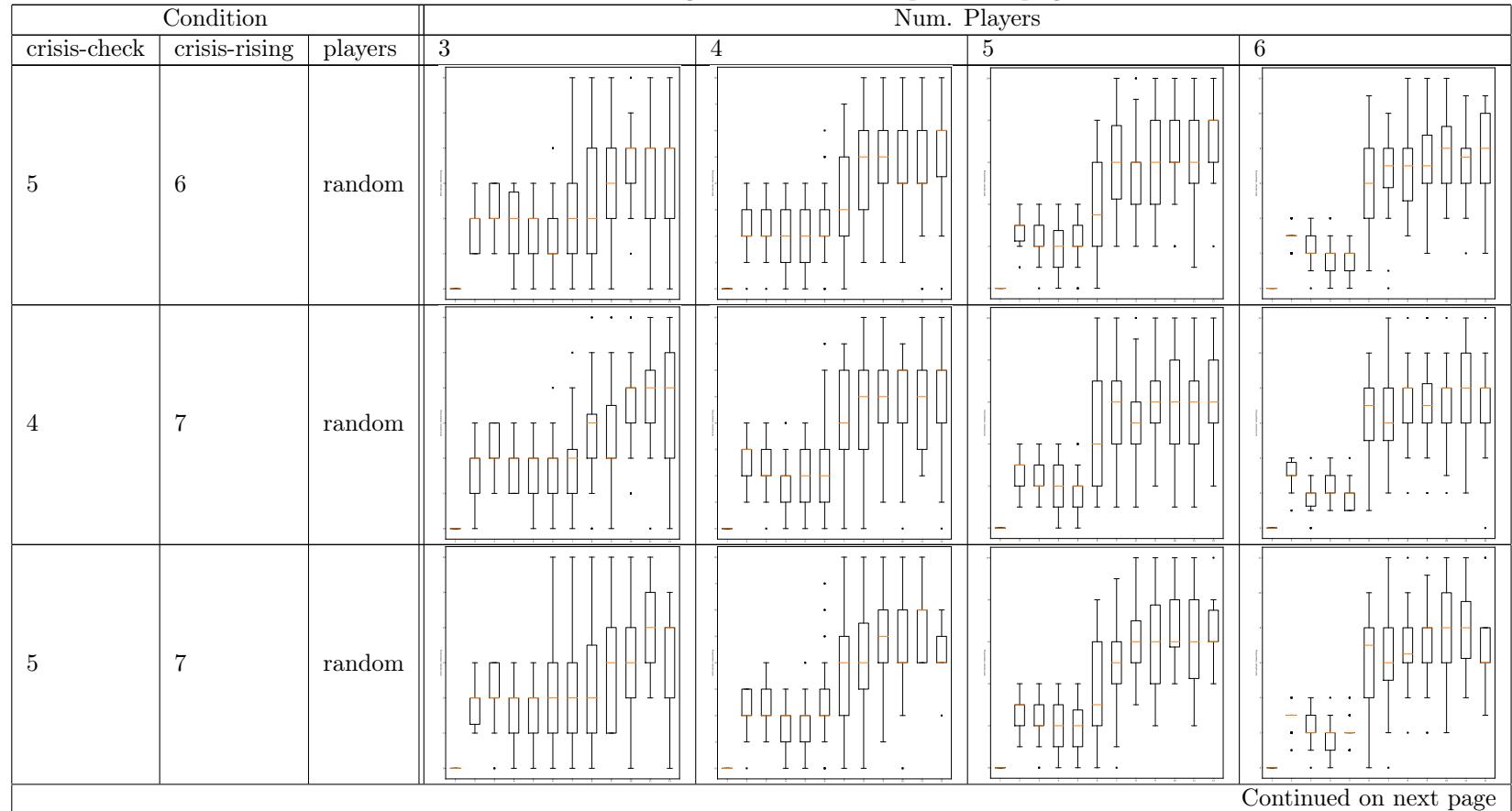
**Table 11** researching, continued from previous page



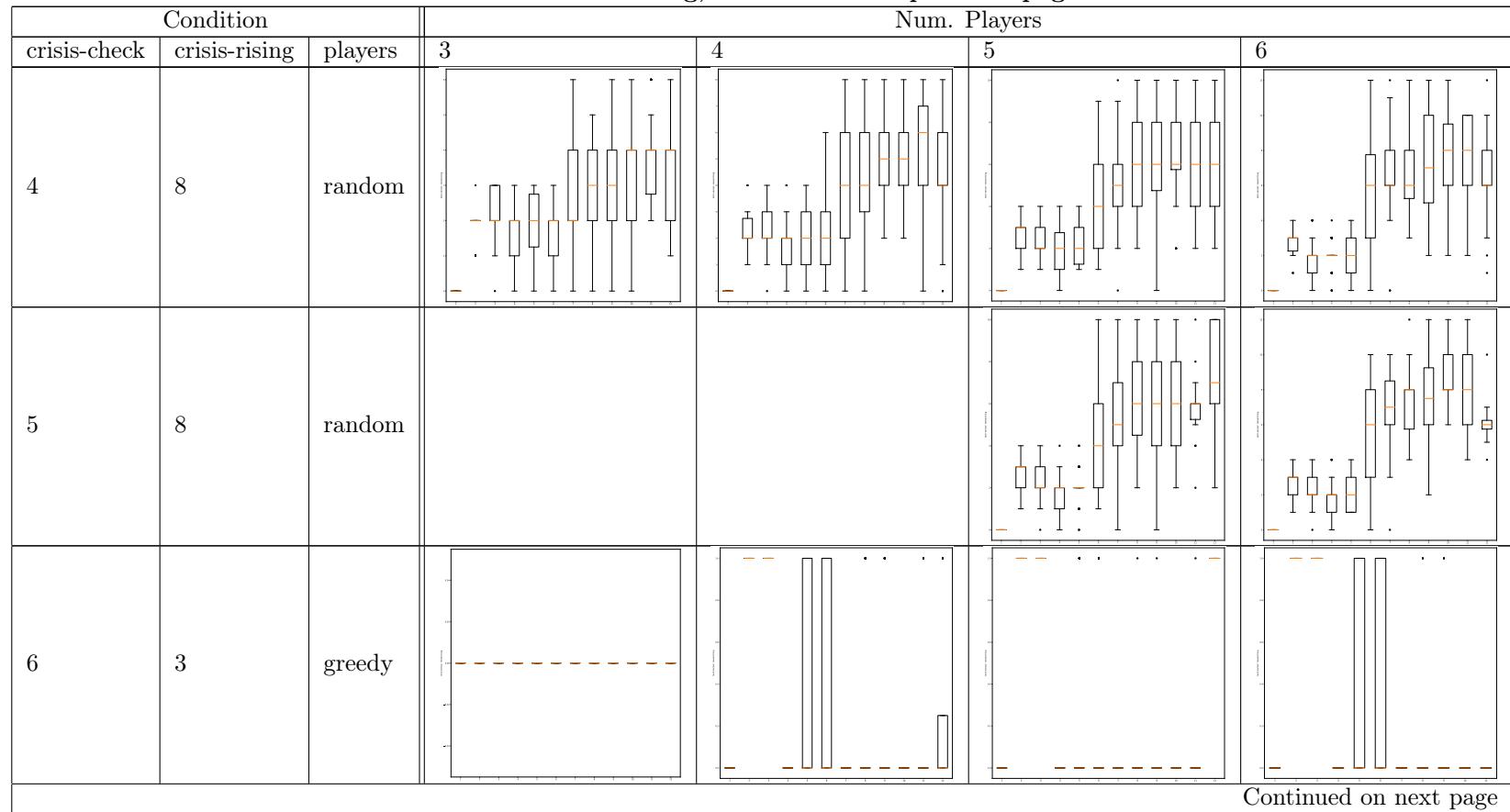
**Table 11** researching, continued from previous page



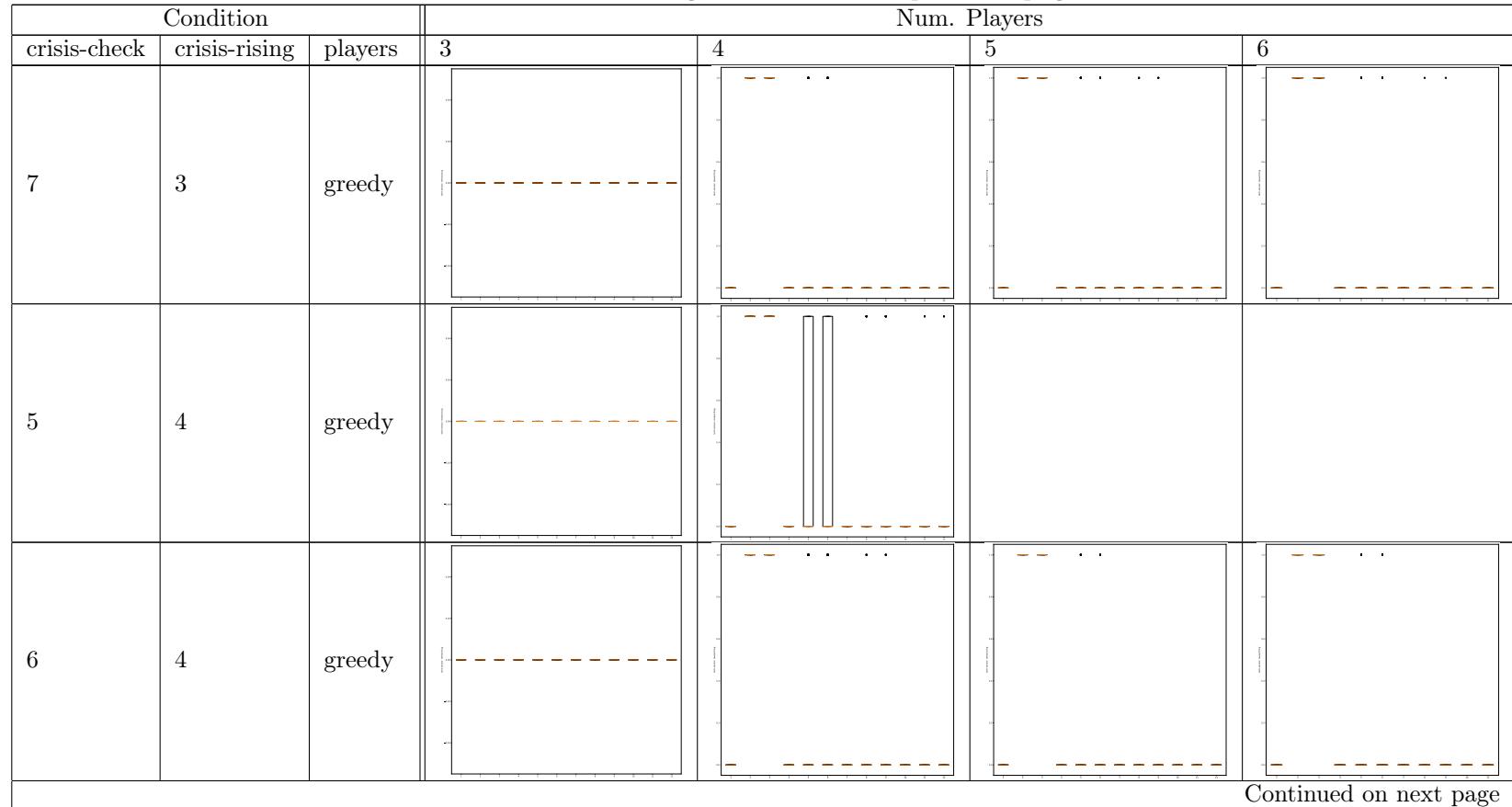
**Table 11** researching, continued from previous page



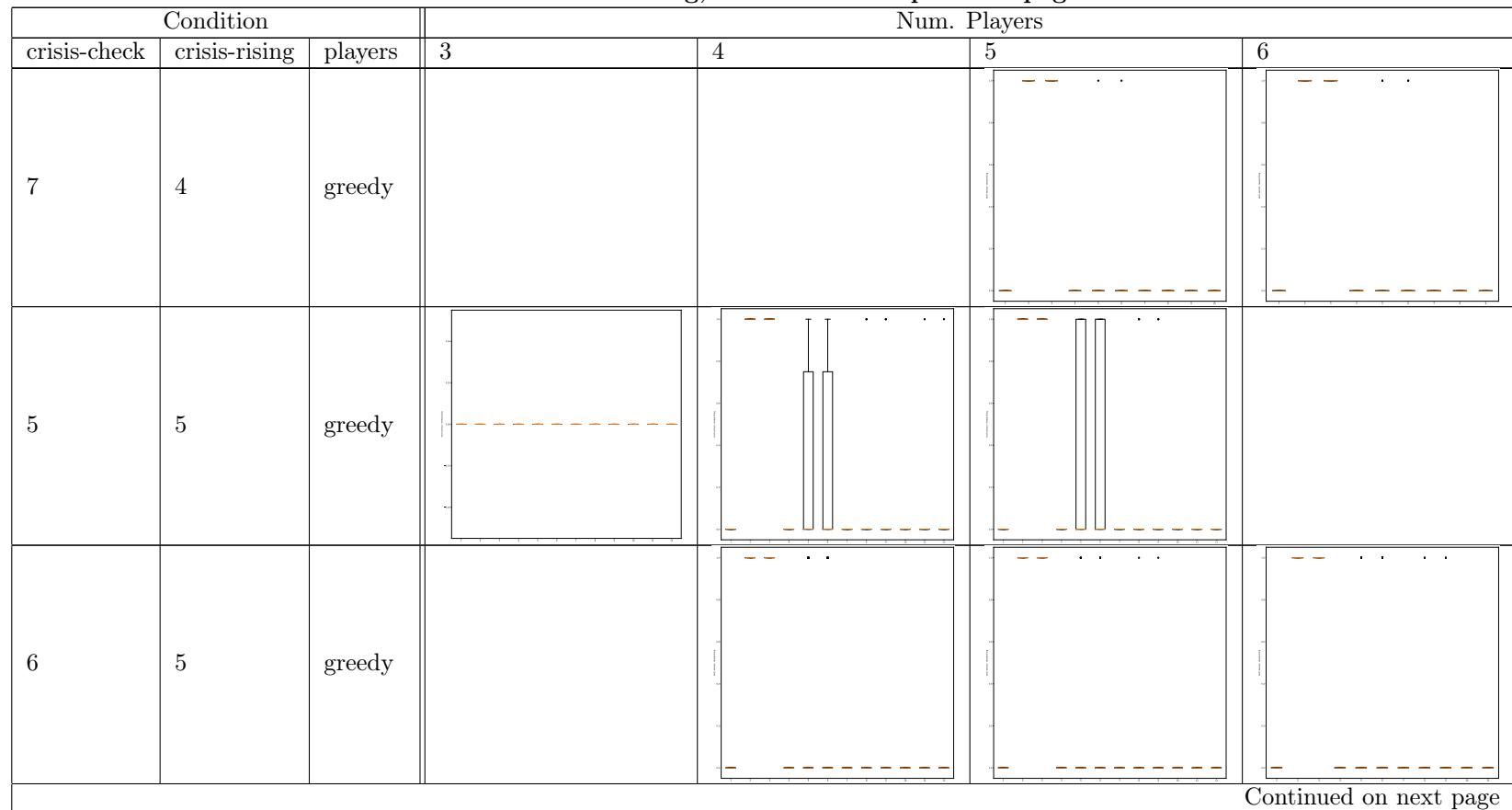
**Table 11** researching, continued from previous page



**Table 11** researching, continued from previous page

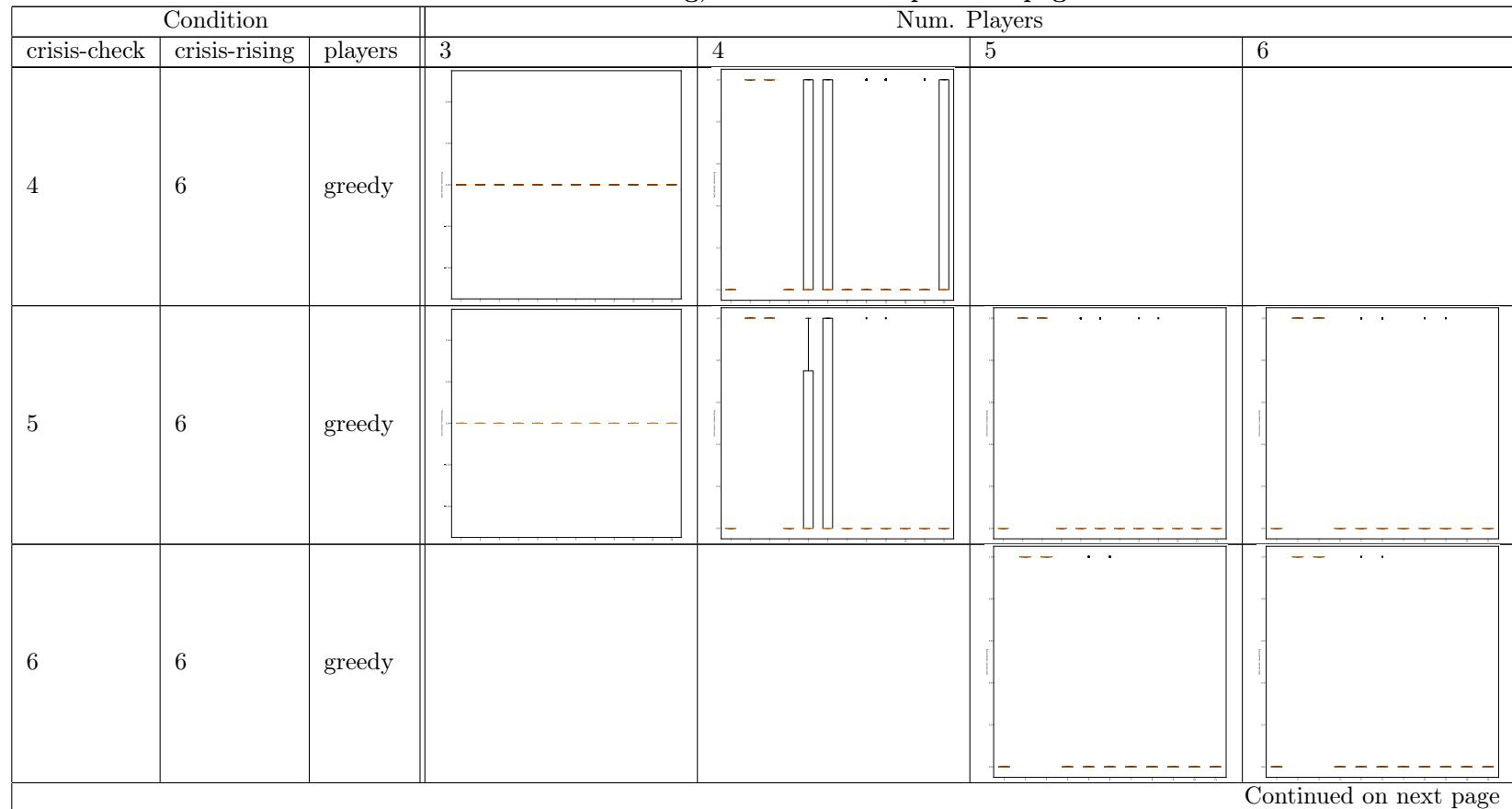


**Table 11** researching, continued from previous page



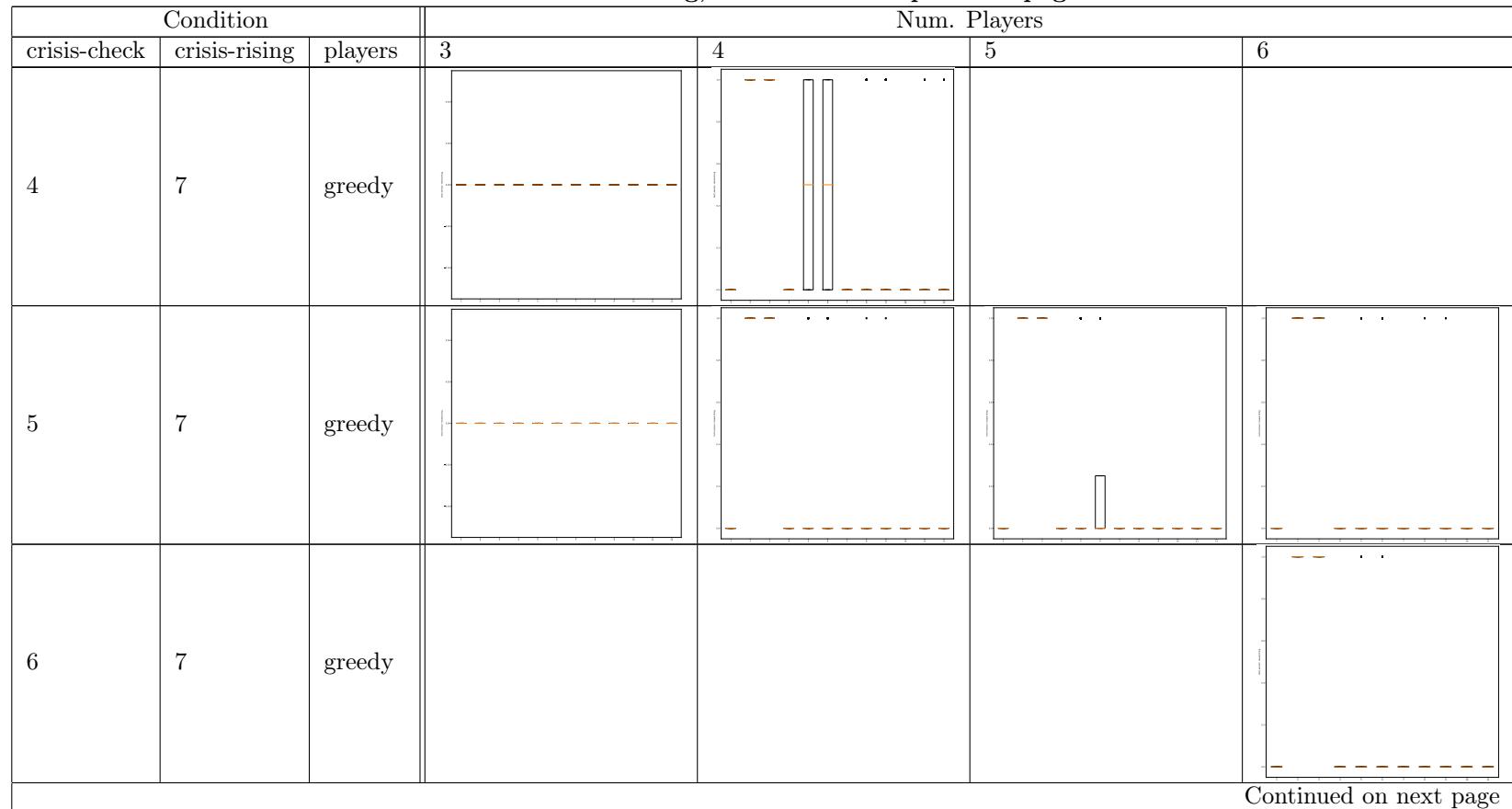
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**Table 11** researching, continued from previous page



