

Wicked 21st: Simulation Report

Textualization Software Ltd.

December 9, 2021

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1 win-sensor: won

Table 1: won

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
7	3	random	35 (70.0%)	32 (64.0%)	40 (80.0%)	38 (76.0%)
8	3	random	5 (10.0%)		9 (18.0%)	15 (30.0%)
6	4	random	38 (76.0%)	32 (64.0%)	36 (72.0%)	38 (76.0%)
7	4	random	6 (12.0%)	8 (16.0%)	16 (32.0%)	13 (26.0%)
5	5	random	42 (84.0%)	44 (88.0%)	45 (90.0%)	41 (82.0%)
6	5	random	19 (38.0%)	17 (34.0%)	33 (66.0%)	21 (42.0%)
5	6	random	34 (68.0%)	36 (72.0%)	34 (68.0%)	40 (80.0%)
6	6	random		10 (20.0%)	14 (28.0%)	13 (26.0%)
5	7	random	21 (42.0%)	22 (44.0%)	37 (74.0%)	31 (62.0%)
4	8	random	45 (90.0%)	39 (78.0%)	45 (90.0%)	43 (86.0%)
5	8	random	16 (32.0%)	15 (30.0%)	26 (52.0%)	27 (54.0%)
7	3	greedy	37 (74.0%)	39 (78.0%)		
8	3	greedy		22 (44.0%)	27 (54.0%)	43 (86.0%)
9	3	greedy			13 (26.0%)	38 (76.0%)
6	4	greedy	28 (56.0%)	43 (86.0%)		
7	4	greedy	9 (18.0%)	14 (28.0%)	30 (60.0%)	
8	4	greedy				30 (60.0%)
9	4	greedy				6 (12.0%)
6	5	greedy	17 (34.0%)	35 (70.0%)	38 (76.0%)	
7	5	greedy			13 (26.0%)	31 (62.0%)
8	5	greedy				6 (12.0%)
5	6	greedy	29 (58.0%)	45 (90.0%)		
6	6	greedy	9 (18.0%)	21 (42.0%)	24 (48.0%)	40 (80.0%)
7	6	greedy				16 (32.0%)
5	7	greedy	30 (60.0%)	39 (78.0%)	41 (82.0%)	
6	7	greedy		9 (18.0%)	11 (22.0%)	37 (74.0%)
7	7	greedy				10 (20.0%)

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Table 1 won, continued from previous page

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
4	8	greedy	44 (88.0%)			
5	8	greedy	23 (46.0%)	26 (52.0%)	31 (62.0%)	42 (84.0%)
6	8	greedy			6 (12.0%)	23 (46.0%)

2 error-sensor

2.0.1 empty-drawpile

Table 2: empty-drawpile

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
7	3	random	1 (2.0%)	1 (2.0%)	2 (4.0%)	2 (4.0%)
8	3	random	1 (2.0%)		1 (2.0%)	4 (8.0%)
6	4	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	3 (6.0%)
7	4	random	0 (0.0%)	0 (0.0%)	3 (6.0%)	2 (4.0%)
5	5	random	1 (2.0%)	1 (2.0%)	3 (6.0%)	1 (2.0%)
6	5	random	0 (0.0%)	0 (0.0%)	3 (6.0%)	2 (4.0%)
5	6	random	0 (0.0%)	4 (8.0%)	3 (6.0%)	0 (0.0%)
6	6	random		0 (0.0%)	3 (6.0%)	0 (0.0%)
5	7	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	4 (8.0%)
4	8	random	0 (0.0%)	1 (2.0%)	5 (10.0%)	2 (4.0%)
5	8	random	0 (0.0%)	1 (2.0%)	0 (0.0%)	4 (8.0%)
7	3	greedy	0 (0.0%)	36 (72.0%)		
8	3	greedy		22 (44.0%)	27 (54.0%)	43 (86.0%)
9	3	greedy			13 (26.0%)	38 (76.0%)
6	4	greedy	0 (0.0%)	38 (76.0%)		

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Table 2 empty-drawpile, continued from previous page

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
7	4	greedy	0 (0.0%)	14 (28.0%)	30 (60.0%)	
8	4	greedy				30 (60.0%)
9	4	greedy				6 (12.0%)
6	5	greedy	0 (0.0%)	34 (68.0%)	38 (76.0%)	
7	5	greedy			13 (26.0%)	31 (62.0%)
8	5	greedy				6 (12.0%)
5	6	greedy	0 (0.0%)	43 (86.0%)		
6	6	greedy	0 (0.0%)	21 (42.0%)	24 (48.0%)	40 (80.0%)
7	6	greedy				16 (32.0%)
5	7	greedy	0 (0.0%)	37 (74.0%)	41 (82.0%)	
6	7	greedy		9 (18.0%)	11 (22.0%)	37 (74.0%)
7	7	greedy				10 (20.0%)
4	8	greedy	0 (0.0%)			
5	8	greedy	0 (0.0%)	24 (48.0%)	31 (62.0%)	42 (84.0%)
6	8	greedy			6 (12.0%)	23 (46.0%)

2.0.2 empty-drawpile-C

Table 3: empty-drawpile-C

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
7	3	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
8	3	random	0 (0.0%)		0 (0.0%)	0 (0.0%)
6	4	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
7	4	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
5	5	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	0 (0.0%)
6	5	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	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
5	6	random	0 (0.0%)	1 (2.0%)	0 (0.0%)	0 (0.0%)
6	6	random		0 (0.0%)	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%)	0 (0.0%)	0 (0.0%)
7	3	greedy	0 (0.0%)	8 (16.0%)		
8	3	greedy		4 (8.0%)	6 (12.0%)	5 (10.0%)
9	3	greedy			3 (6.0%)	1 (2.0%)
6	4	greedy	0 (0.0%)	13 (26.0%)		
7	4	greedy	0 (0.0%)	4 (8.0%)	7 (14.0%)	
8	4	greedy				1 (2.0%)
9	4	greedy				1 (2.0%)
6	5	greedy	0 (0.0%)	6 (12.0%)	7 (14.0%)	
7	5	greedy			3 (6.0%)	1 (2.0%)
8	5	greedy				0 (0.0%)
5	6	greedy	0 (0.0%)	10 (20.0%)		
6	6	greedy	0 (0.0%)	6 (12.0%)	7 (14.0%)	4 (8.0%)
7	6	greedy				0 (0.0%)
5	7	greedy	0 (0.0%)	5 (10.0%)	10 (20.0%)	
6	7	greedy		3 (6.0%)	4 (8.0%)	5 (10.0%)
7	7	greedy				2 (4.0%)
4	8	greedy	0 (0.0%)			
5	8	greedy	0 (0.0%)	9 (18.0%)	10 (20.0%)	11 (22.0%)
6	8	greedy			1 (2.0%)	3 (6.0%)

2.0.3 empty-drawpile-D

Table 4: empty-drawpile-D

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
7	3	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
8	3	random	0 (0.0%)		0 (0.0%)	0 (0.0%)
6	4	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
7	4	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
5	5	random	1 (2.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	5	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
5	6	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	6	random		0 (0.0%)	0 (0.0%)	0 (0.0%)
5	7	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	1 (2.0%)
4	8	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
5	8	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
7	3	greedy	0 (0.0%)	0 (0.0%)		
8	3	greedy		0 (0.0%)	21 (42.0%)	38 (76.0%)
9	3	greedy			10 (20.0%)	37 (74.0%)
6	4	greedy	0 (0.0%)	0 (0.0%)		
7	4	greedy	0 (0.0%)	0 (0.0%)	23 (46.0%)	
8	4	greedy				29 (58.0%)
9	4	greedy				5 (10.0%)
6	5	greedy	0 (0.0%)	0 (0.0%)	31 (62.0%)	
7	5	greedy			10 (20.0%)	30 (60.0%)
8	5	greedy				6 (12.0%)
5	6	greedy	0 (0.0%)	0 (0.0%)		
6	6	greedy	0 (0.0%)	0 (0.0%)	17 (34.0%)	36 (72.0%)
7	6	greedy				16 (32.0%)
5	7	greedy	0 (0.0%)	0 (0.0%)	31 (62.0%)	
6	7	greedy		0 (0.0%)	7 (14.0%)	32 (64.0%)
7	7	greedy				8 (16.0%)
4	8	greedy	0 (0.0%)			
5	8	greedy	0 (0.0%)	0 (0.0%)	21 (42.0%)	29 (58.0%)

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Table 4 empty-drawpile-D, continued from previous page

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
6	8	greedy			5 (10.0%)	20 (40.0%)