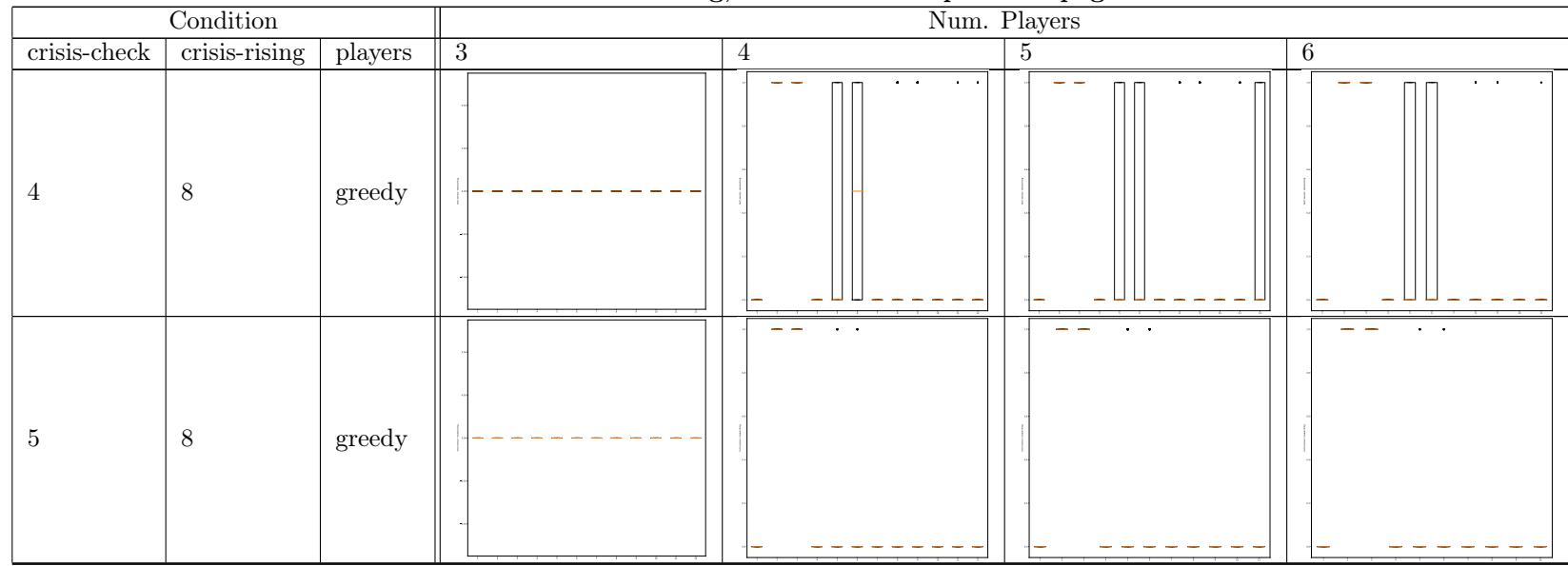
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**Table 11** researching, continued from previous page



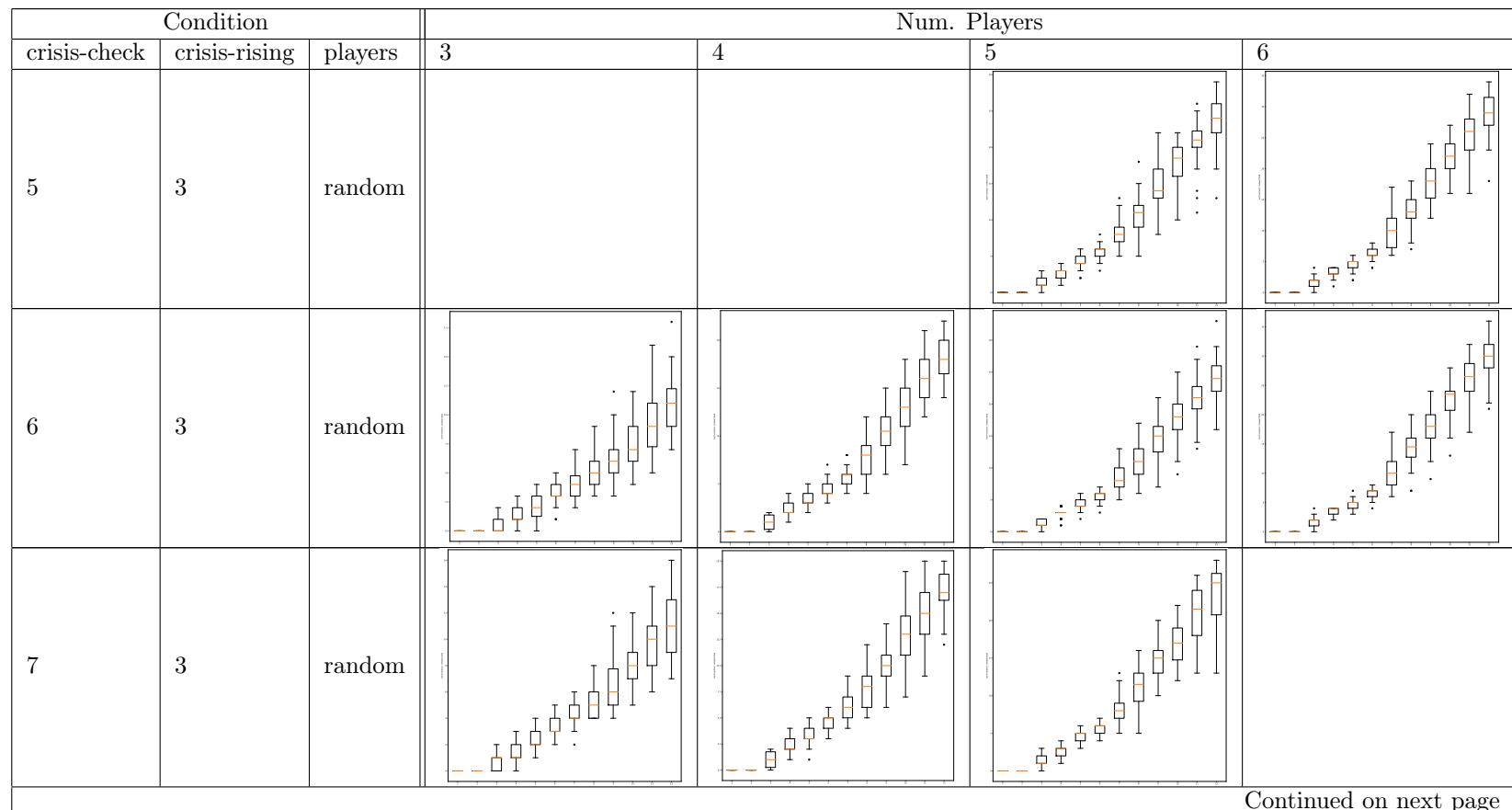
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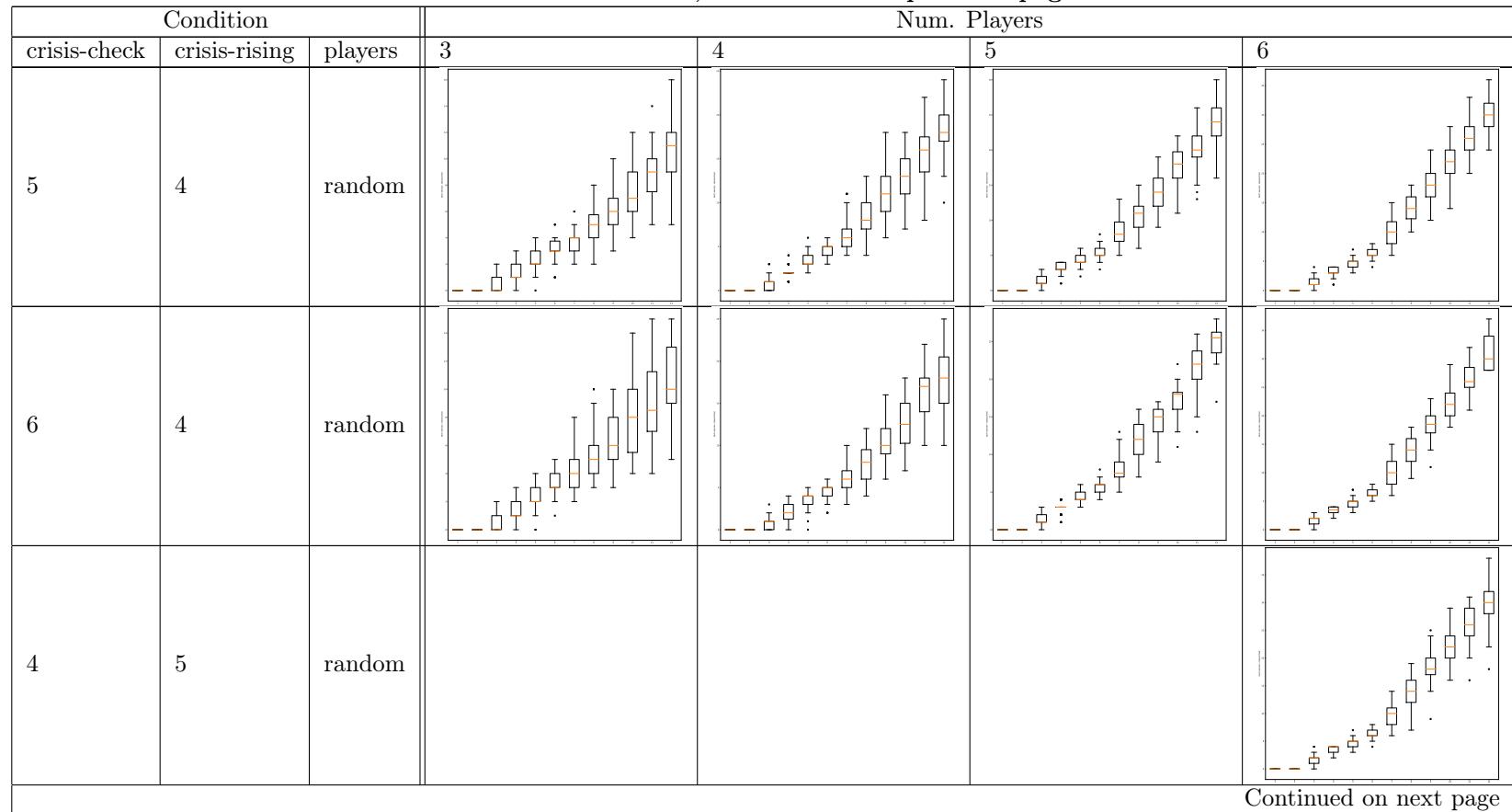


### 6.0.2 researched

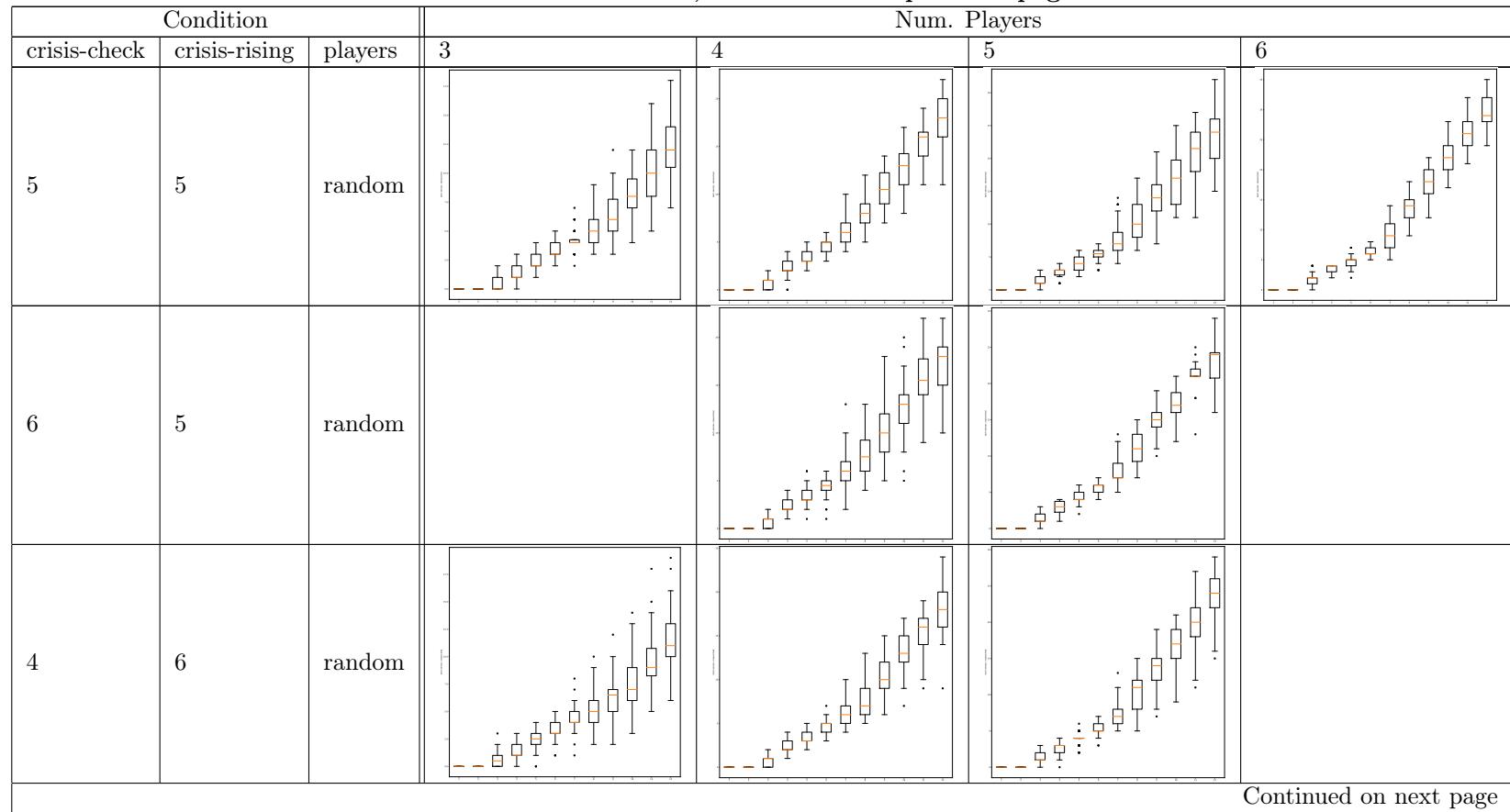
Table 12: researched



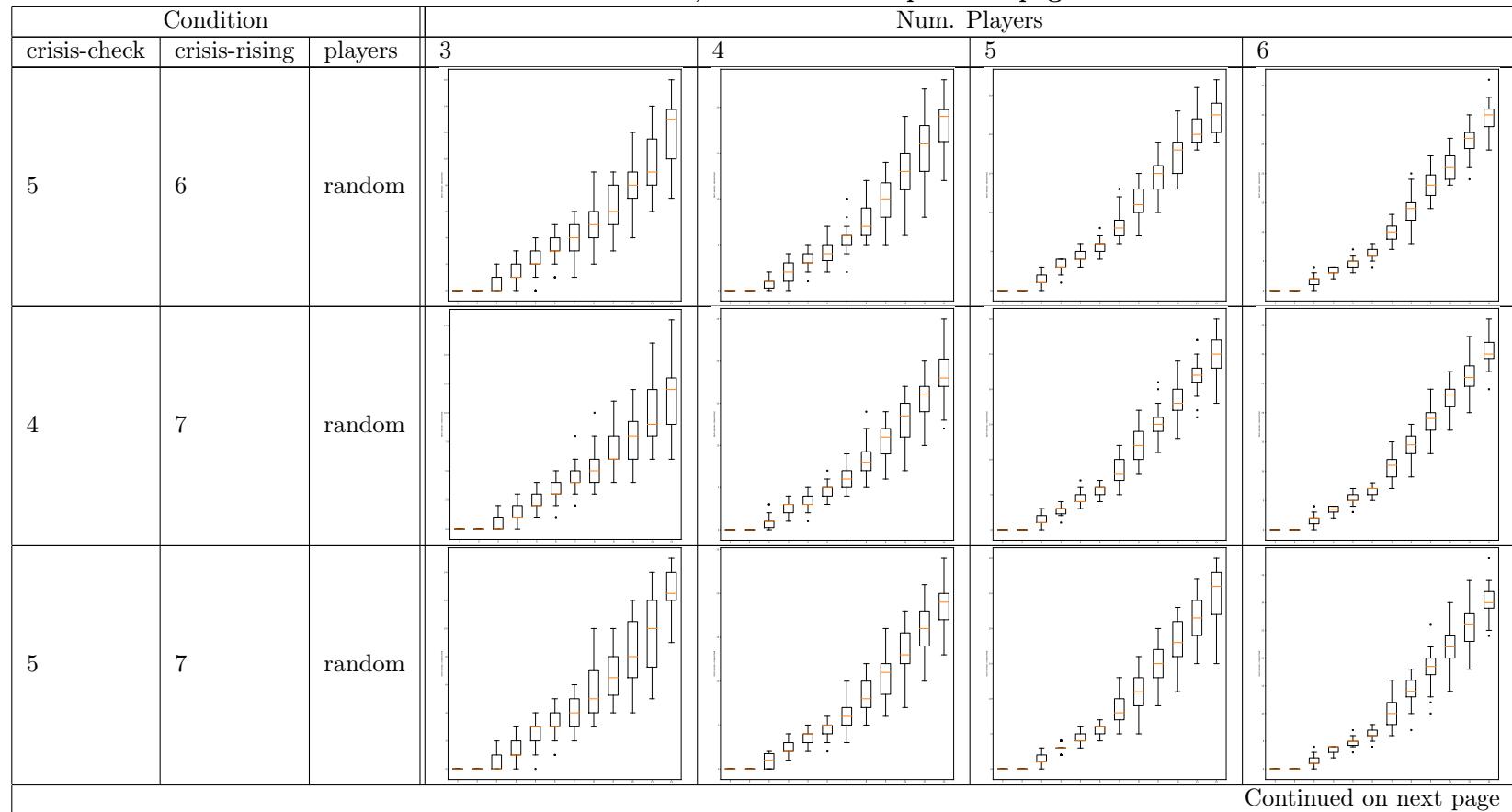
**Table 12** researched, continued from previous page



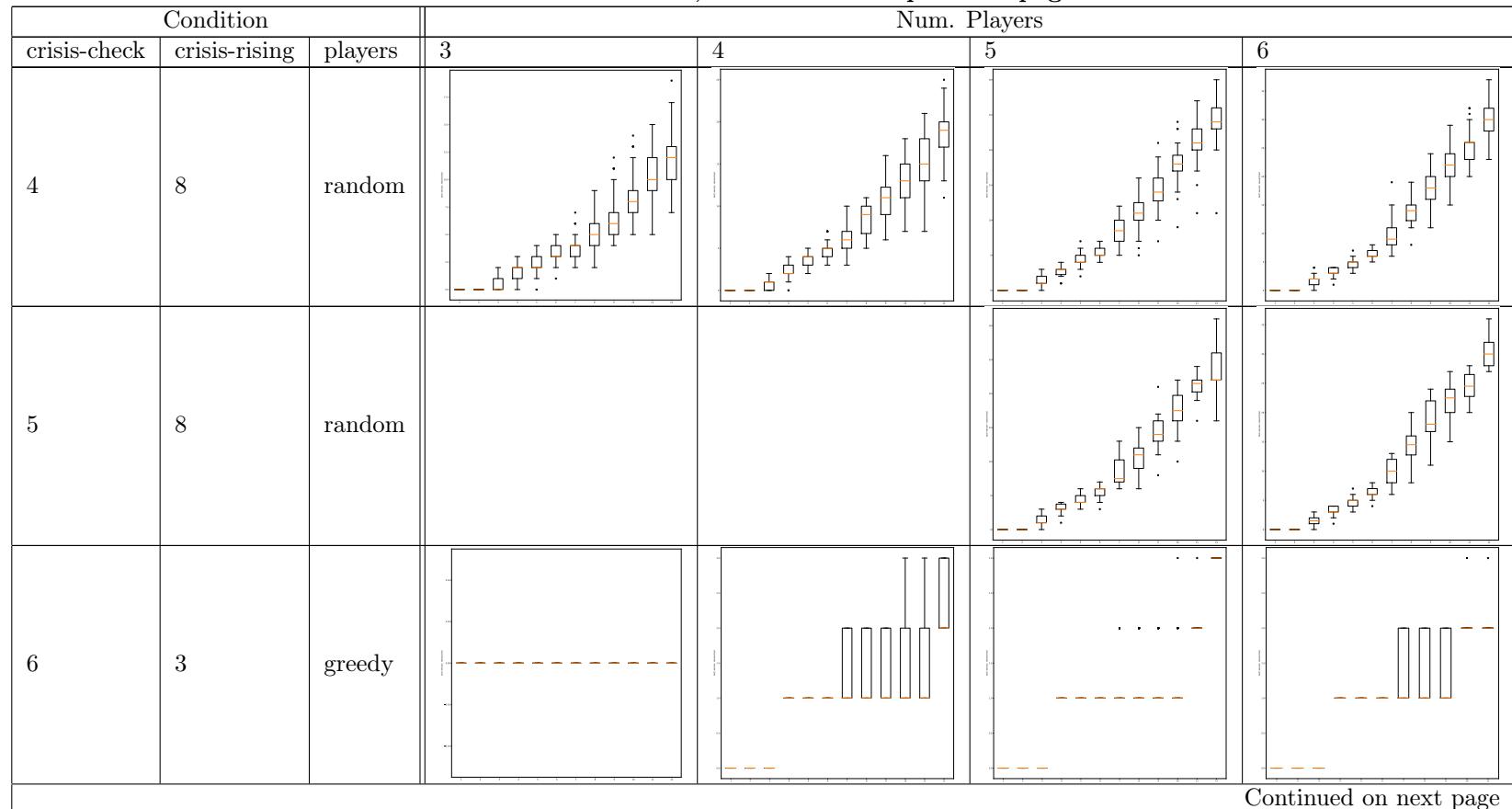
**Table 12** researched, continued from previous page



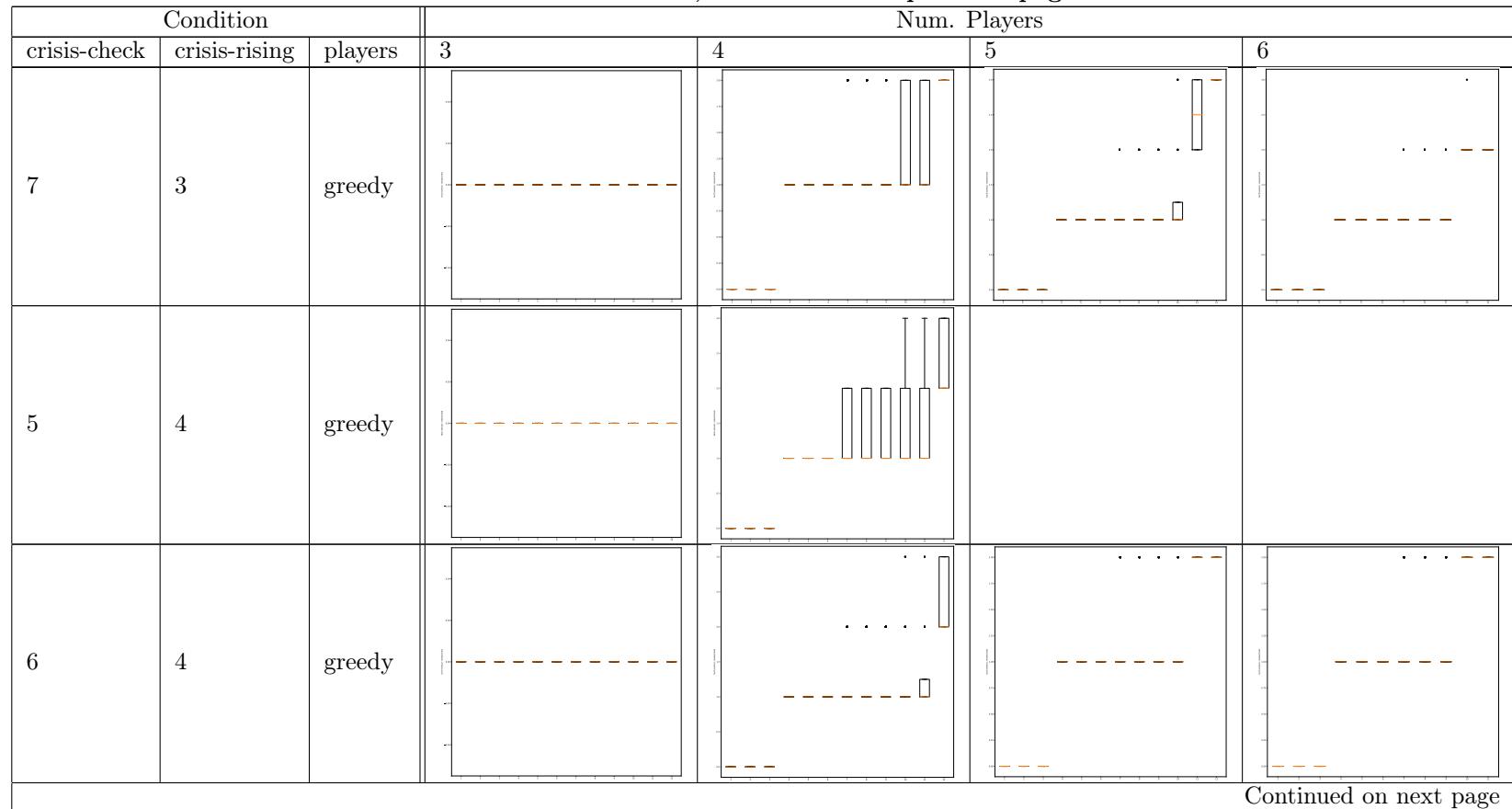
**Table 12** researched, continued from previous page



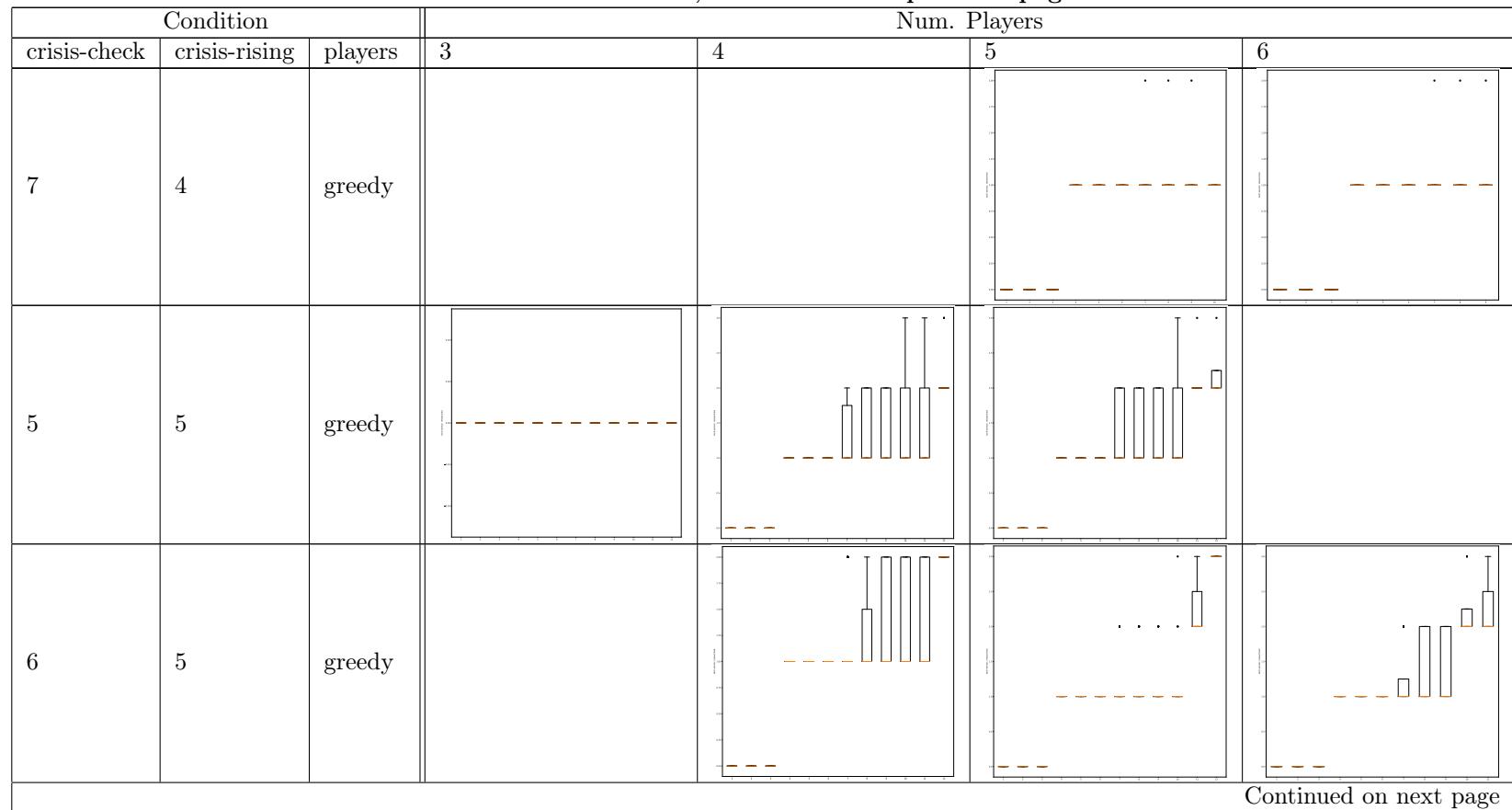
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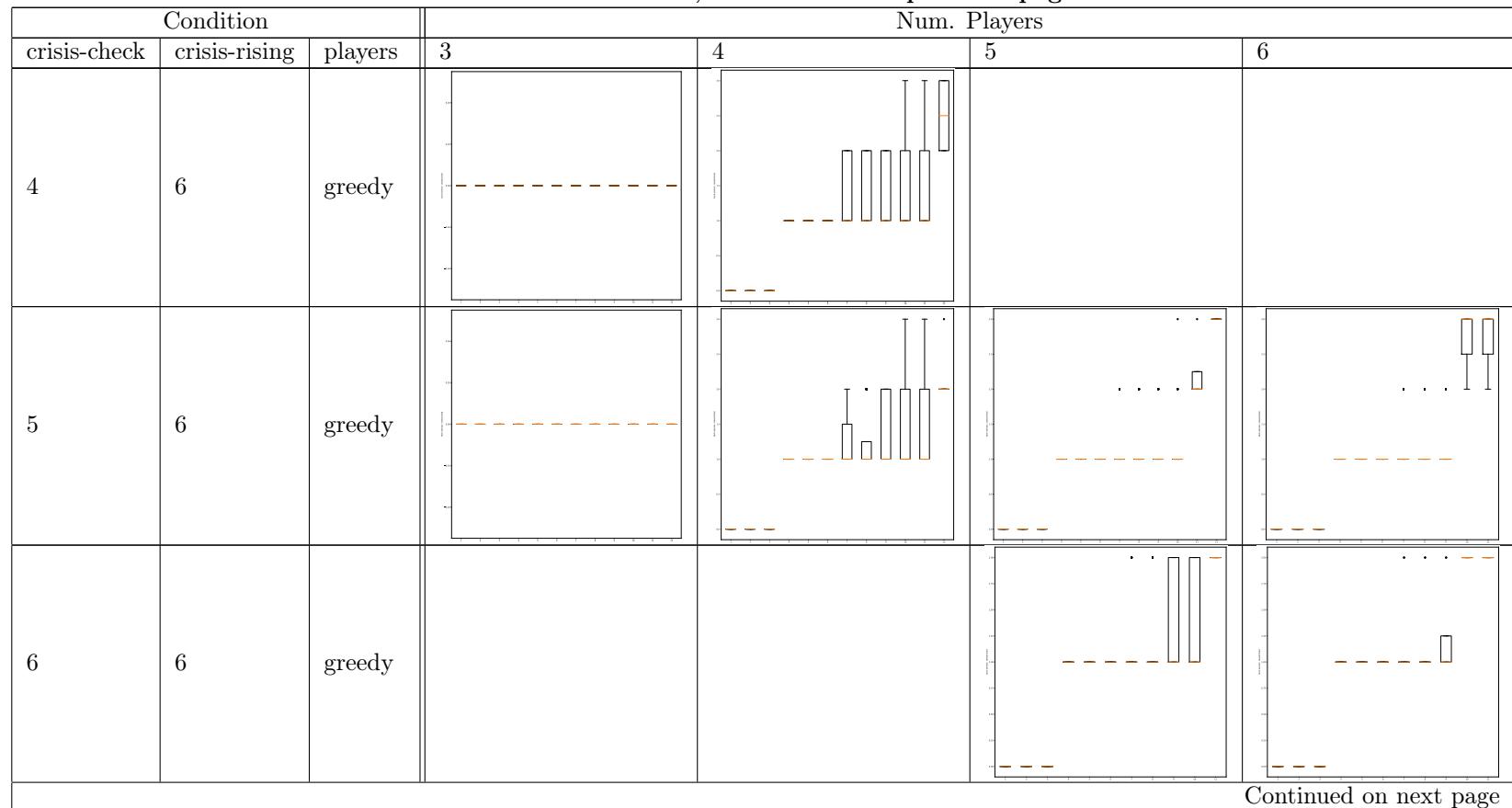
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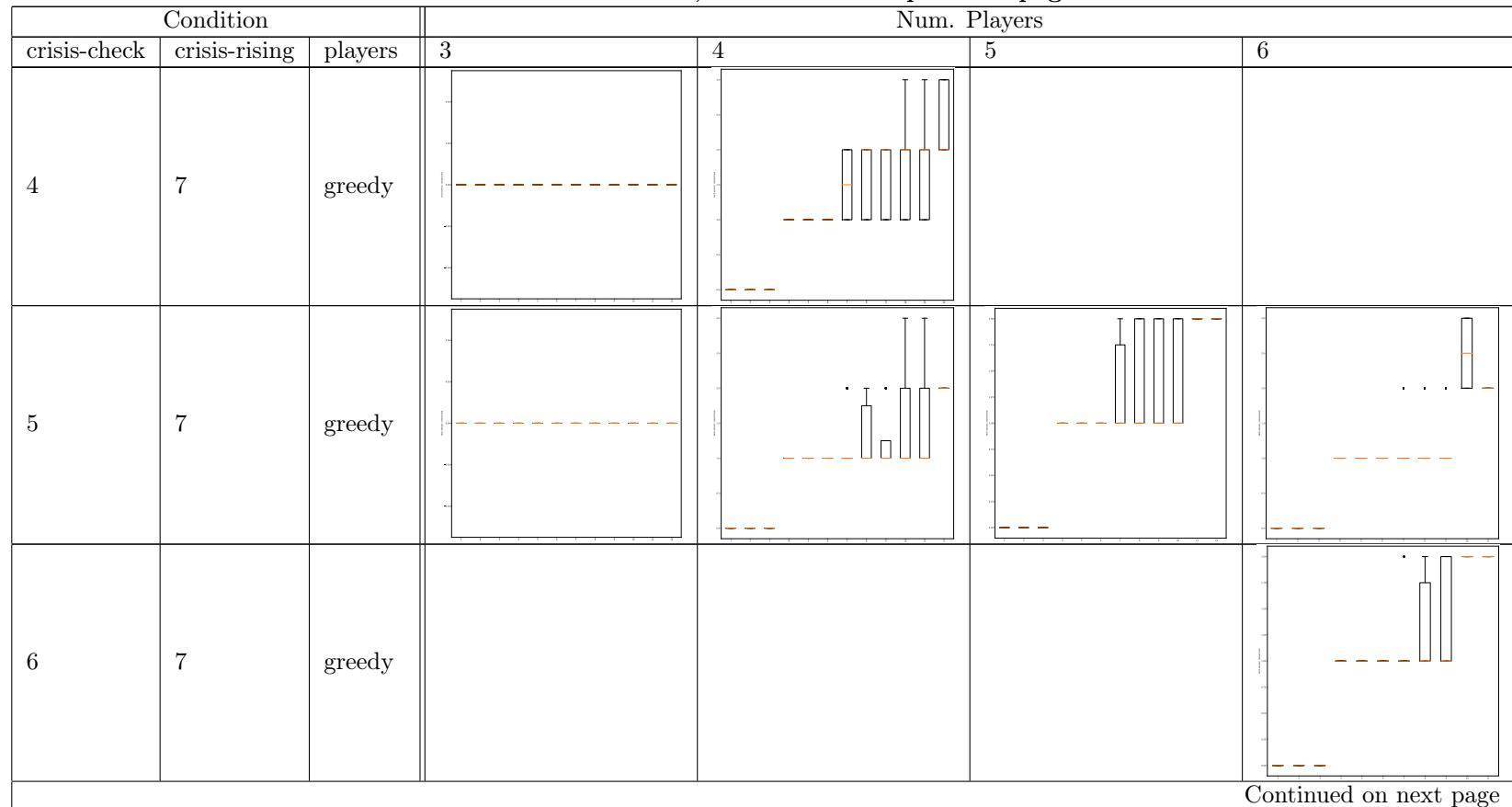
**Table 12** researched, continued from previous page