2.0.4 empty-drawpile-H

Table 5: empty-drawpile-H

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
7	3	random	0 (0.0%)	0 (0.0%)	2 (4.0%)	1 (2.0%)
8	3	random	0 (0.0%)		1 (2.0%)	0 (0.0%)
6	4	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	2 (4.0%)
7	4	random	0 (0.0%)	0 (0.0%)	3 (6.0%)	1 (2.0%)
5	5	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	5	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	1 (2.0%)
5	6	random	0 (0.0%)	2 (4.0%)	1 (2.0%)	0 (0.0%)
6	6	random		0 (0.0%)	3 (6.0%)	0 (0.0%)
5	7	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	2 (4.0%)
4	8	random	0 (0.0%)	1 (2.0%)	3 (6.0%)	2 (4.0%)
5	8	random	0 (0.0%)	1 (2.0%)	0 (0.0%)	2 (4.0%)
7	3	greedy	0 (0.0%)	0 (0.0%)		
8	3	greedy		0 (0.0%)	0 (0.0%)	0 (0.0%)
9	3	greedy			0 (0.0%)	0 (0.0%)
6	4	greedy	0 (0.0%)	0 (0.0%)		
7	4	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	
8	4	greedy				0 (0.0%)
9	4	greedy				0 (0.0%)
6	5	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	
7	5	greedy			0 (0.0%)	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
8	5	greedy				0 (0.0%)
5	6	greedy	0 (0.0%)	0 (0.0%)		
6	6	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
7	6	greedy				0 (0.0%)
5	7	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	
6	7	greedy		0 (0.0%)	0 (0.0%)	0 (0.0%)
7	7	greedy				0 (0.0%)
4	8	greedy	0 (0.0%)			
5	8	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	8	greedy			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
7	3	random	1 (2.0%)	1 (2.0%)	0 (0.0%)	1 (2.0%)
8	3	random	1 (2.0%)		0 (0.0%)	4 (8.0%)
6	4	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	1 (2.0%)
7	4	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	1 (2.0%)
5	5	random	0 (0.0%)	1 (2.0%)	2 (4.0%)	1 (2.0%)
6	5	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	1 (2.0%)
5	6	random	0 (0.0%)	1 (2.0%)	2 (4.0%)	0 (0.0%)
6	6	random		0 (0.0%)	0 (0.0%)	0 (0.0%)
5	7	random	0 (0.0%)	0 (0.0%)	1 (2.0%)	1 (2.0%)
4	8	random	0 (0.0%)	0 (0.0%)	2 (4.0%)	0 (0.0%)
5	8	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	2 (4.0%)

Continued on next page

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

Condition			Num. Players			
crisis-check	crisis-rising	players	3	4	5	6
7	3	greedy	0 (0.0%)	28 (56.0%)		
8	3	greedy		18 (36.0%)	0 (0.0%)	0 (0.0%)
9	3	greedy			0 (0.0%)	0 (0.0%)
6	4	greedy	0 (0.0%)	25 (50.0%)		
7	4	greedy	0 (0.0%)	10 (20.0%)	0 (0.0%)	
8	4	greedy				0 (0.0%)
9	4	greedy				0 (0.0%)
6	5	greedy	0 (0.0%)	28 (56.0%)	0 (0.0%)	
7	5	greedy			0 (0.0%)	0 (0.0%)
8	5	greedy				0 (0.0%)
5	6	greedy	0 (0.0%)	33 (66.0%)		
6	6	greedy	0 (0.0%)	15 (30.0%)	0 (0.0%)	0 (0.0%)
7	6	greedy				0 (0.0%)
5	7	greedy	0 (0.0%)	32 (64.0%)	0 (0.0%)	
6	7	greedy		6 (12.0%)	0 (0.0%)	0 (0.0%)
7	7	greedy				0 (0.0%)
4	8	greedy	0 (0.0%)			
5	8	greedy	0 (0.0%)	15 (30.0%)	0 (0.0%)	2 (4.0%)
6	8	greedy			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
7	3	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
8	3	random	0 (0.0%)		0 (0.0%)	0 (0.0%)
Continued on next page						

Table 7 other-error, continued from previous page

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
6	4	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
7	4	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	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%)	0 (0.0%)	0 (0.0%)
5	6	random	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	6	random		0 (0.0%)	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%)	0 (0.0%)	0 (0.0%)
7	3	greedy	0 (0.0%)	0 (0.0%)		
8	3	greedy		0 (0.0%)	0 (0.0%)	0 (0.0%)
9	3	greedy			0 (0.0%)	0 (0.0%)
6	4	greedy	0 (0.0%)	0 (0.0%)		
7	4	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	
8	4	greedy				0 (0.0%)
9	4	greedy				0 (0.0%)
6	5	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	
7	5	greedy			0 (0.0%)	0 (0.0%)
8	5	greedy				0 (0.0%)
5	6	greedy	0 (0.0%)	0 (0.0%)		
6	6	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
7	6	greedy				0 (0.0%)
5	7	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	
6	7	greedy		0 (0.0%)	0 (0.0%)	0 (0.0%)
7	7	greedy				0 (0.0%)
4	8	greedy	0 (0.0%)			
5	8	greedy	0 (0.0%)	0 (0.0%)	0 (0.0%)	0 (0.0%)
6	8	greedy			0 (0.0%)	0 (0.0%)