**Table 12** researched, continued from previous page

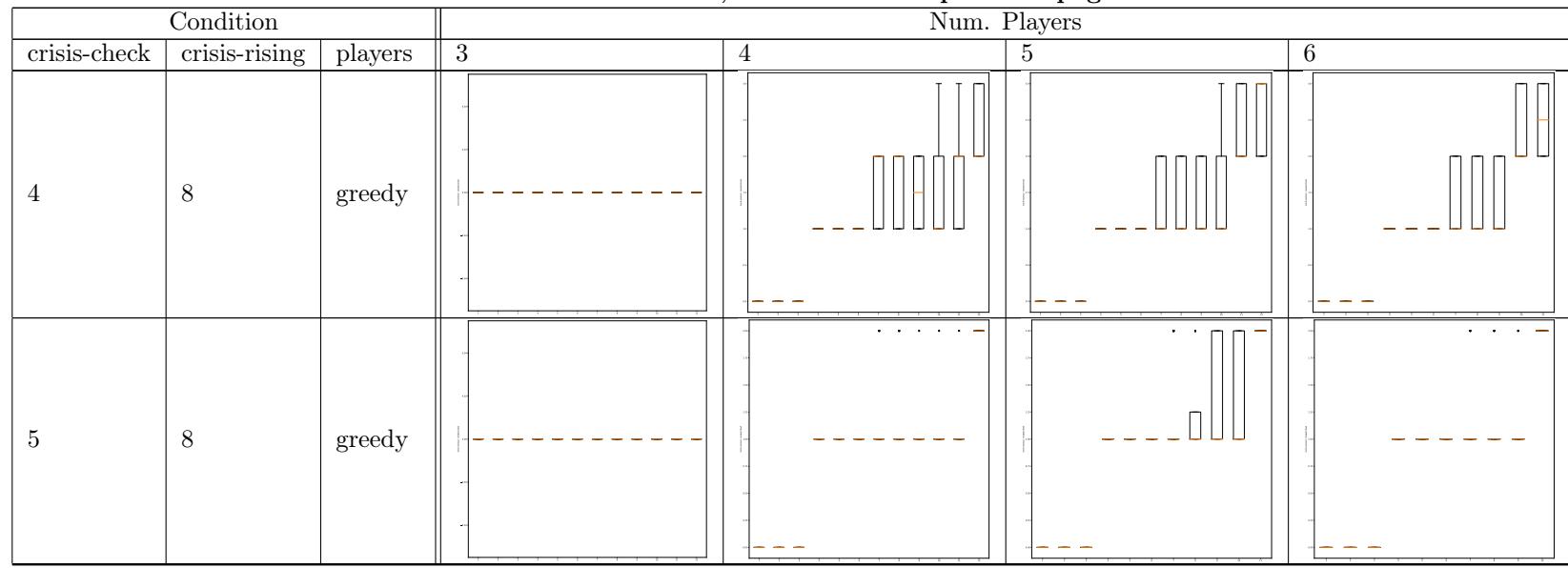


**Table 12** researched, continued from previous page



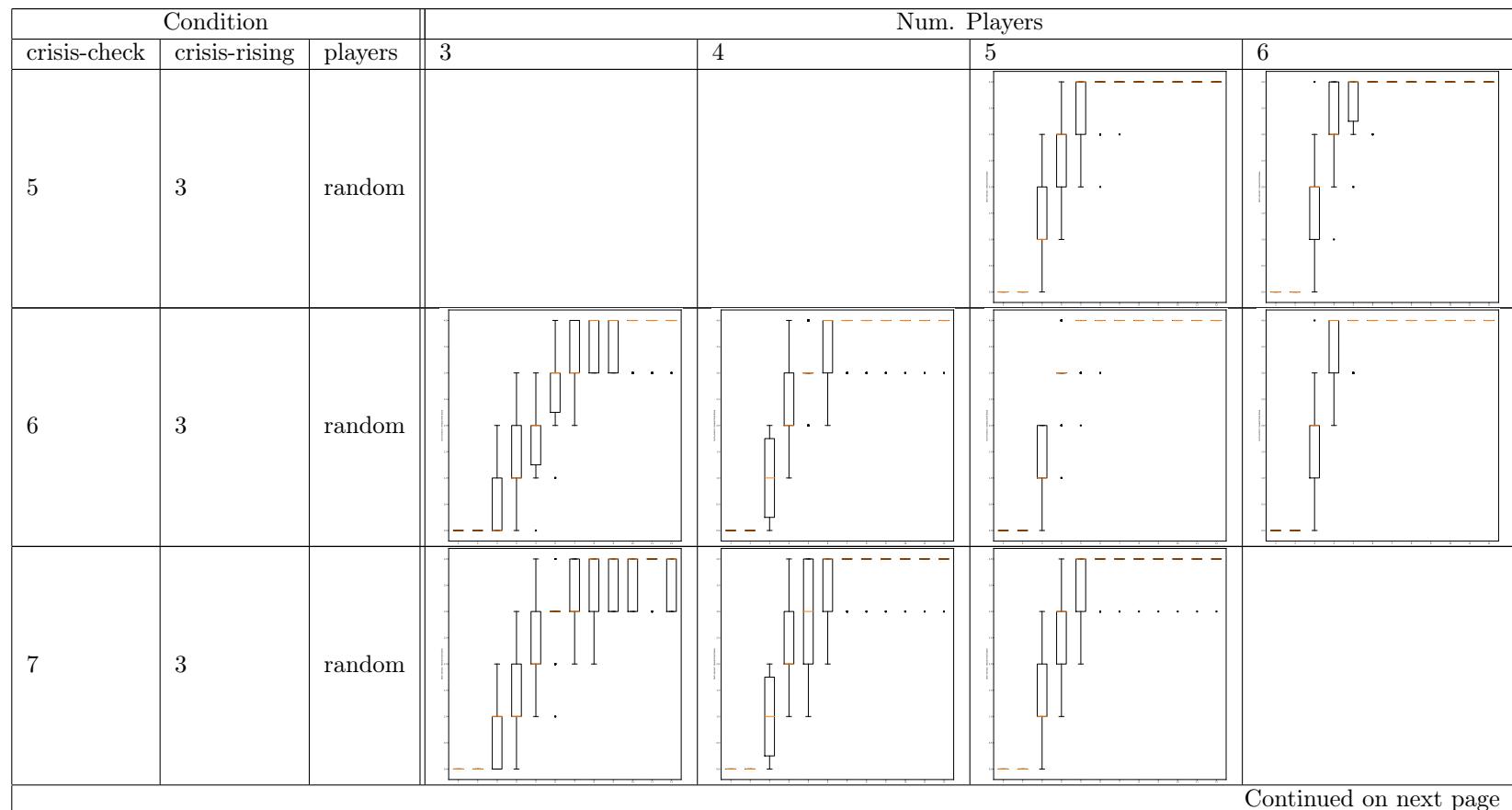
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**Table 12** researched, continued from previous page

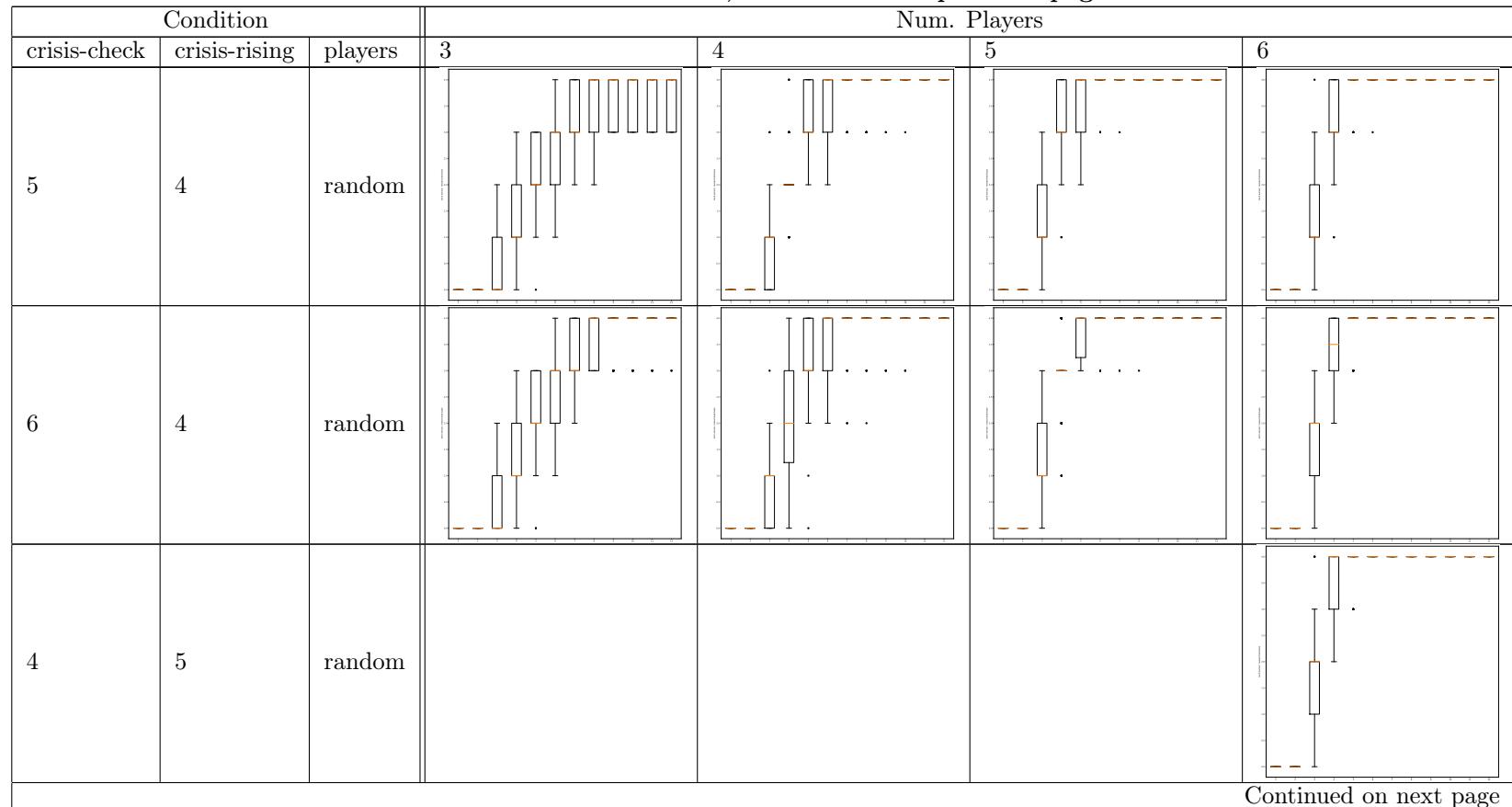


### 6.0.3 researched-base

Table 13: researched-base

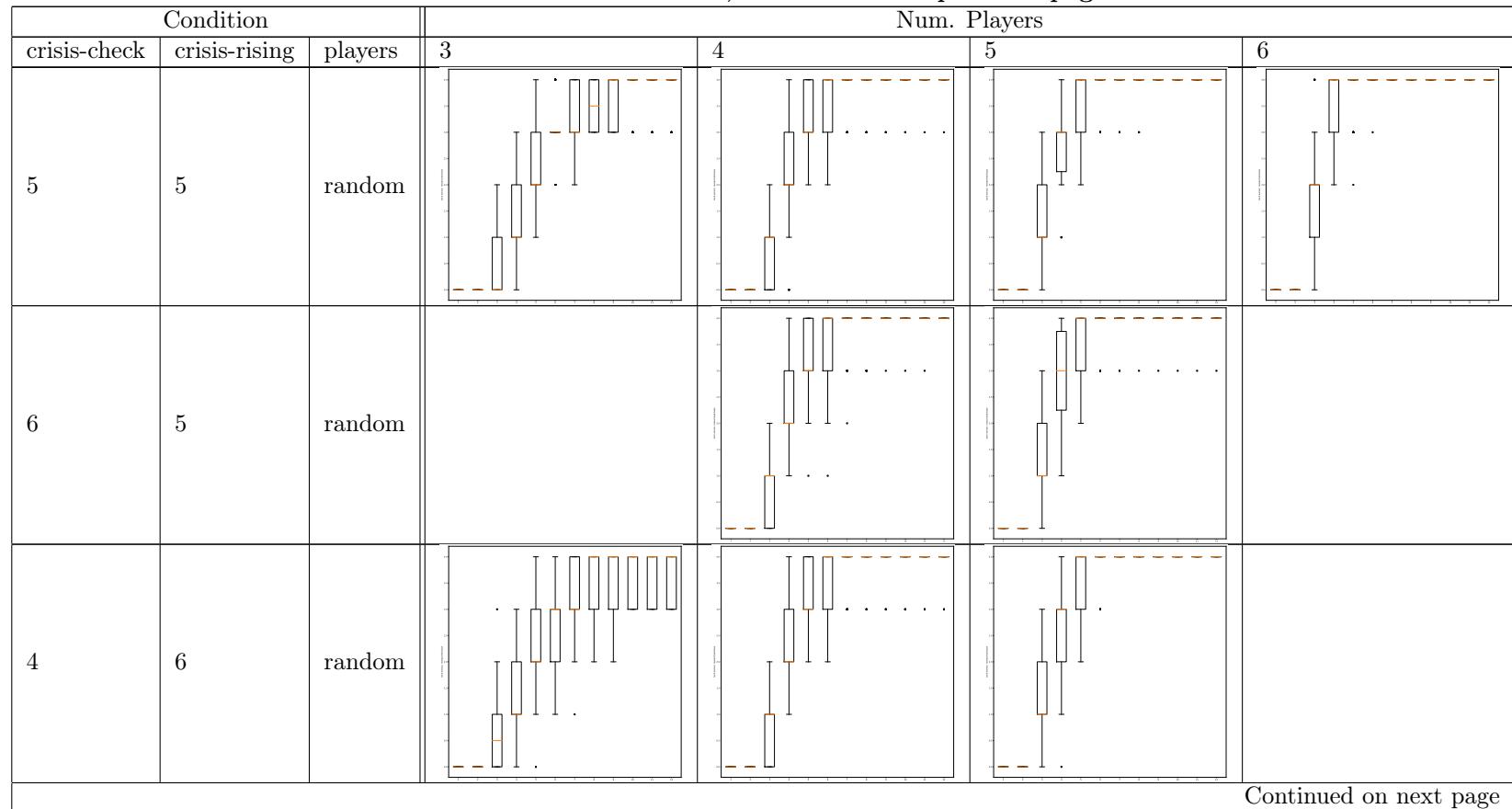


**Table 13** researched-base, continued from previous page

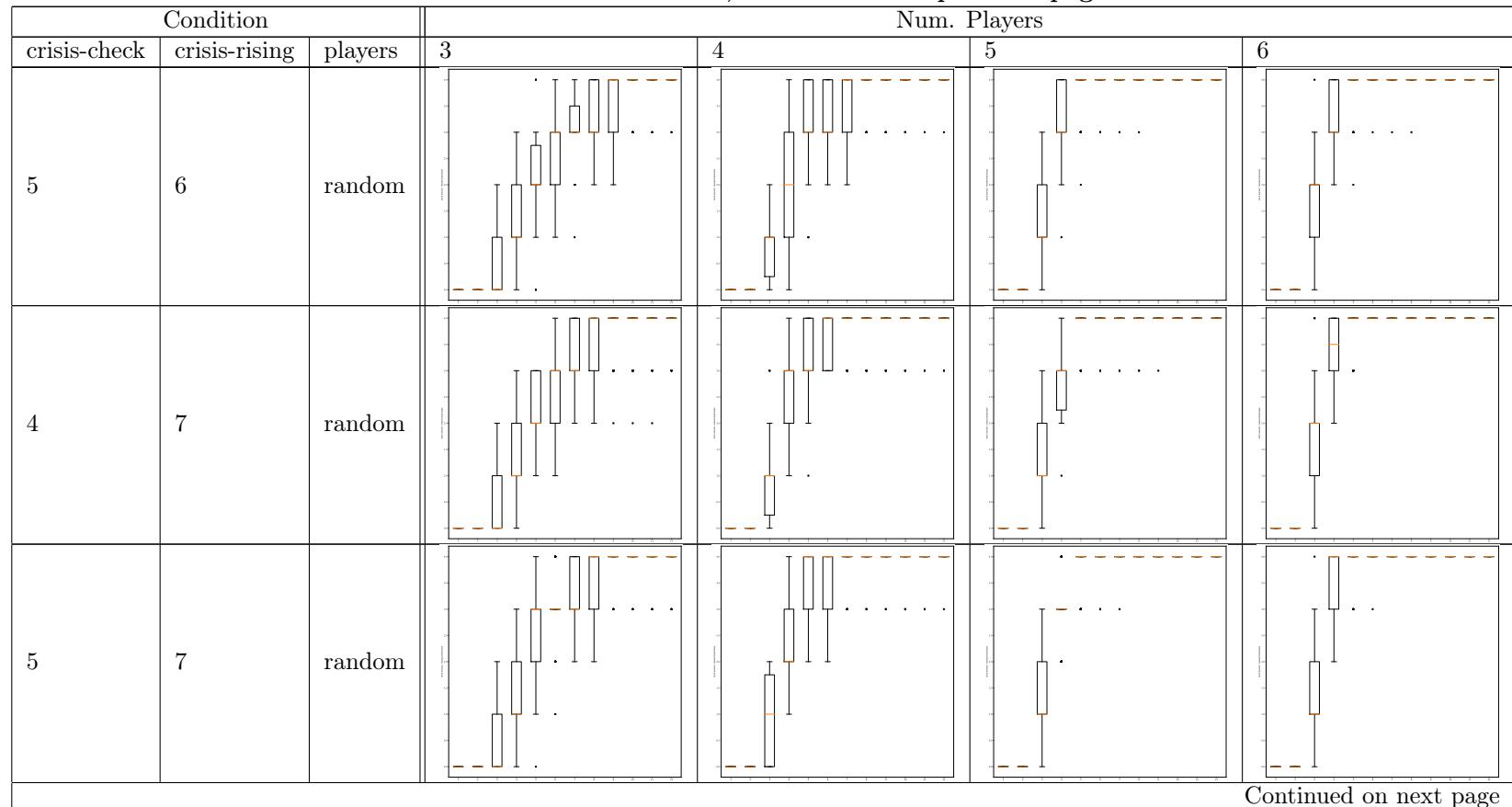


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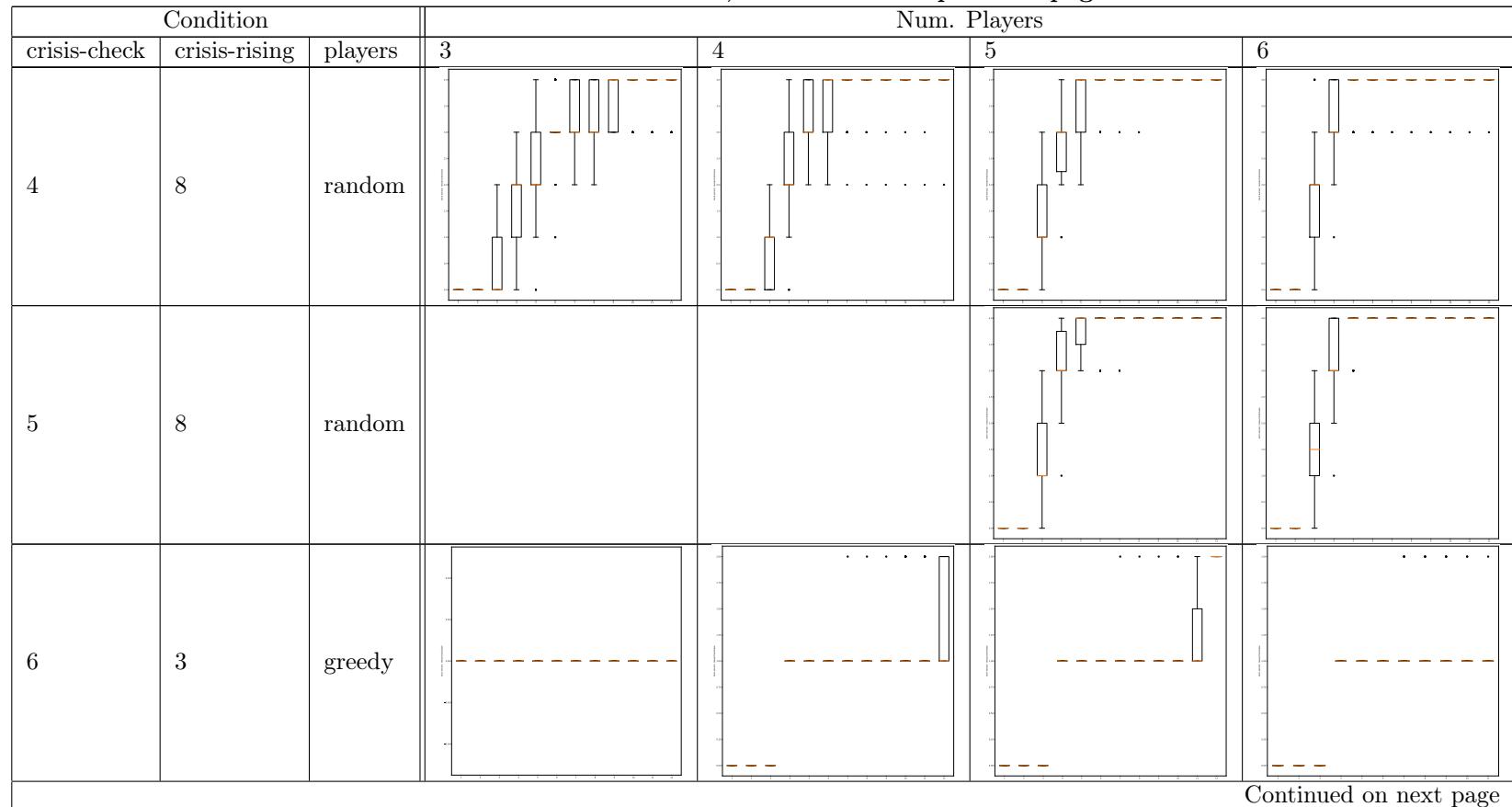
**Table 13** researched-base, continued from previous page



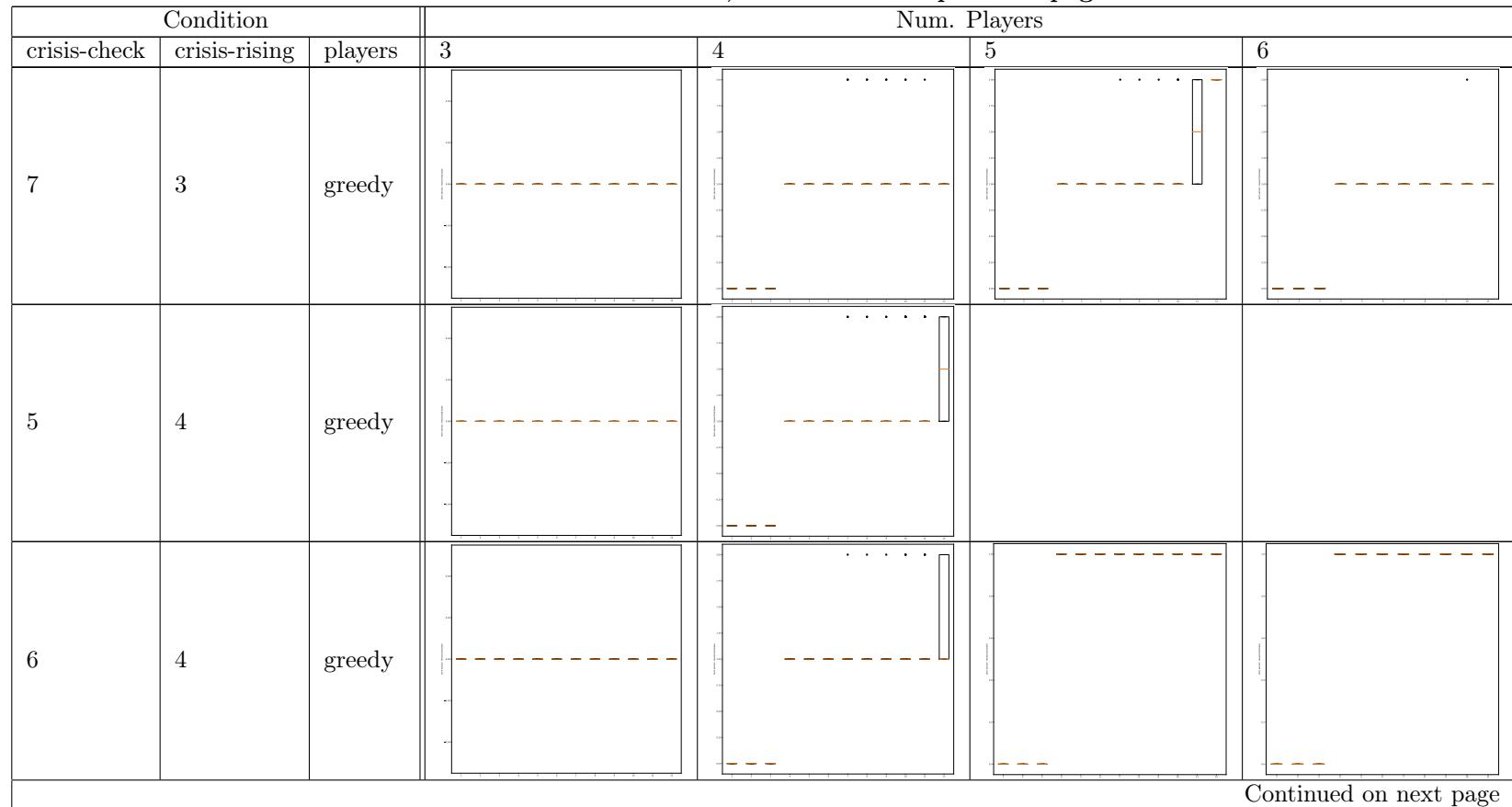
**Table 13** researched-base, continued from previous page



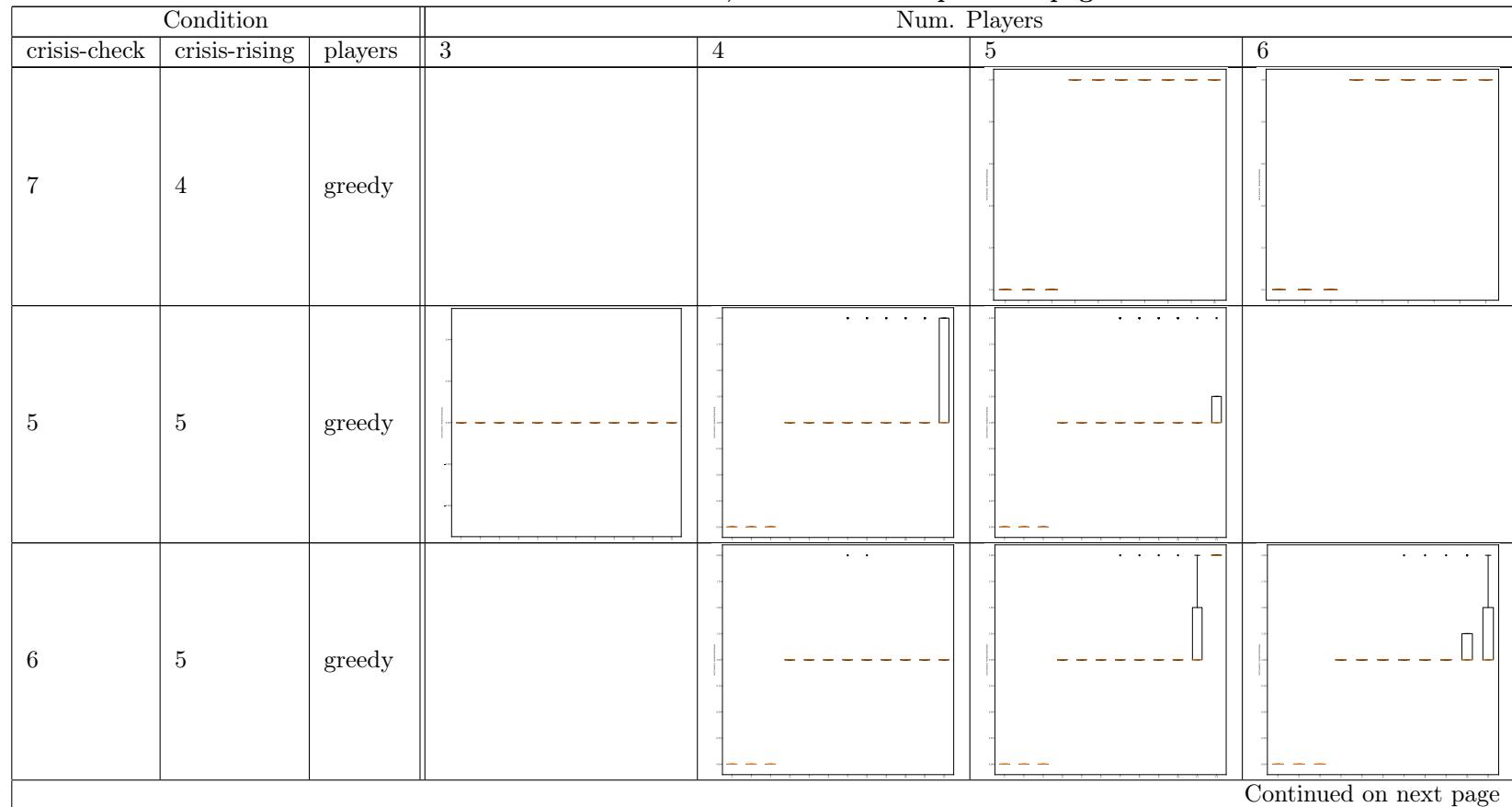
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**Table 13** researched-base, continued from previous page

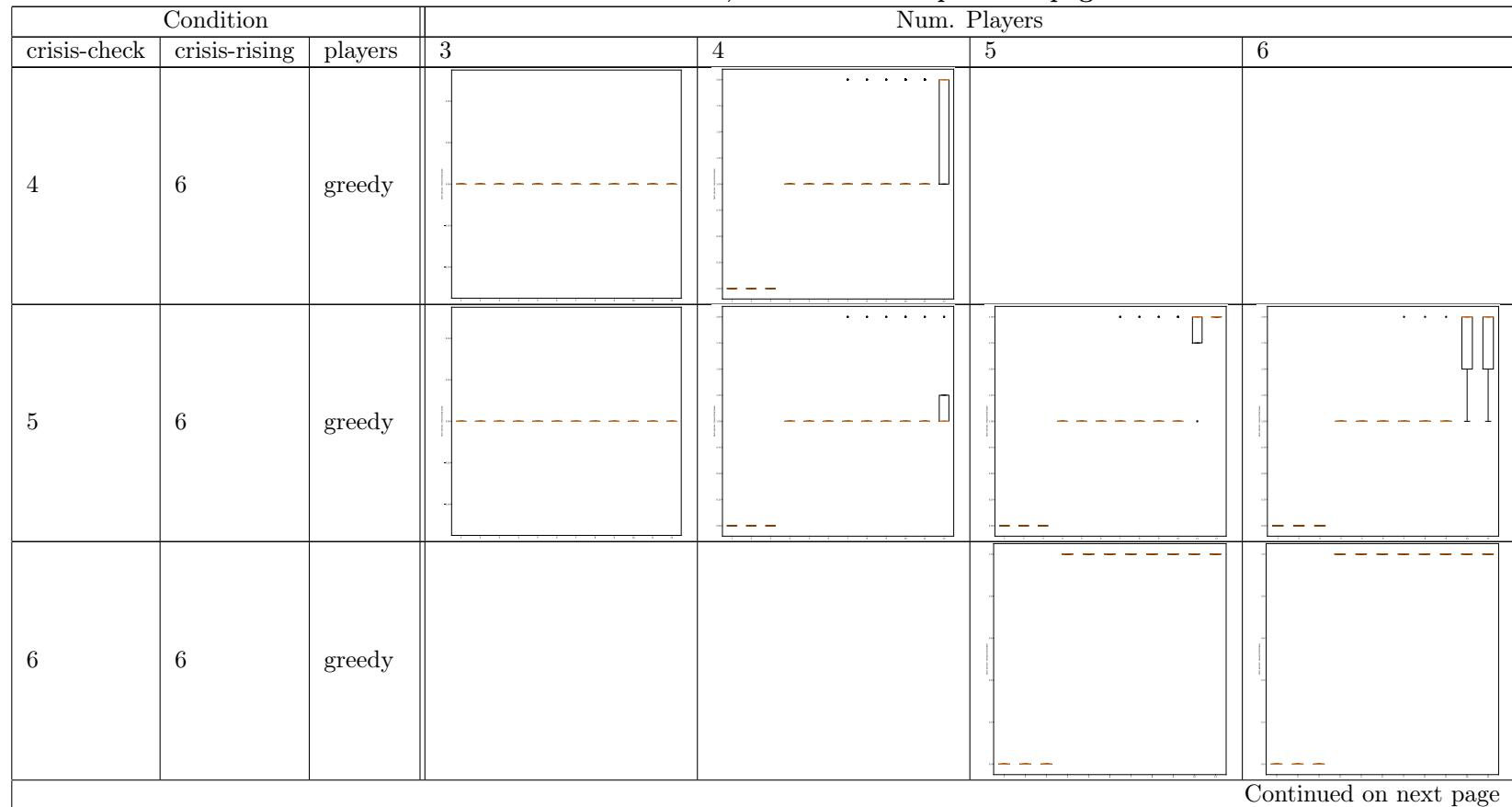


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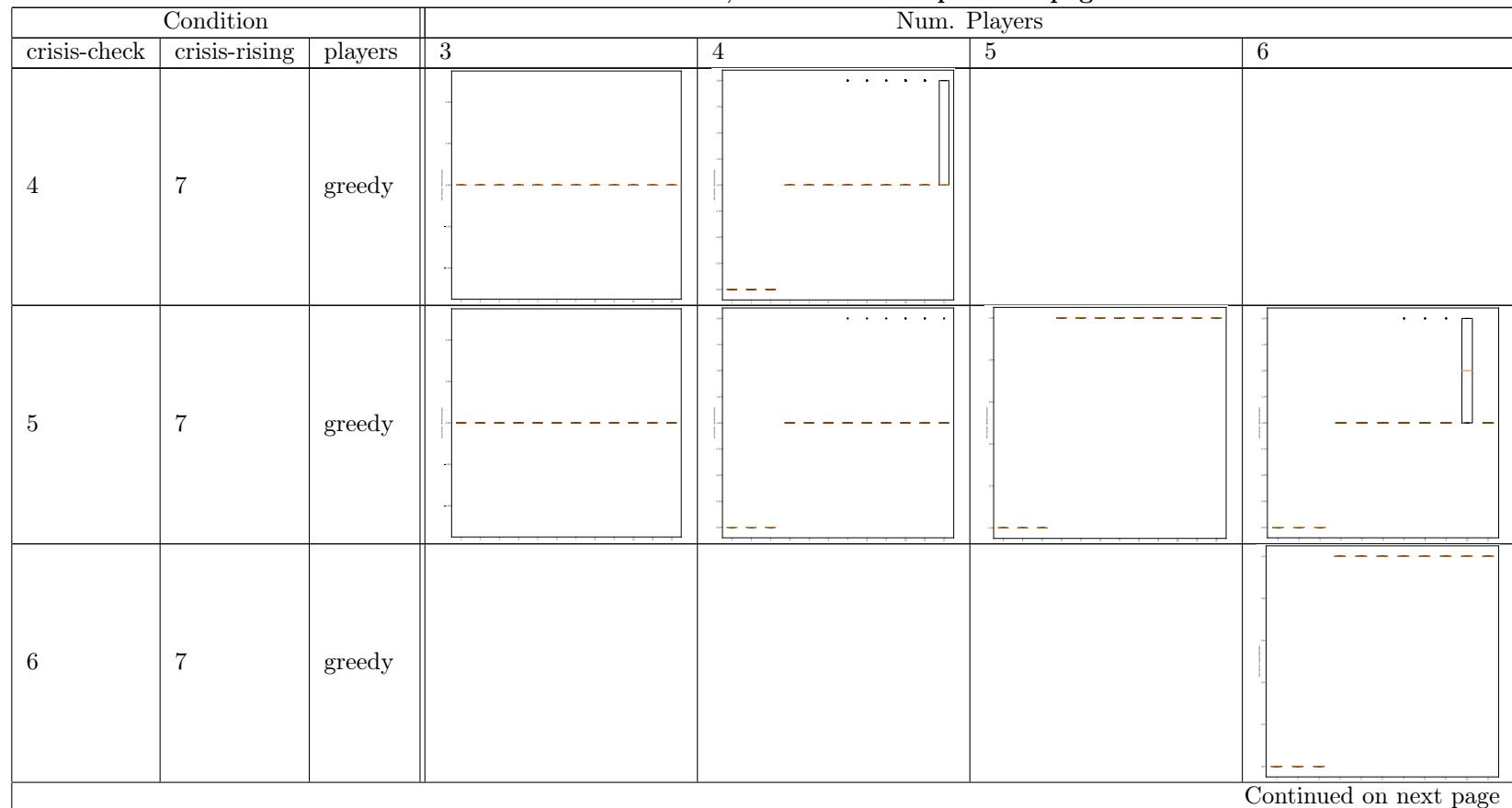
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**Table 13** researched-base, continued from previous page



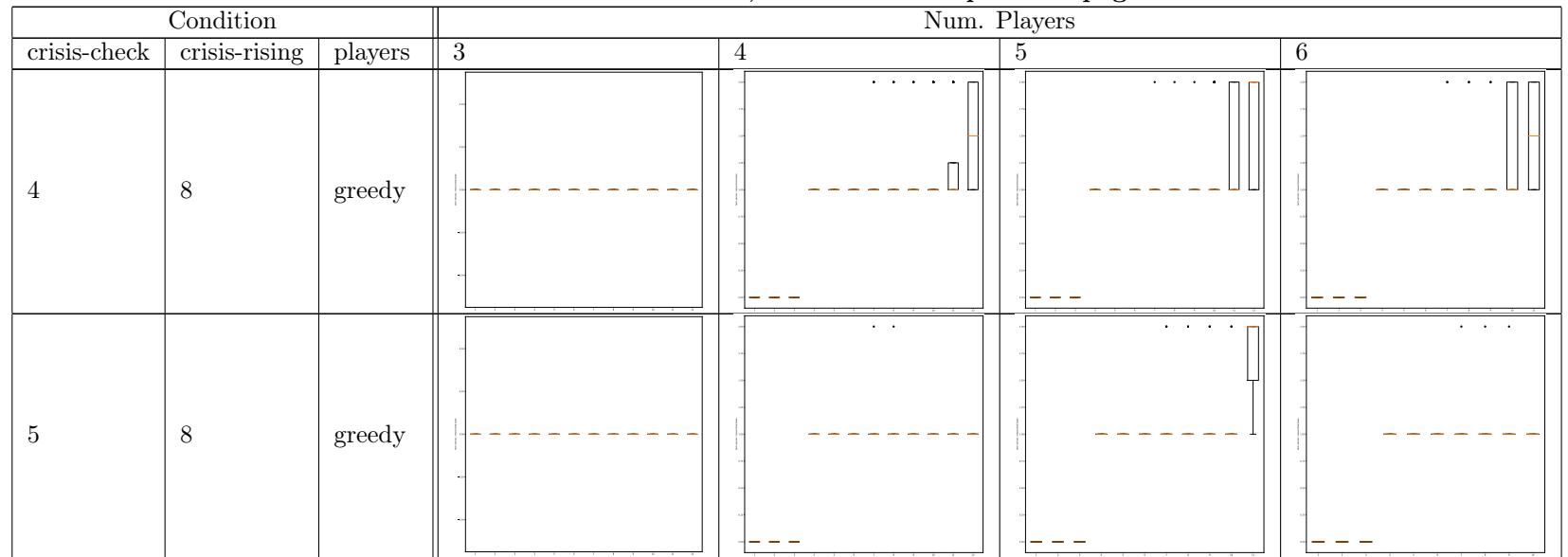
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**Table 13** researched-base, continued from previous page