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

Table 8: are-in-crisis

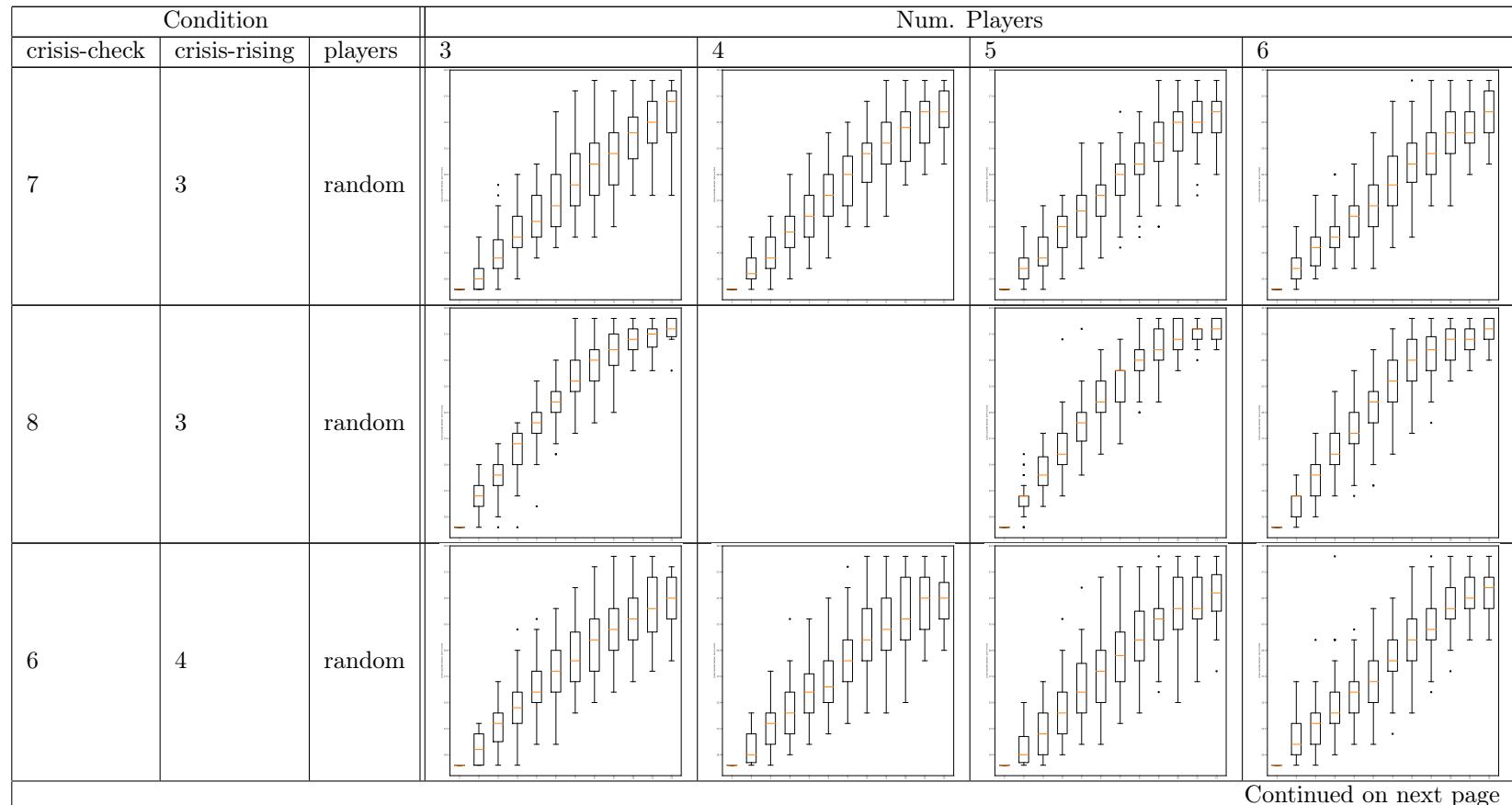


Table 8 are-in-crisis, continued from previous page

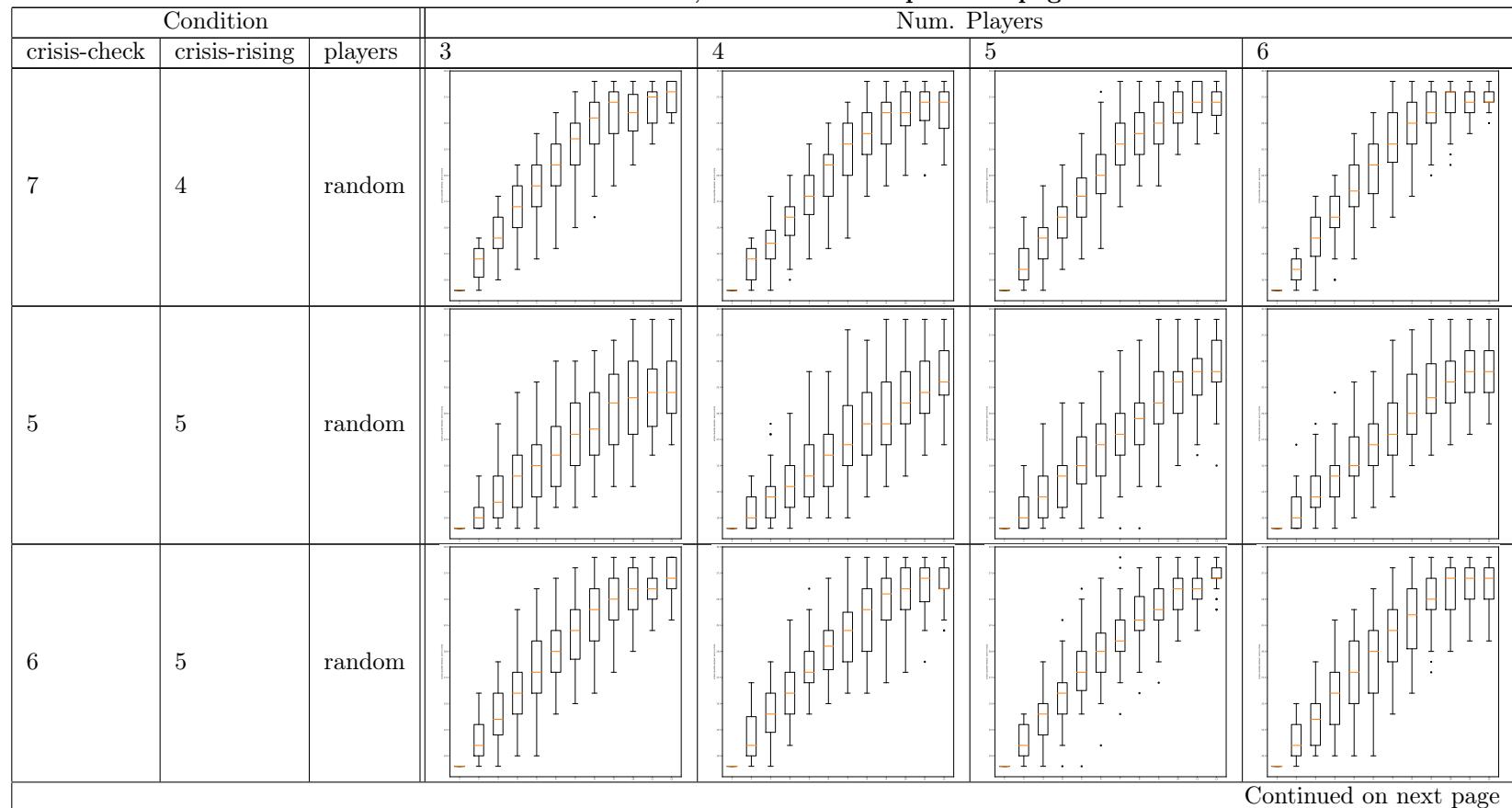


Table 8 are-in-crisis, continued from previous page