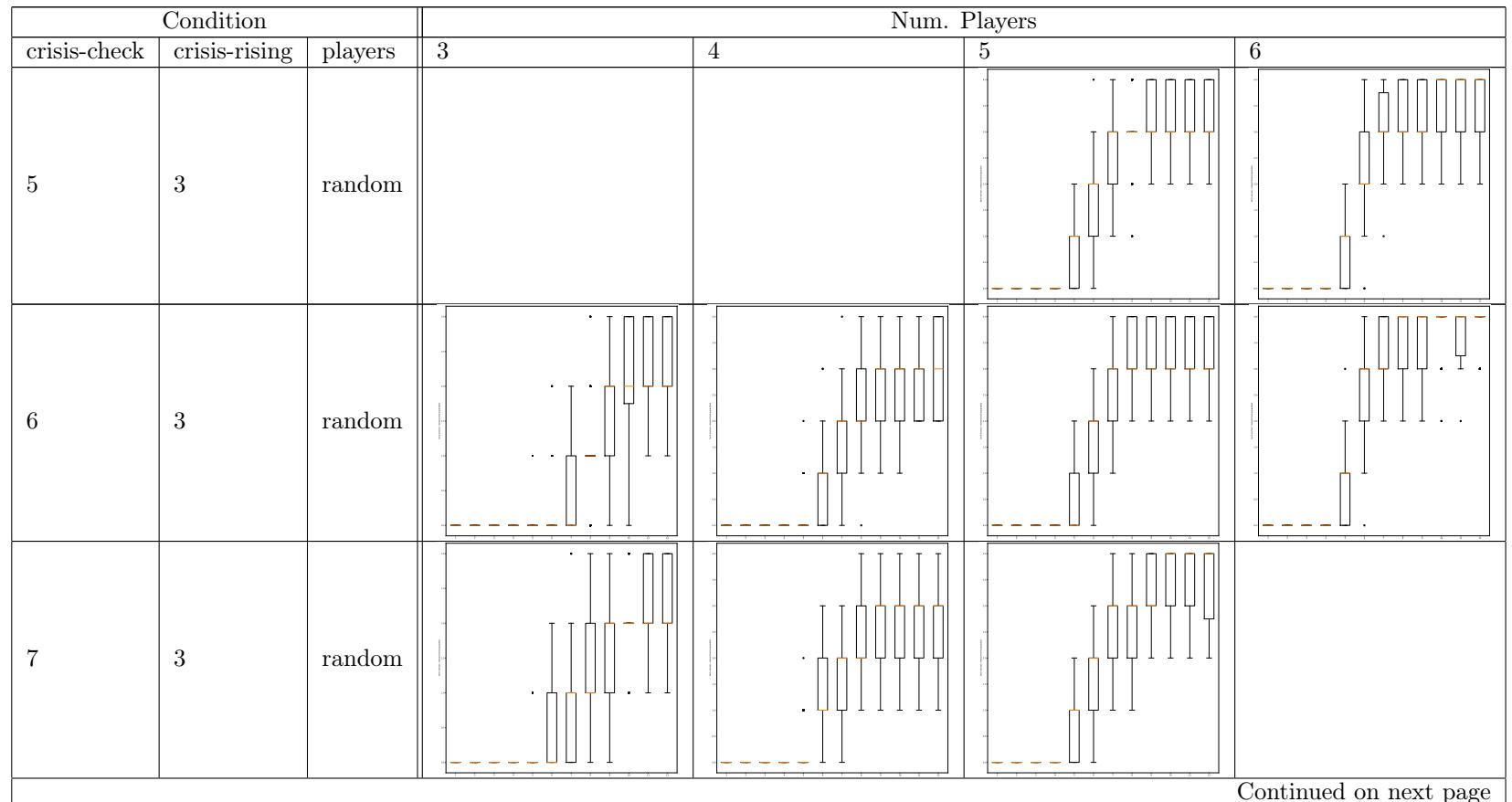
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**Table 13** researched-base, continued from previous page

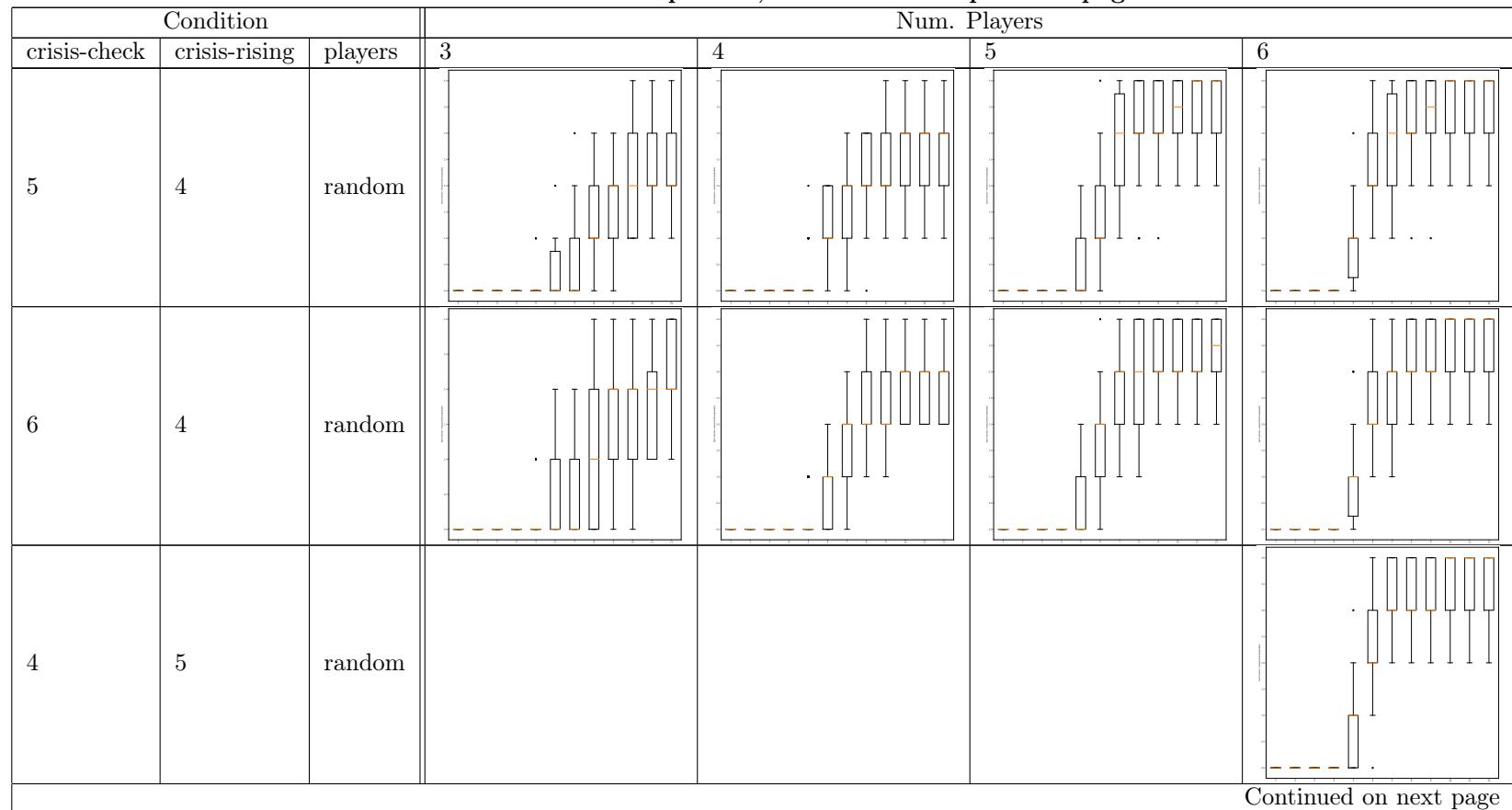


#### 6.0.4 researched-expanded

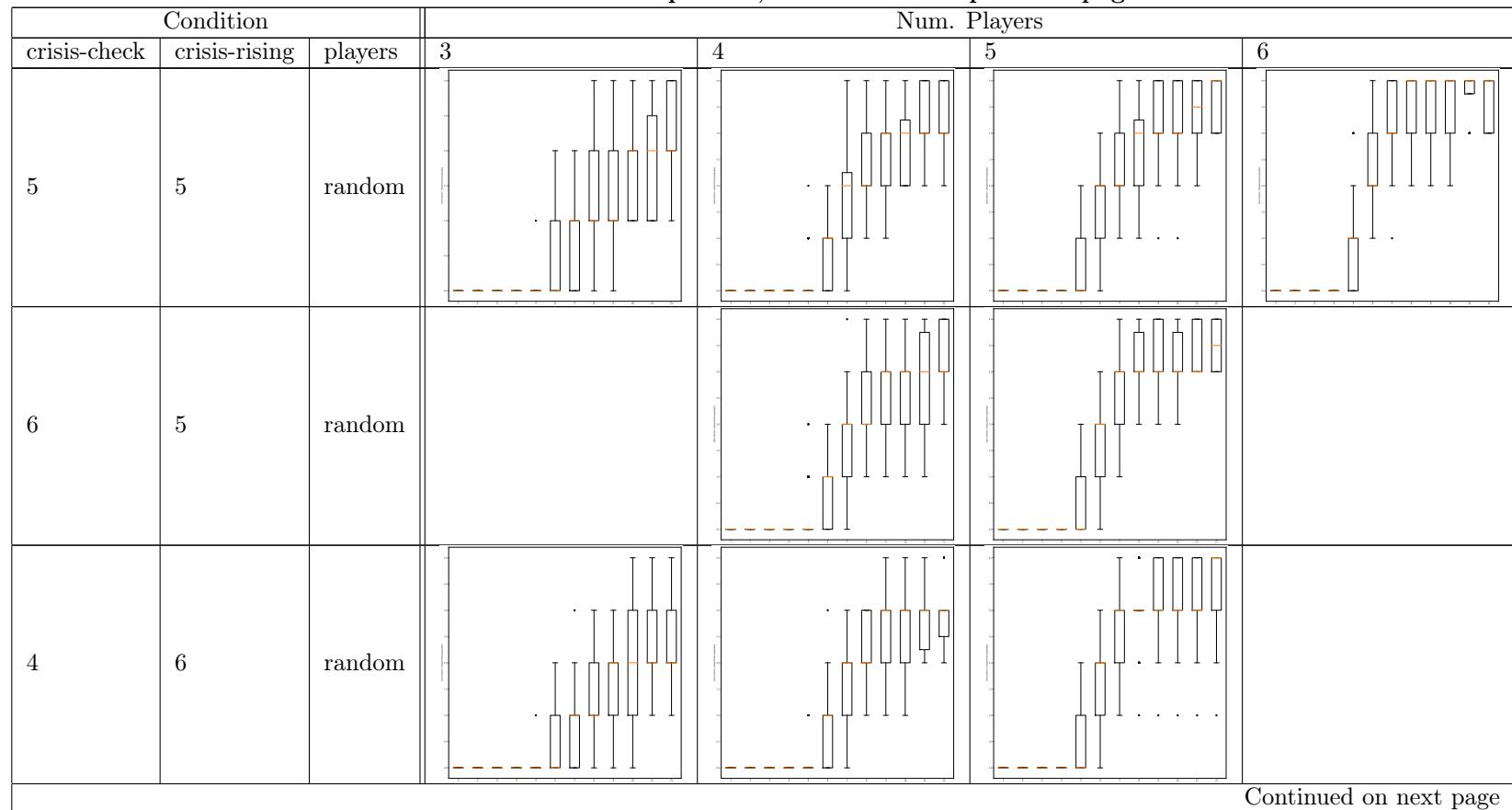
Table 14: researched-expanded



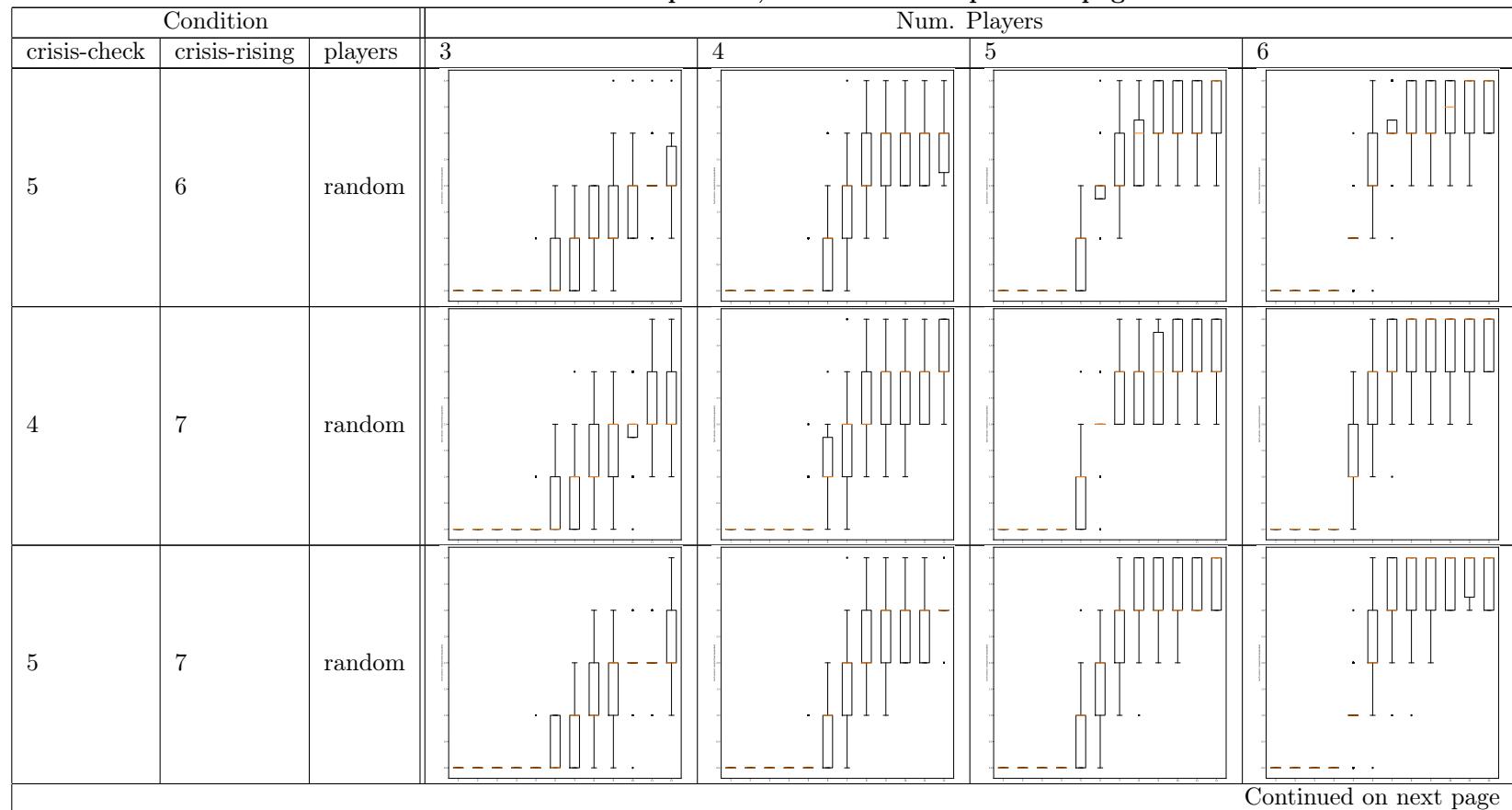
**Table 14 researched-expanded, continued from previous page**



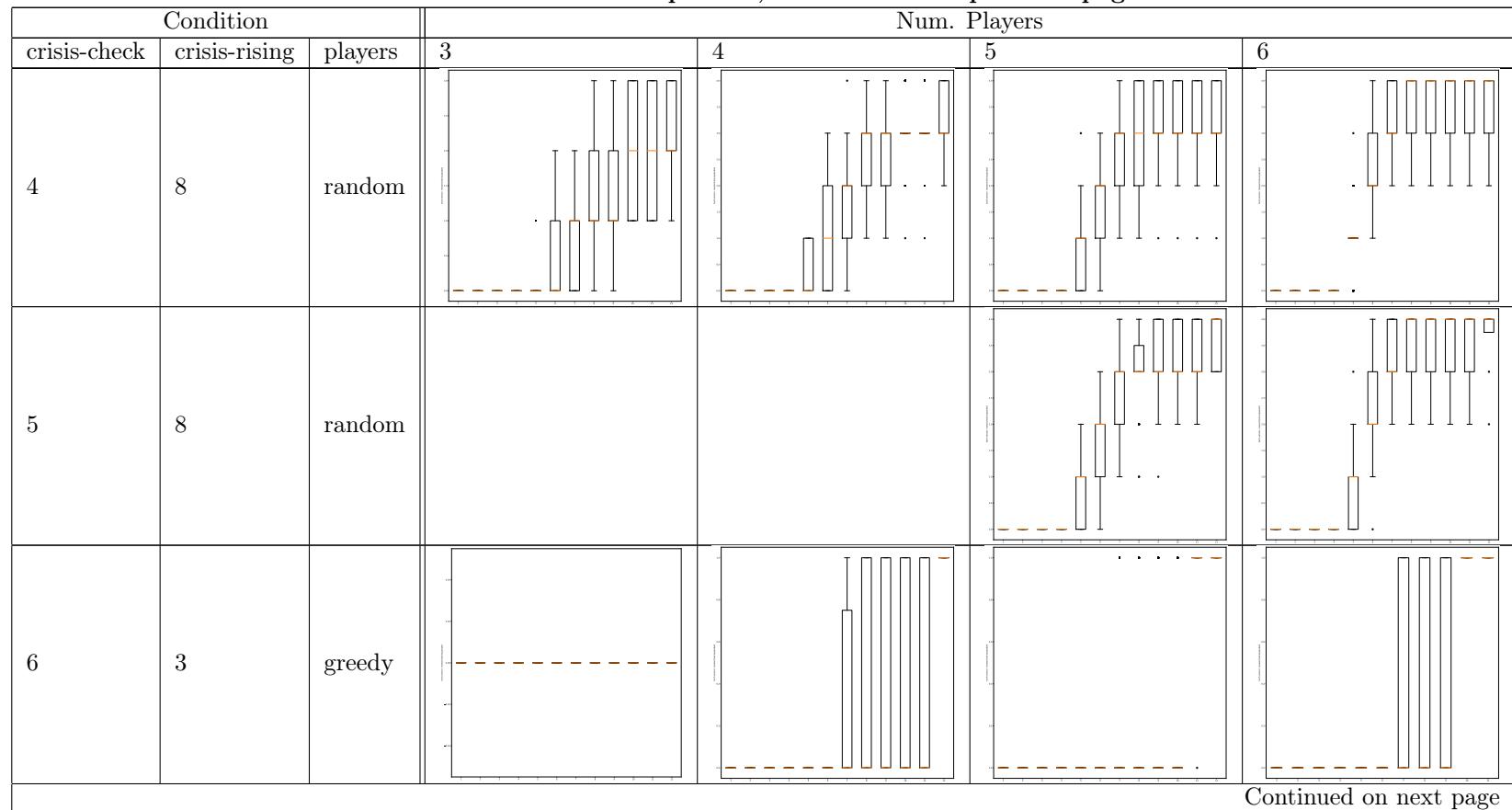
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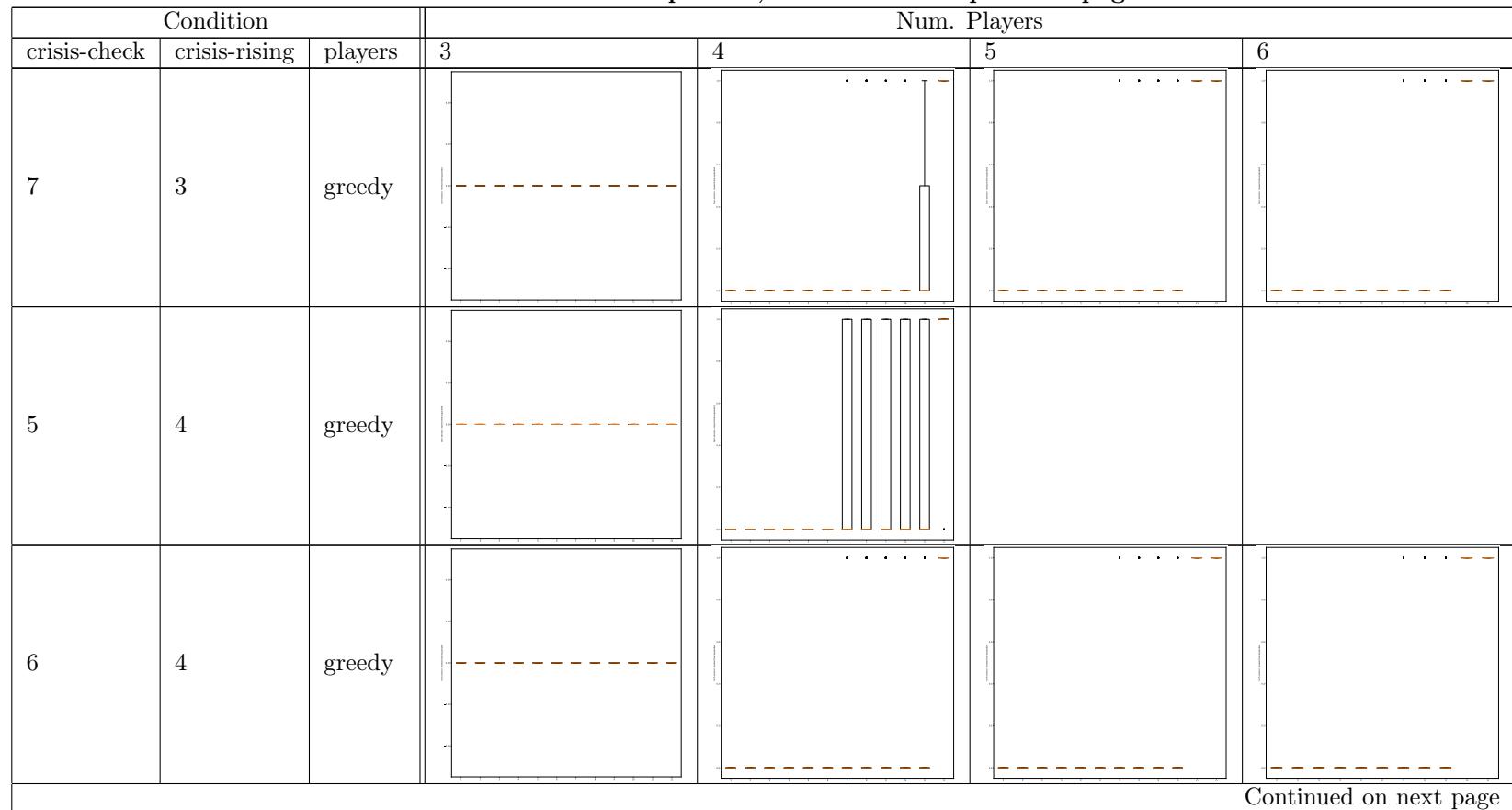
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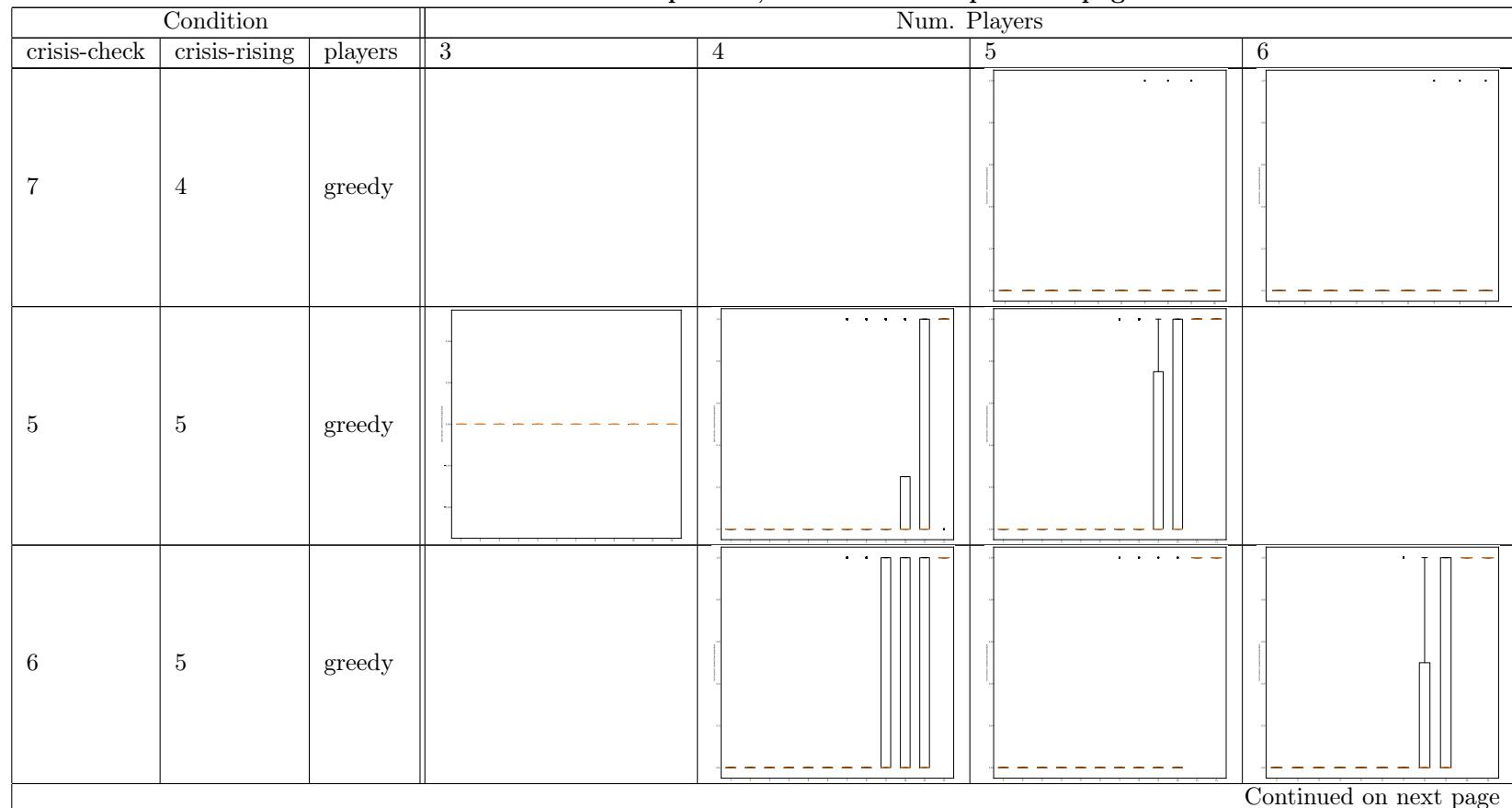
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**Table 14 researched-expanded, continued from previous page**

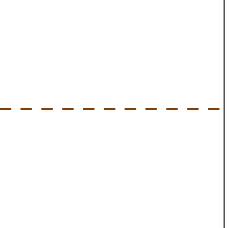
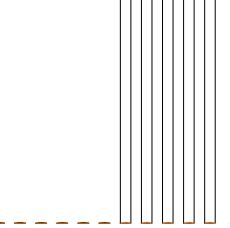
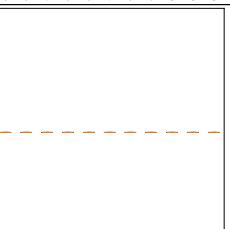
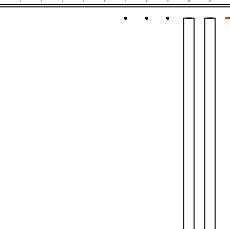
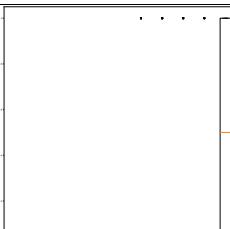
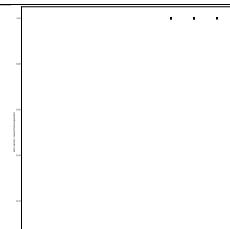
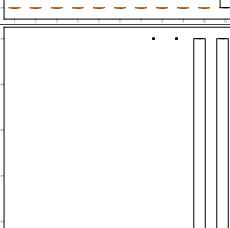
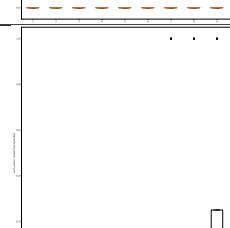


**Table 14 researched-expanded, continued from previous page**

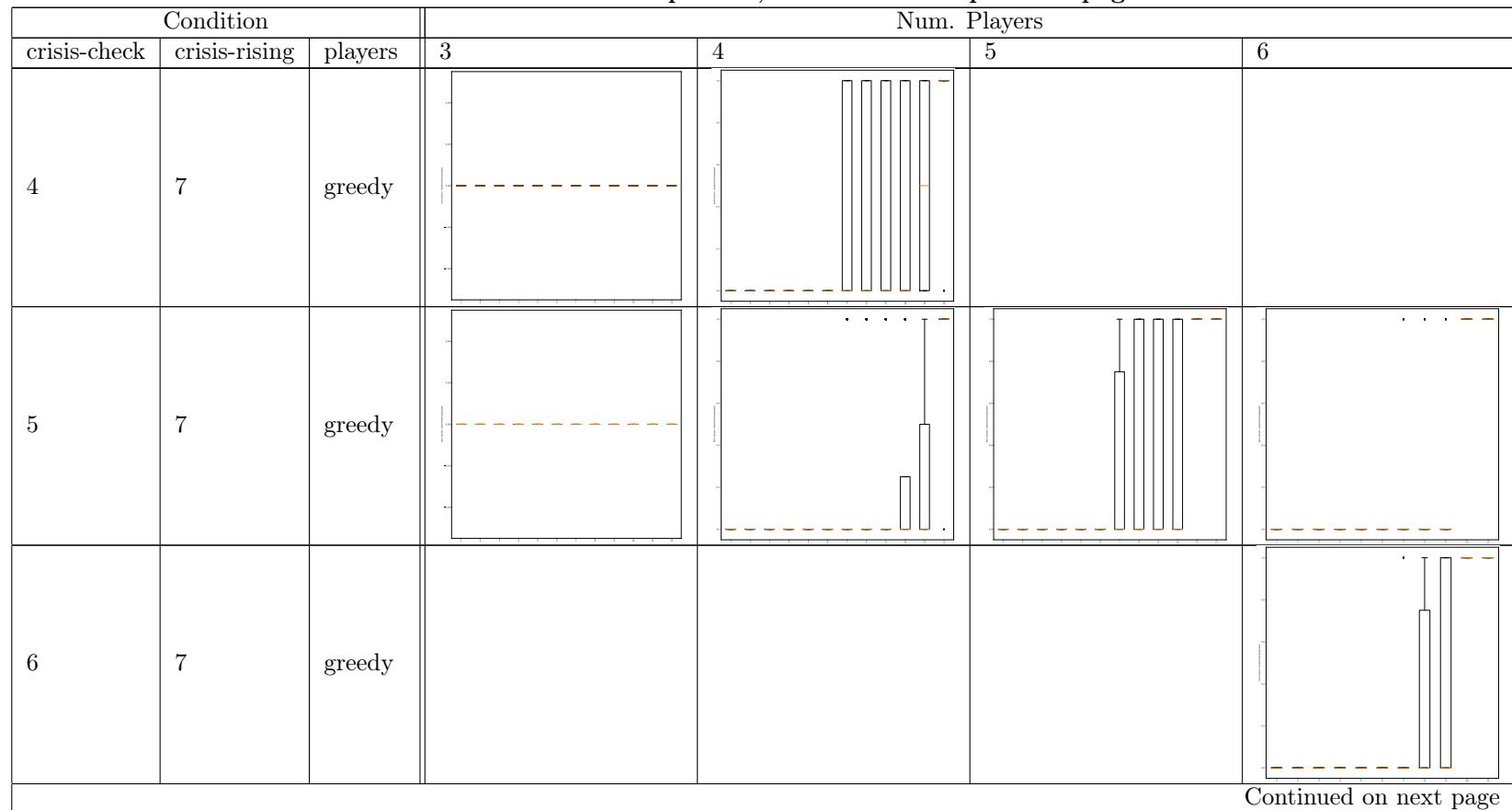


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**Table 14** researched-expanded, continued from previous page

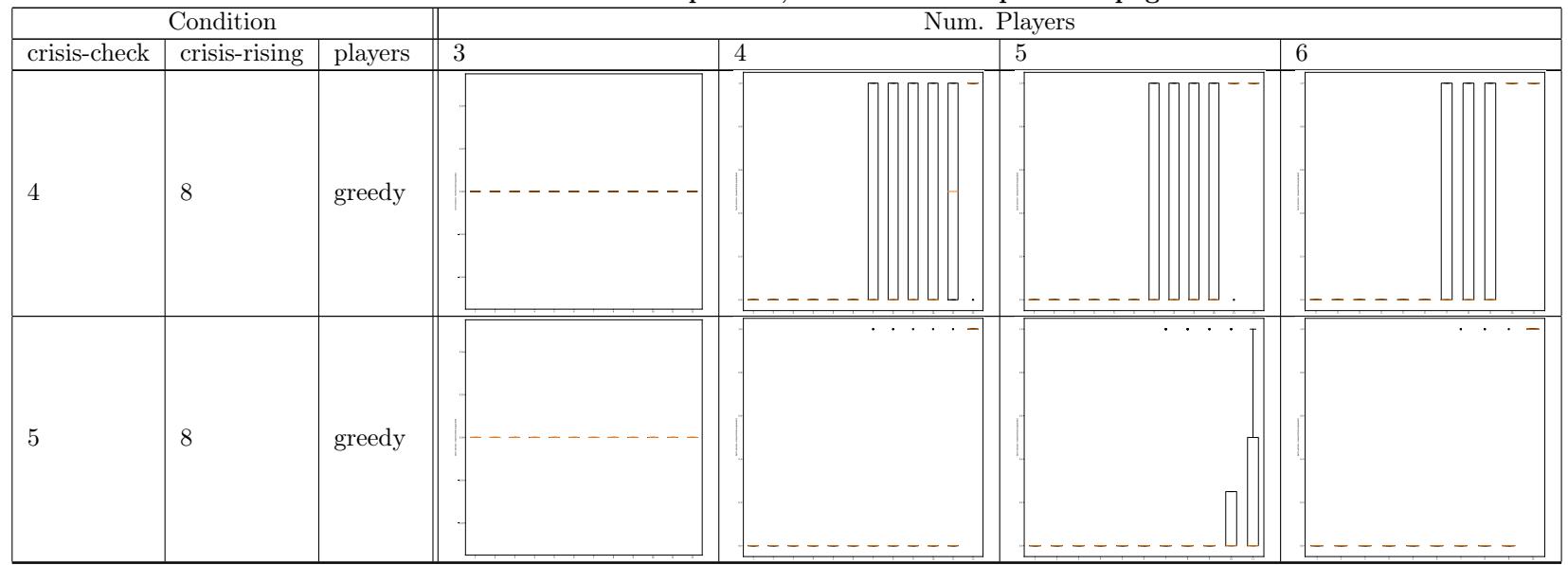
Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
4	6	greedy				
5	6	greedy				
6	6	greedy				

**Table 14 researched-expanded, continued from previous page**



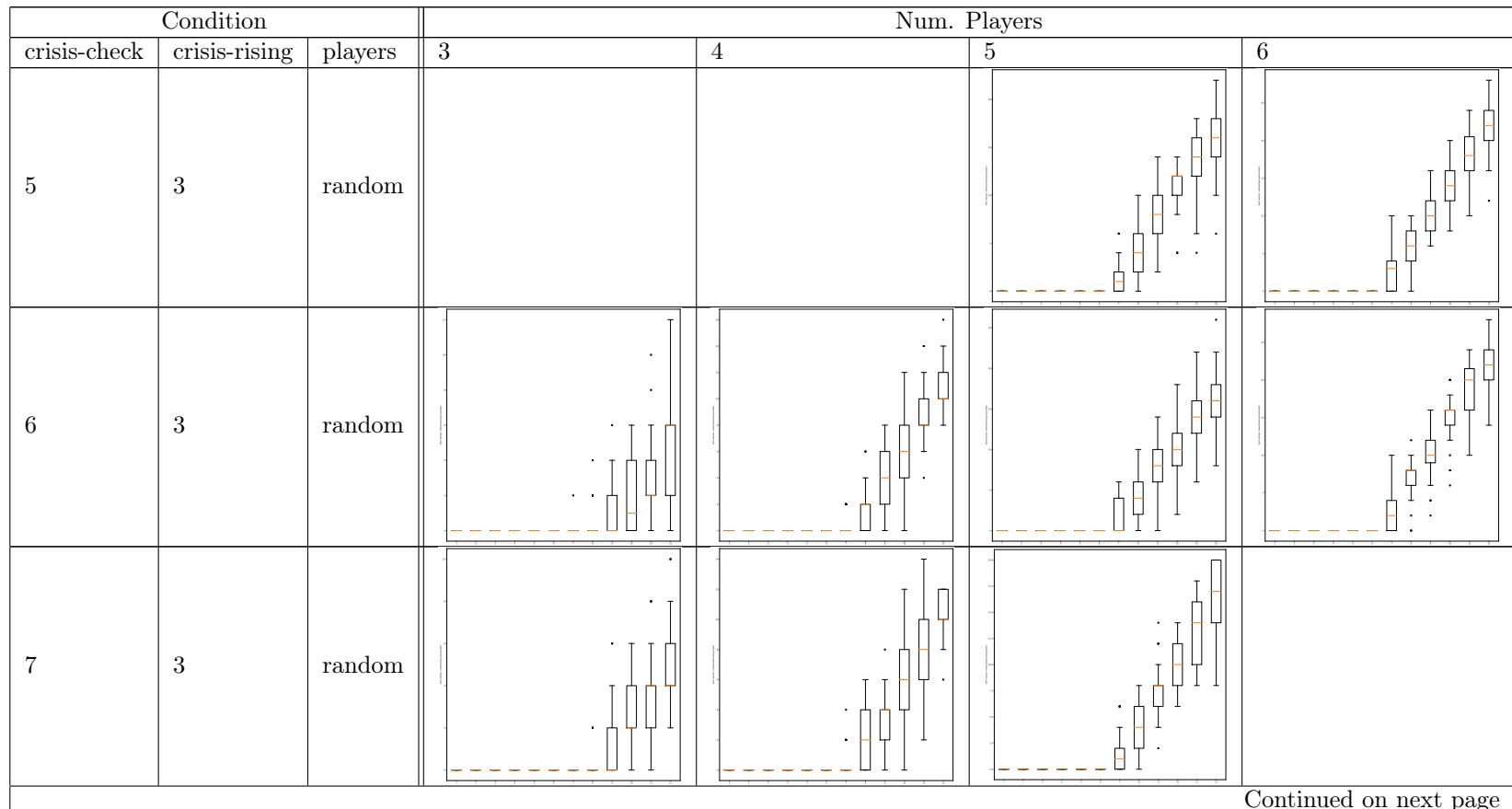
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**Table 14** researched-expanded, continued from previous page