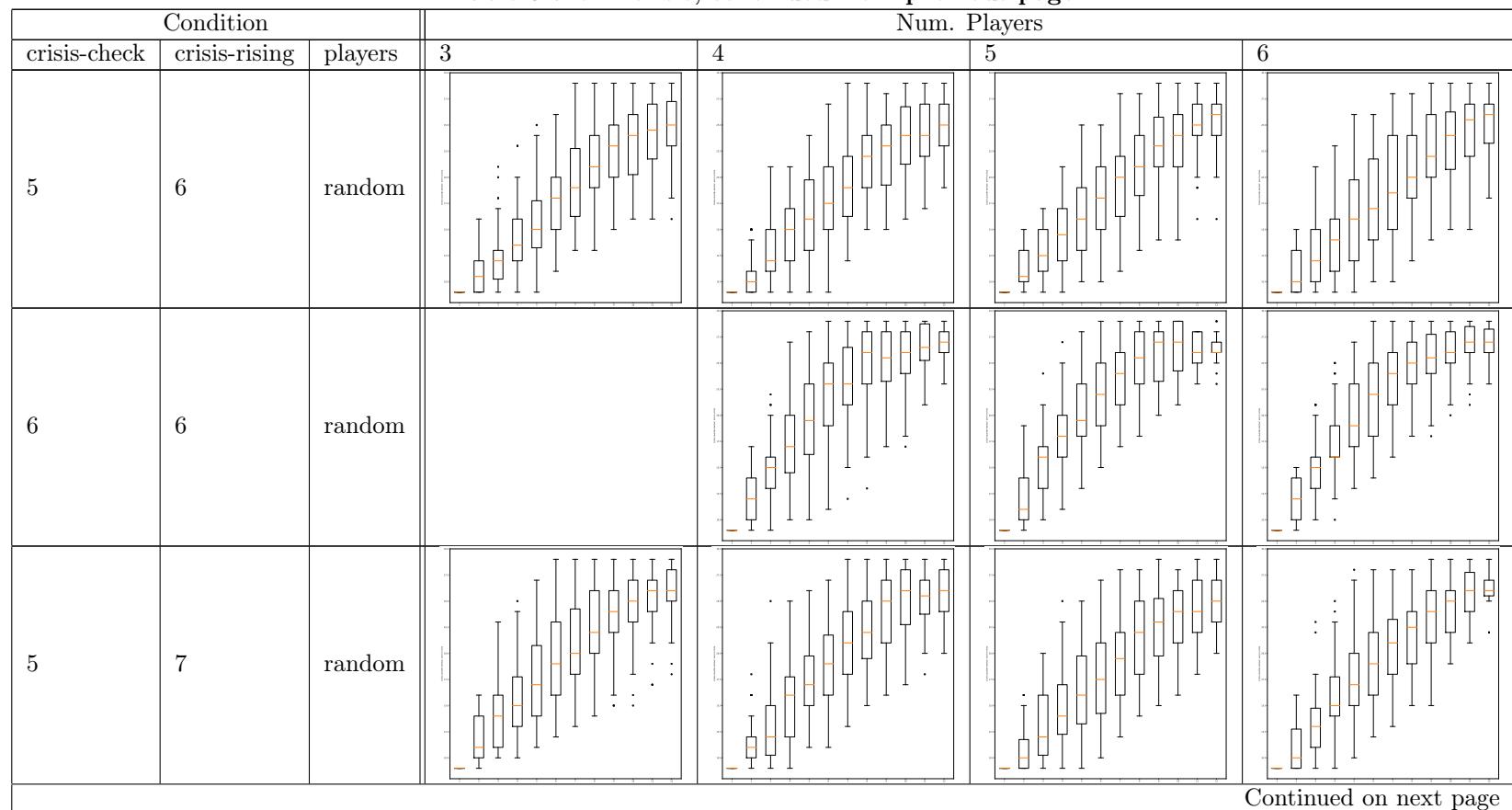


Table 8 are-in-crisis, continued from previous page

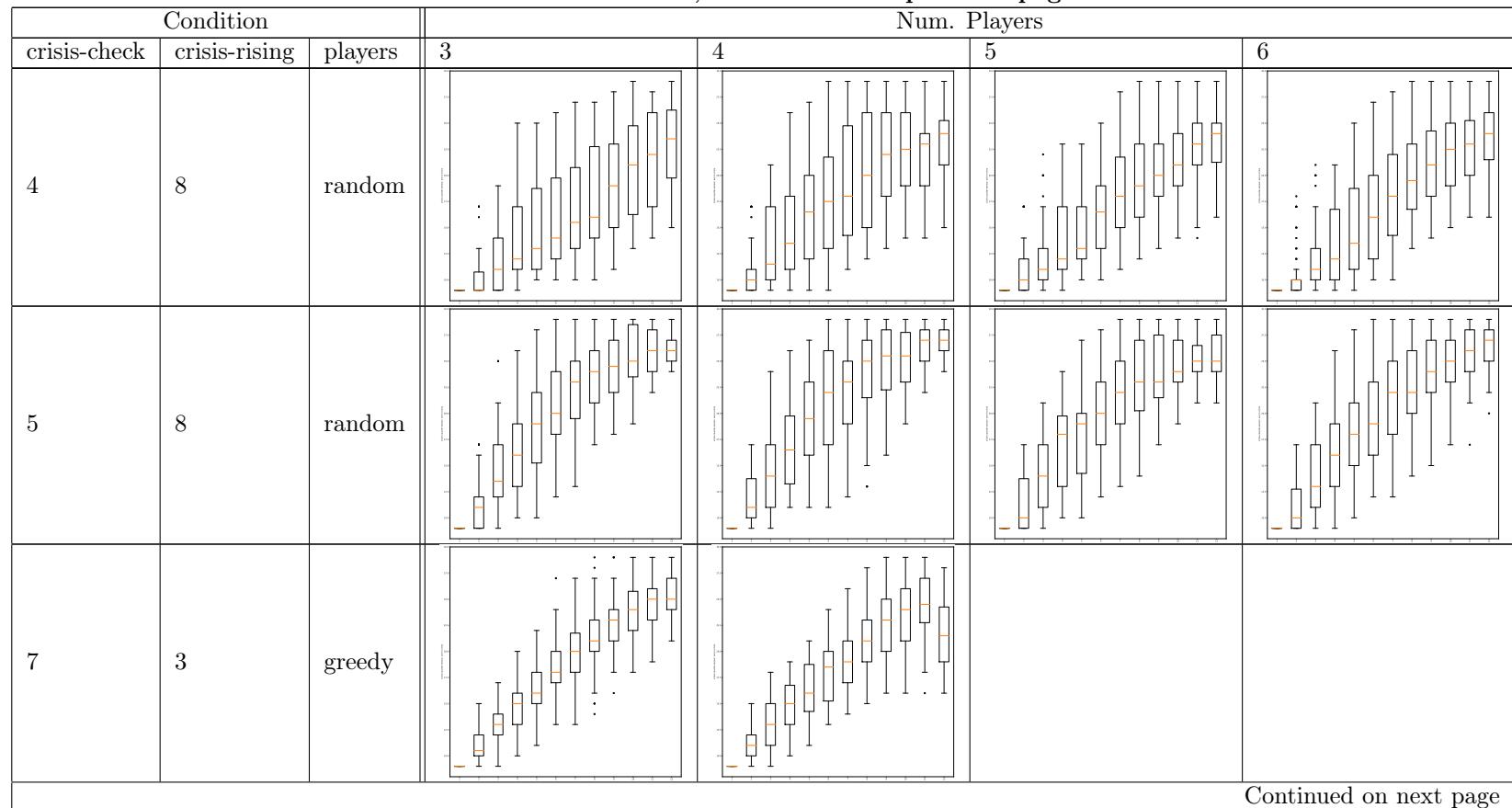


Table 8 are-in-crisis, continued from previous page

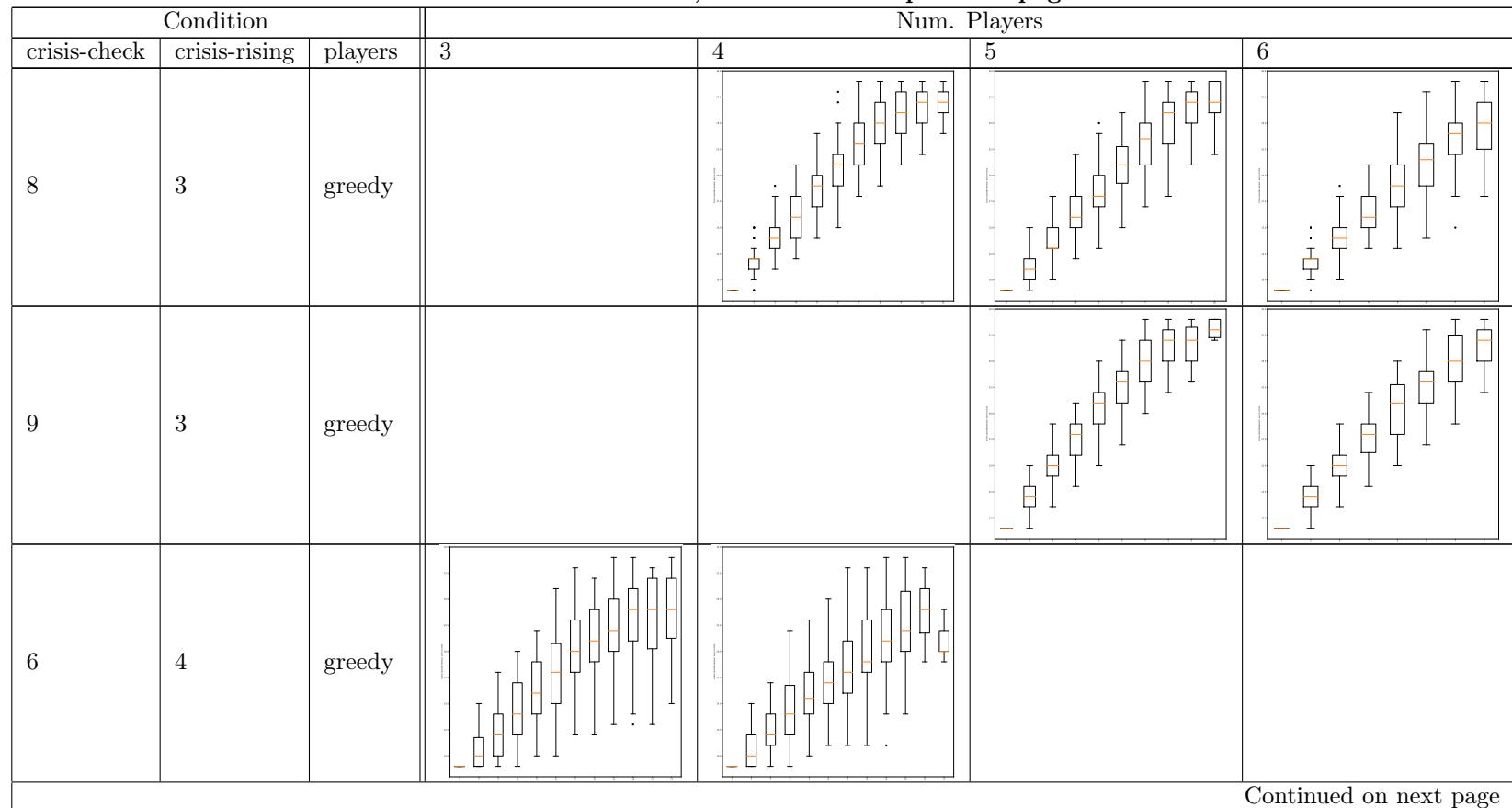
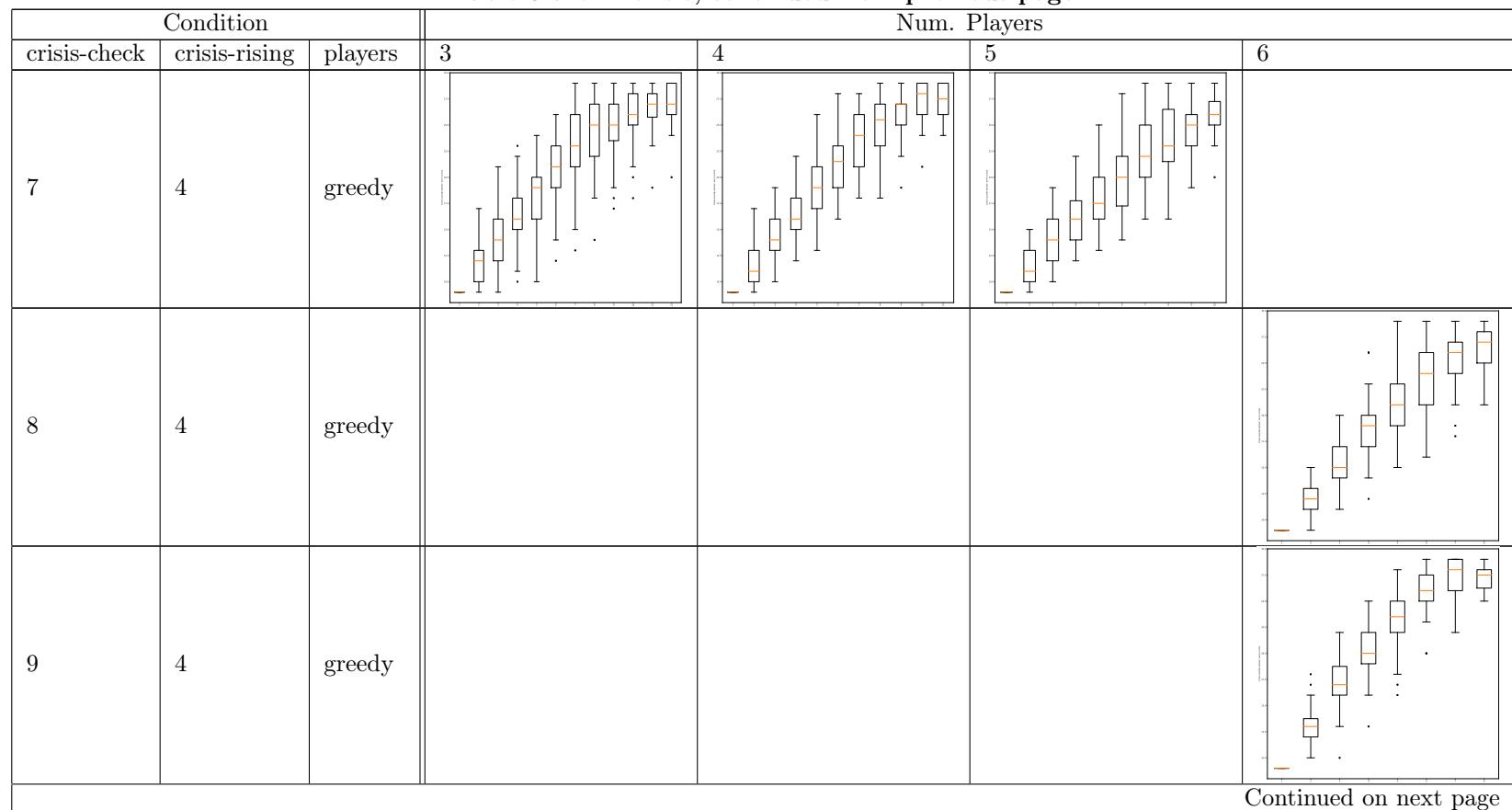


Table 8 are-in-crisis, continued from previous page



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

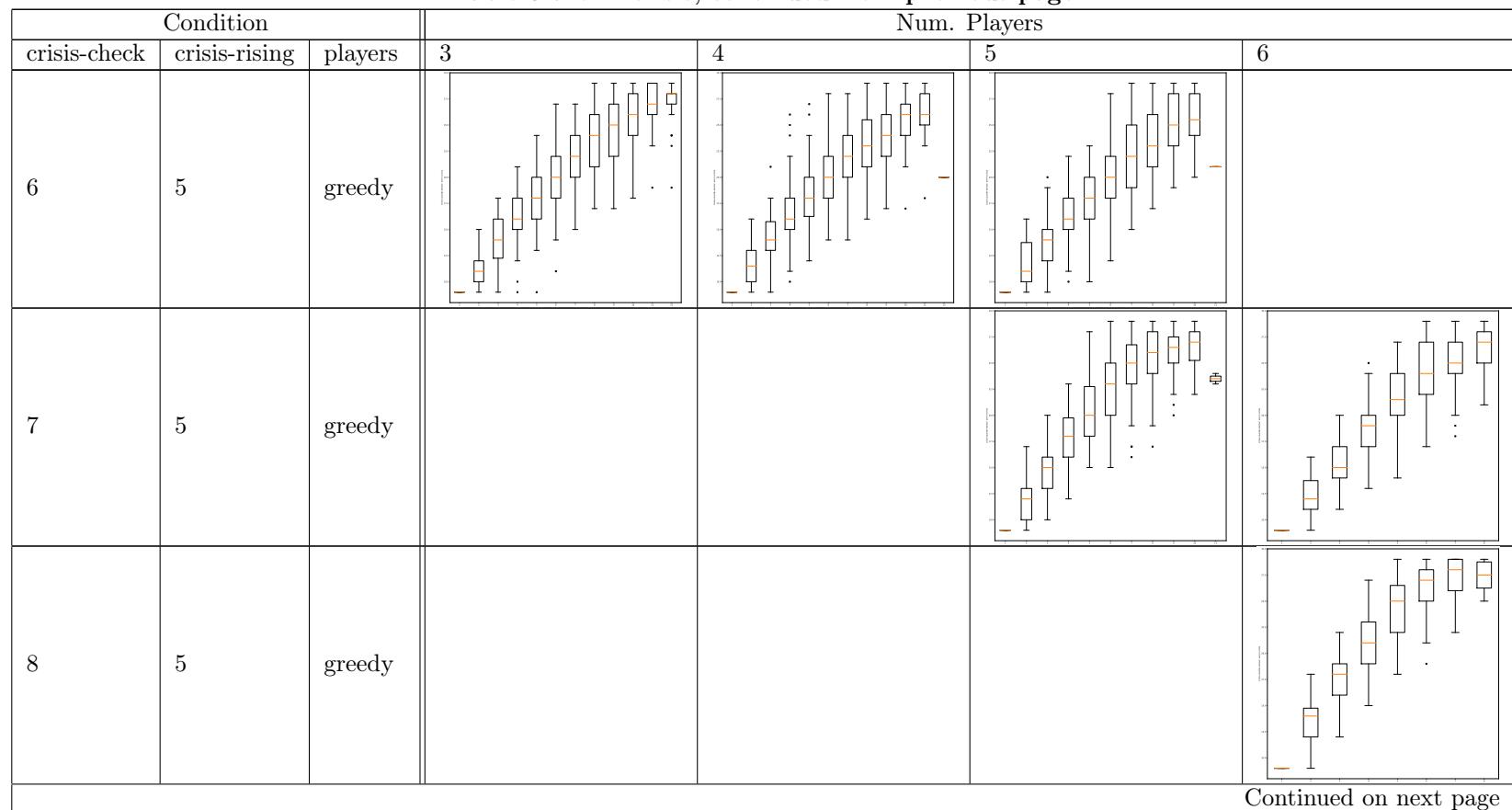
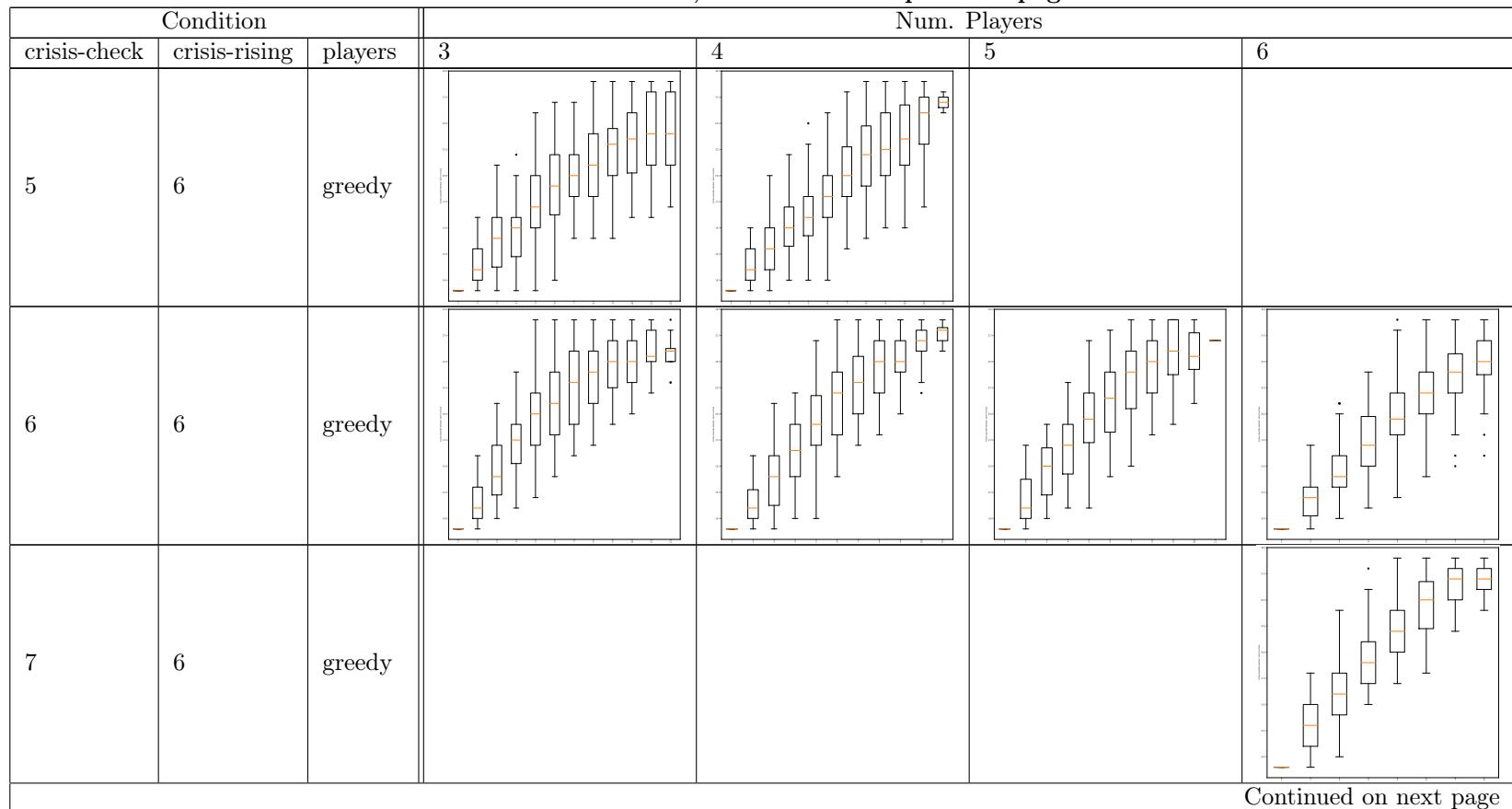