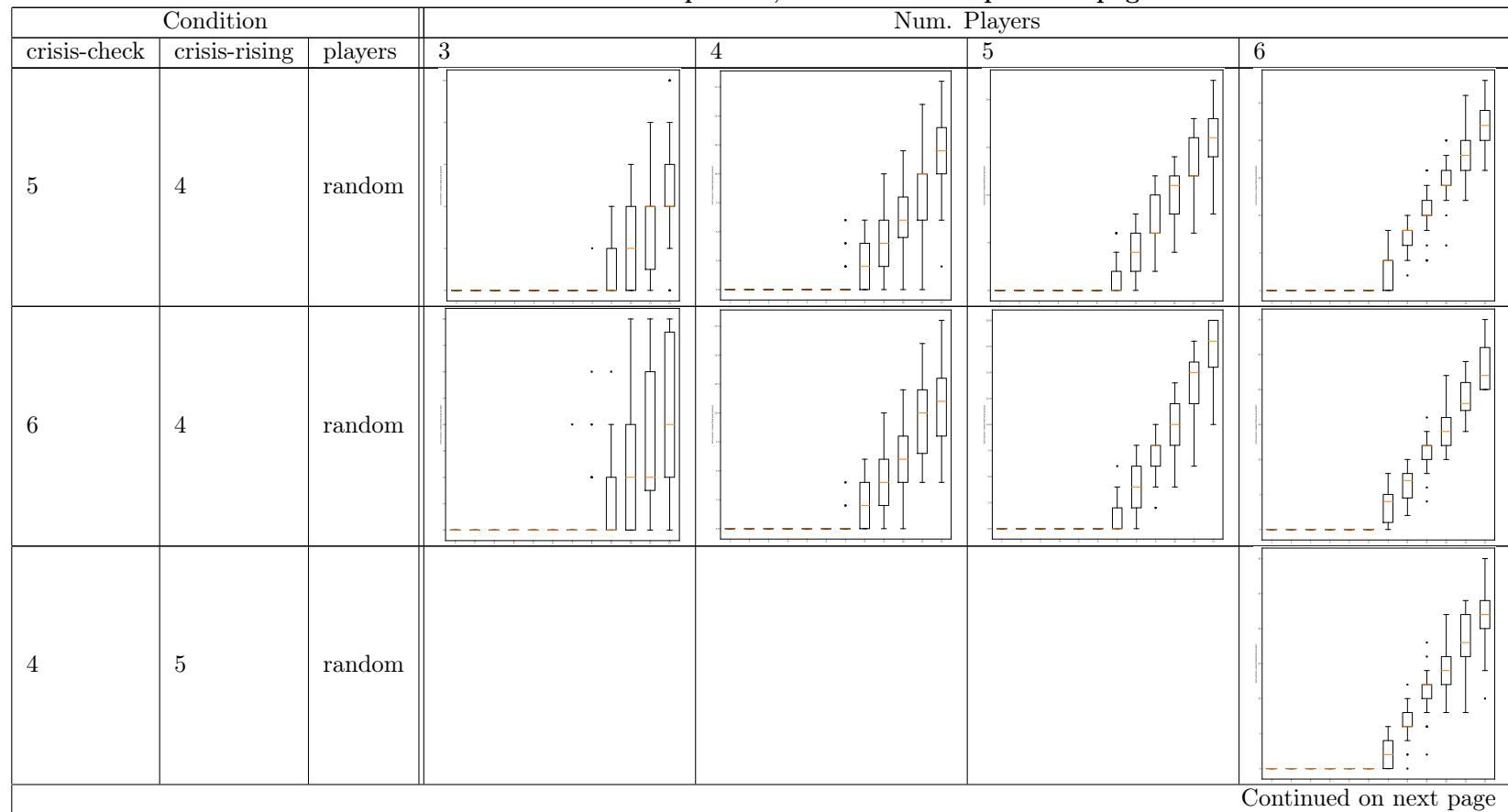


#### 6.0.5 researched-auto-protect

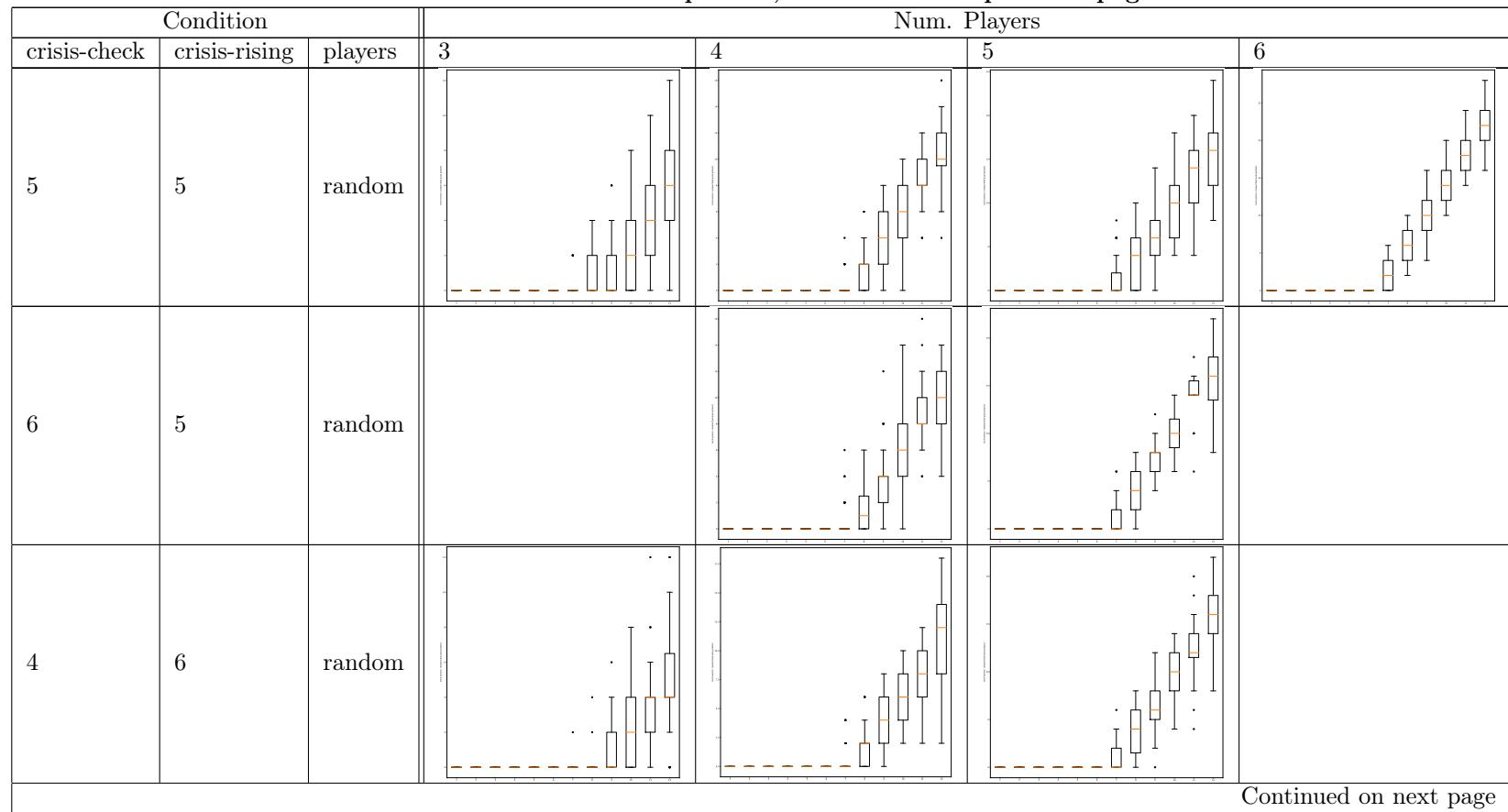
Table 15: researched-auto-protect



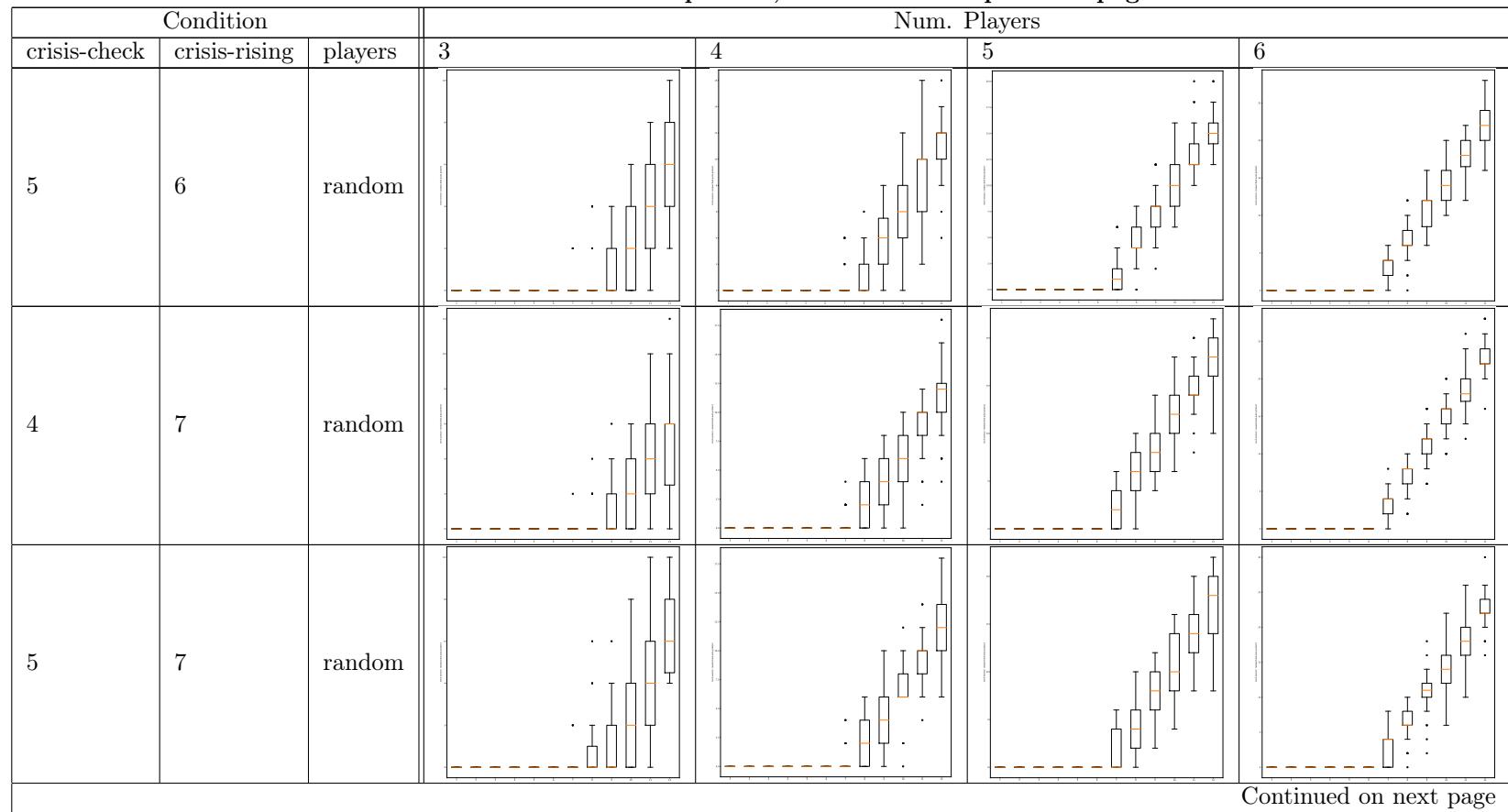
**Table 15 researched-auto-protect, continued from previous page**



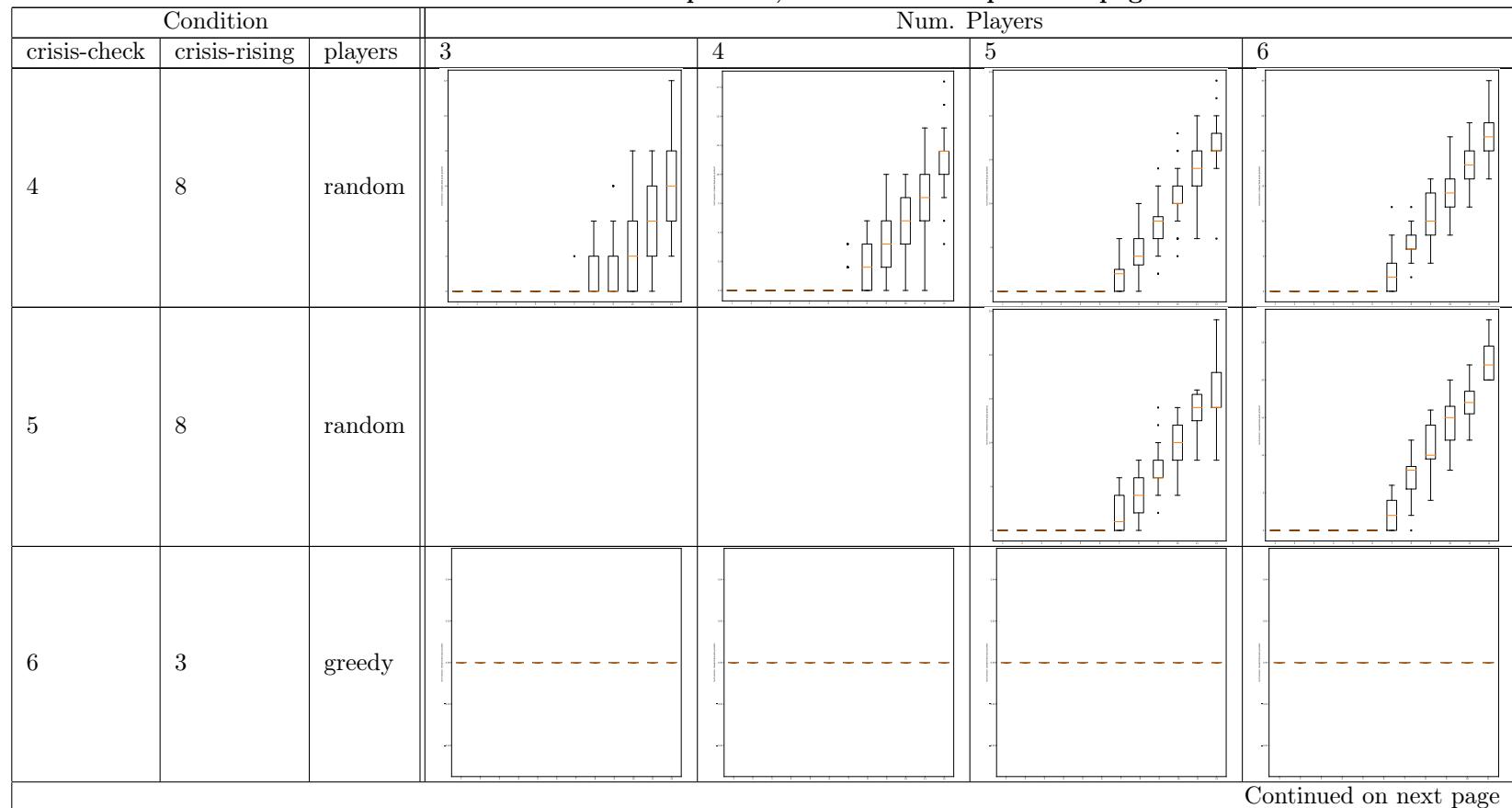
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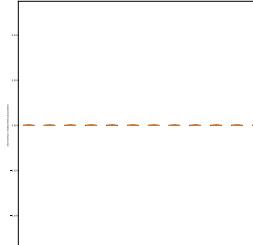
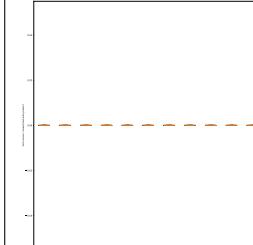
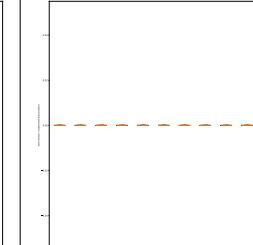
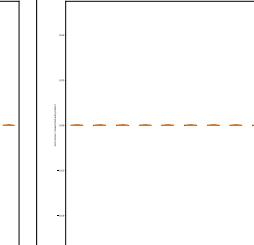
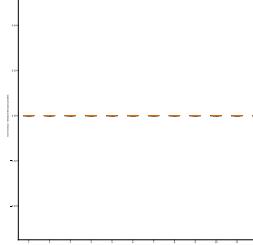
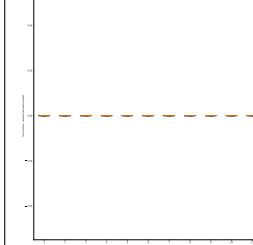
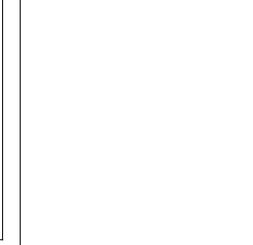
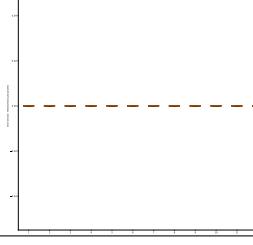
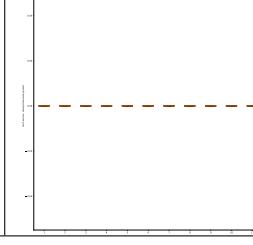
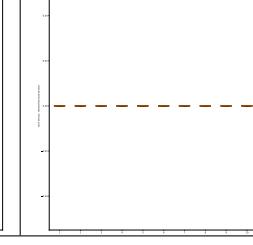
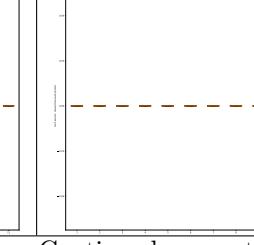
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**Table 15 researched-auto-protect, continued from previous page**



**Table 15** researched-auto-protect, continued from previous page

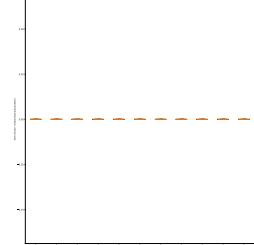
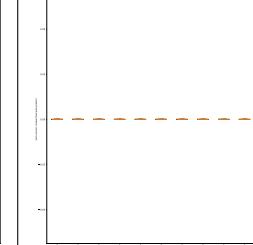
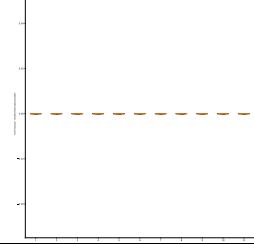
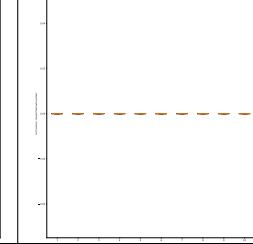
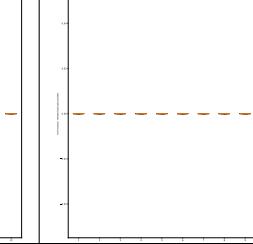
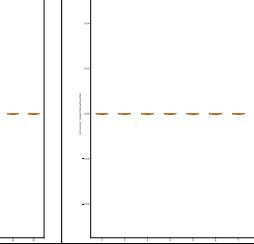
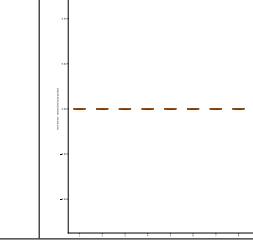
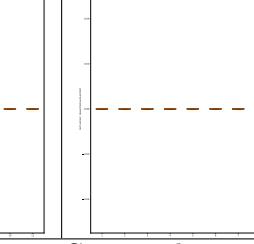
crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
7	3	greedy				
5	4	greedy				
6	4	greedy				
Continued on next page						

**Table 15** researched-auto-protect, continued from previous page

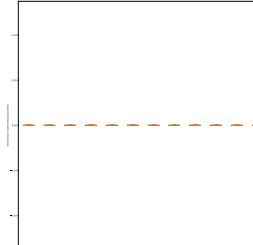
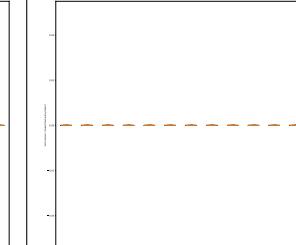
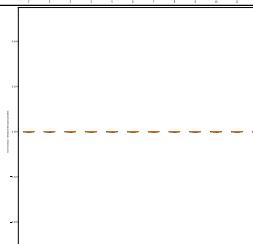
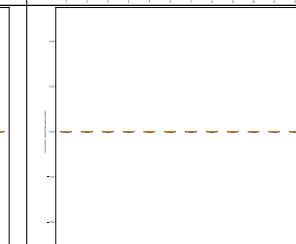
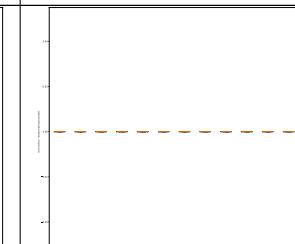
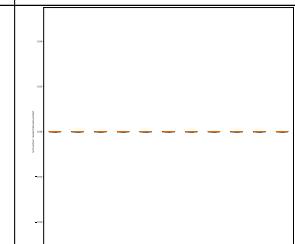
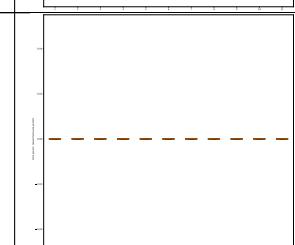
crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
7	4	greedy				
5	5	greedy				
6	5	greedy				

Continued on next page

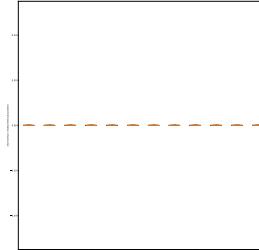
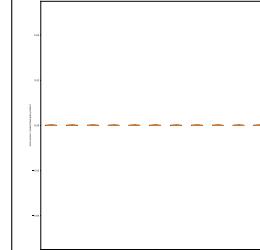
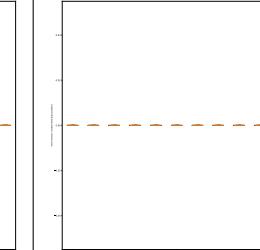
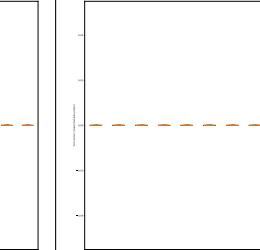
**Table 15** researched-auto-protect, continued from previous page

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
4	6	greedy				
5	6	greedy				
6	6	greedy				
Continued on next page						

**Table 15** researched-auto-protect, continued from previous page

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
4	7	greedy				
5	7	greedy				
6	7	greedy				
Continued on next page						

**Table 15** researched-auto-protect, continued from previous page

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
4	8	greedy				
5	8	greedy	