Table 8 are-in-crisis, continued from previous page



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

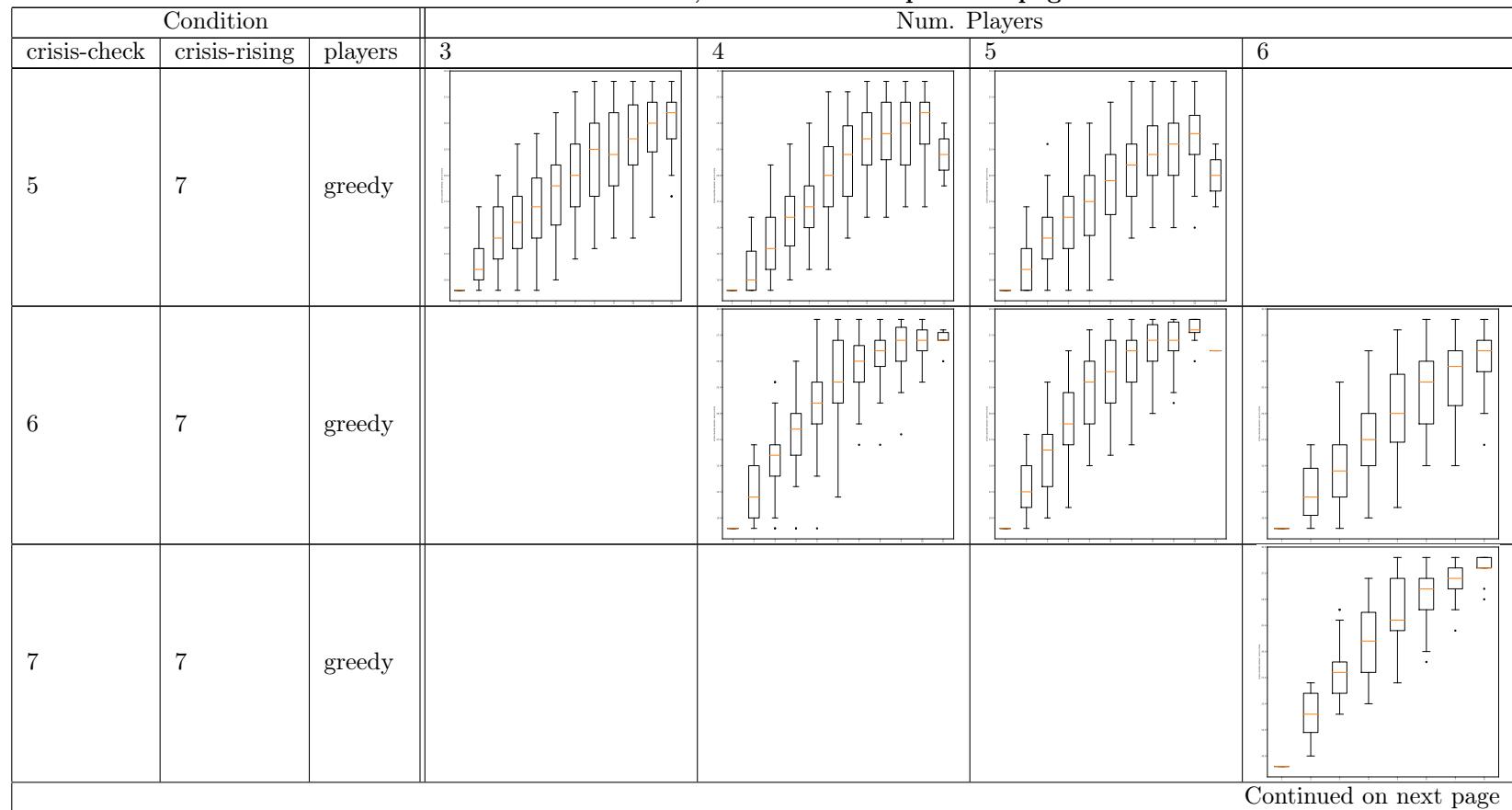
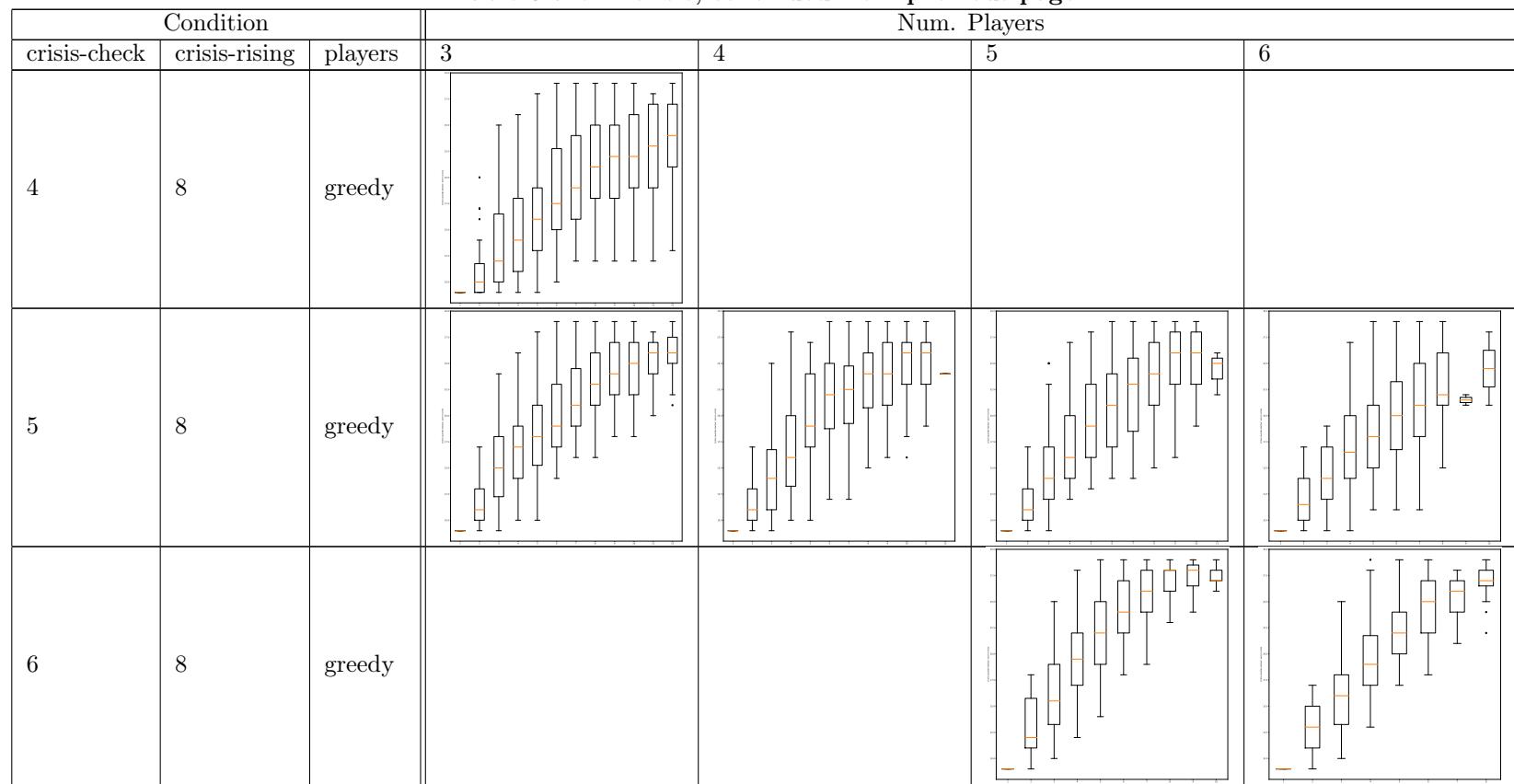


Table 8 are-in-crisis, continued from previous page



4 abandoned-project-sensor: abandoned-project

Table 9: abandoned-project

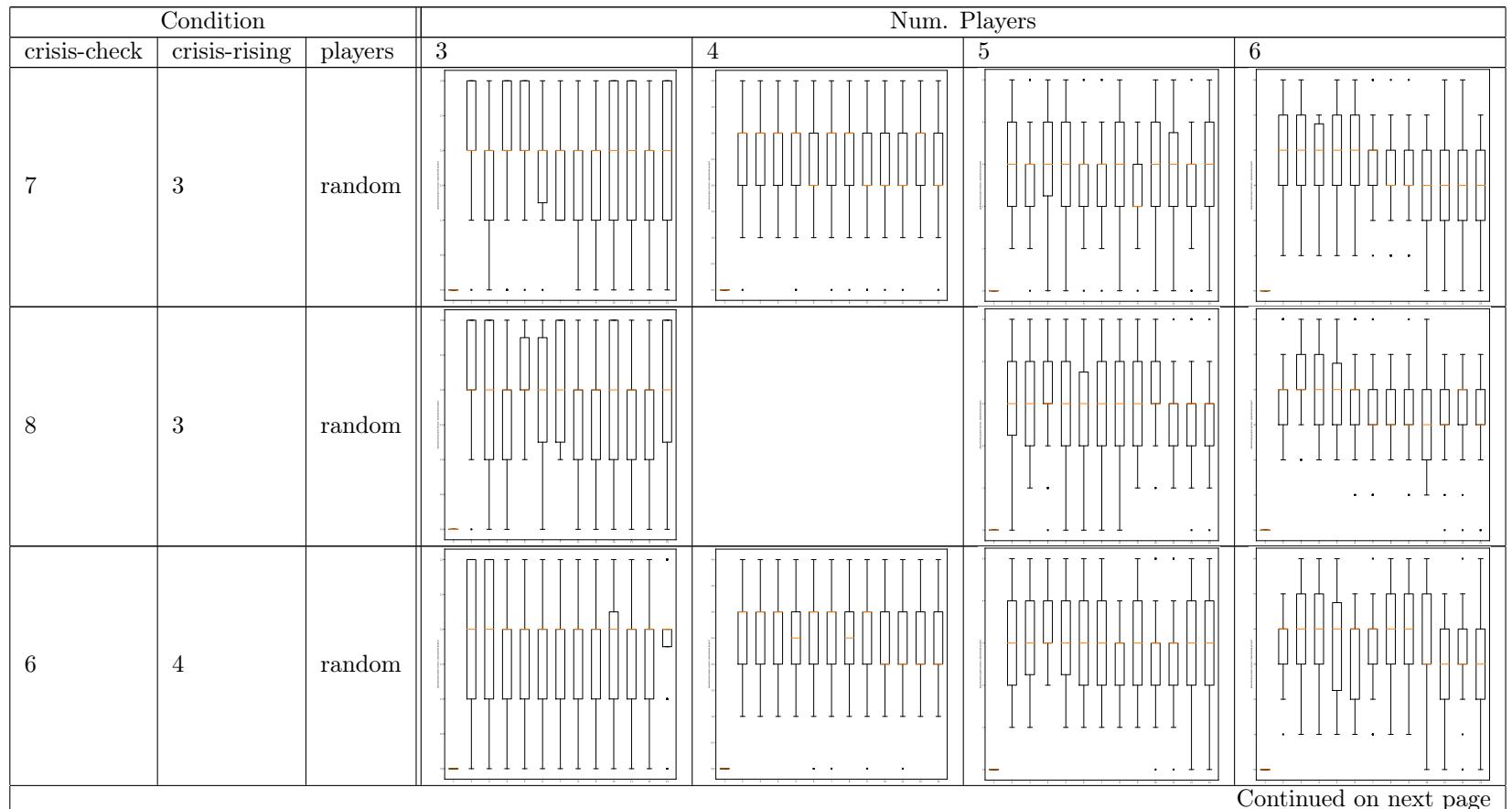


Table 9 abandoned-project, continued from previous page

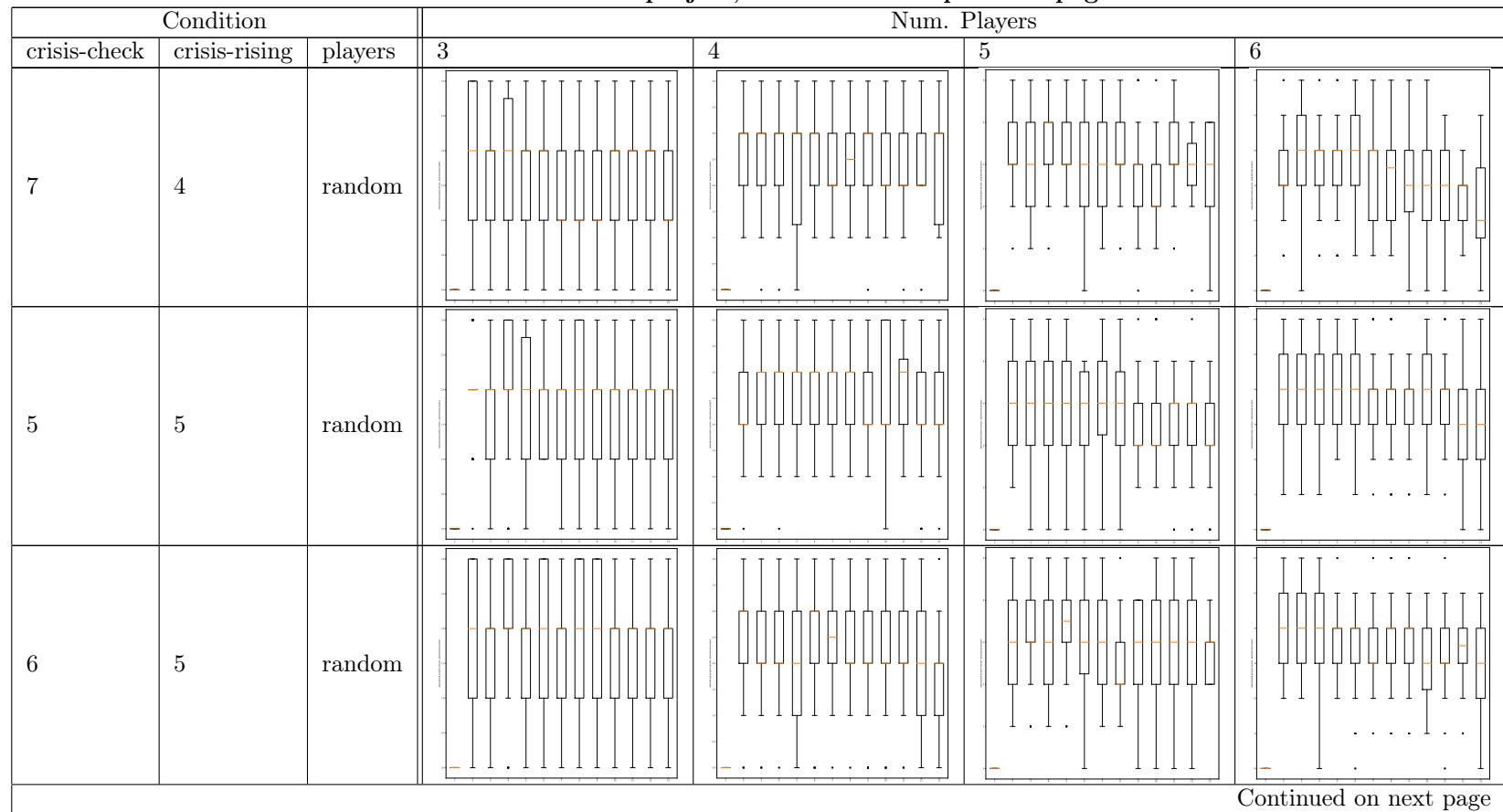


Table 9 abandoned-project, continued from previous page

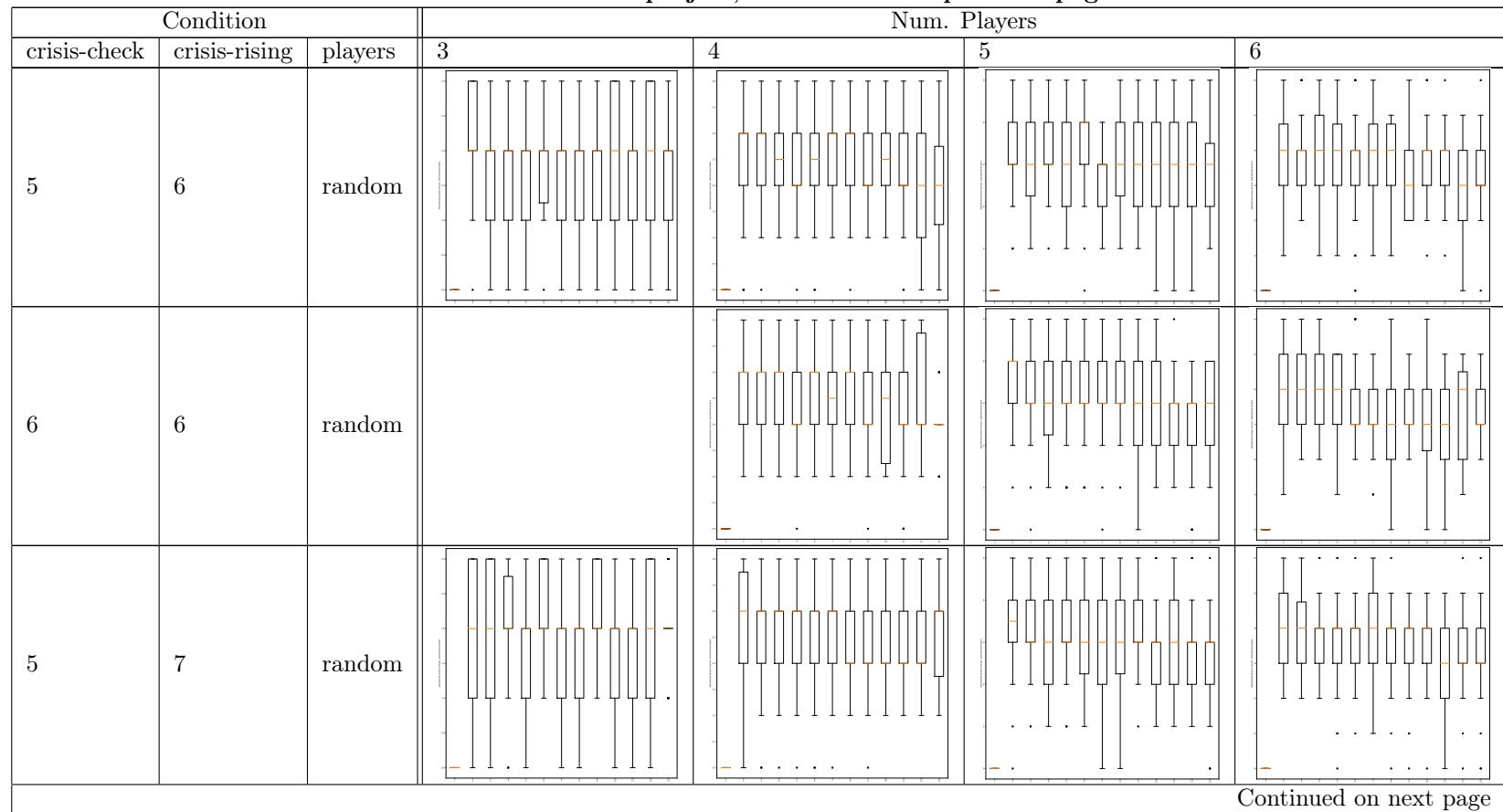
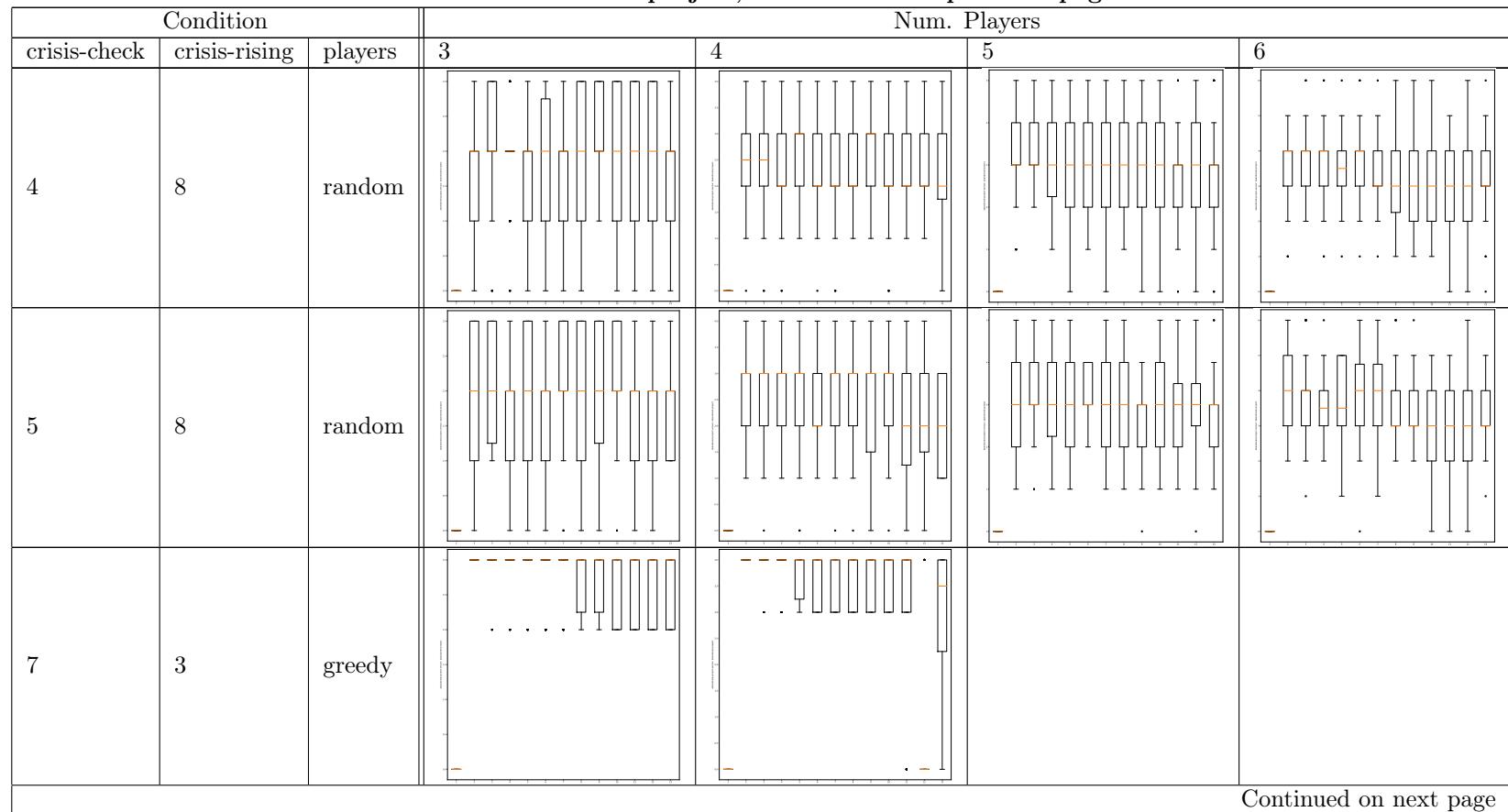


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Table 9 abandoned-project, continued from previous page

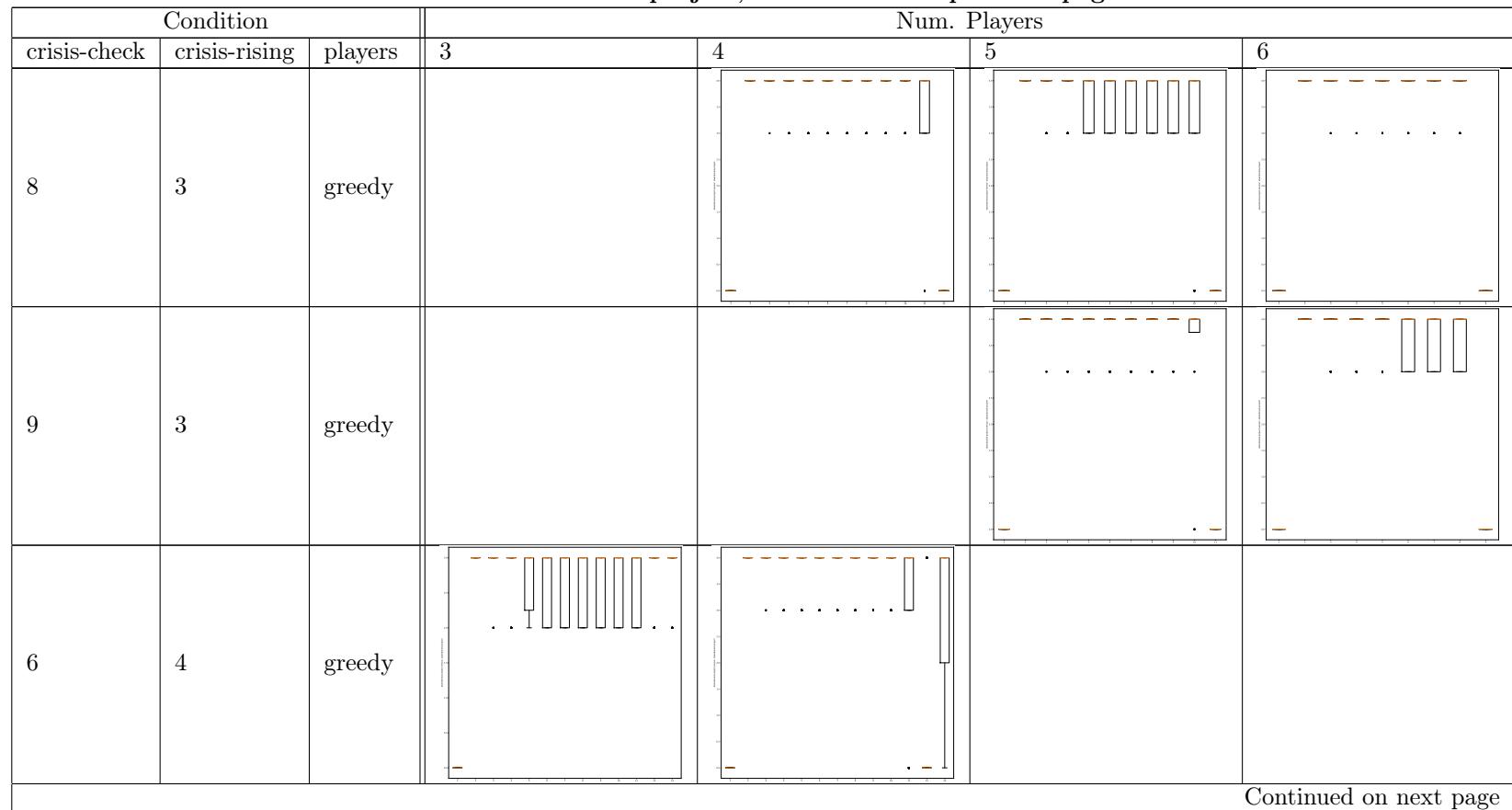
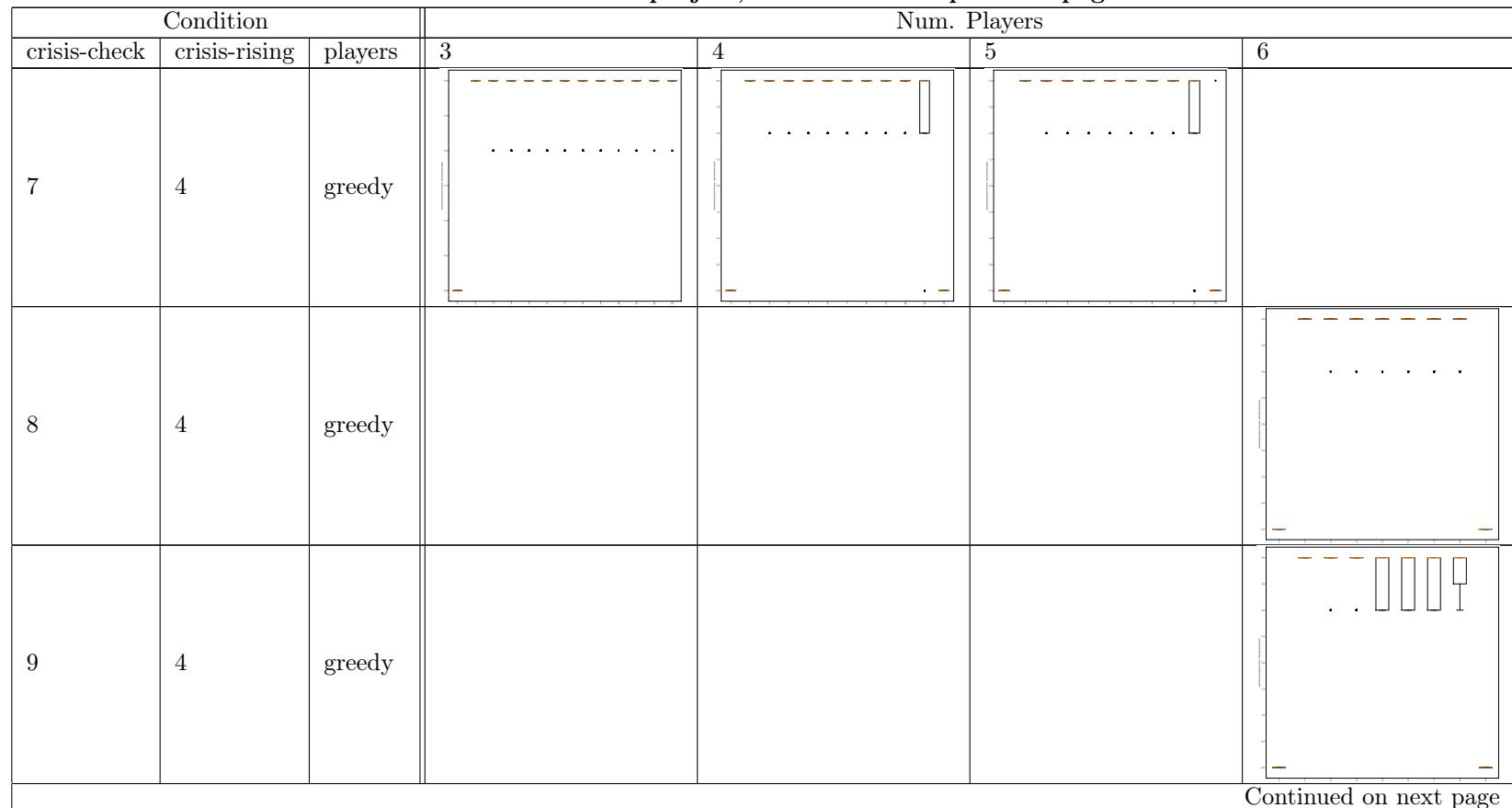


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Table 9 abandoned-project, continued from previous page

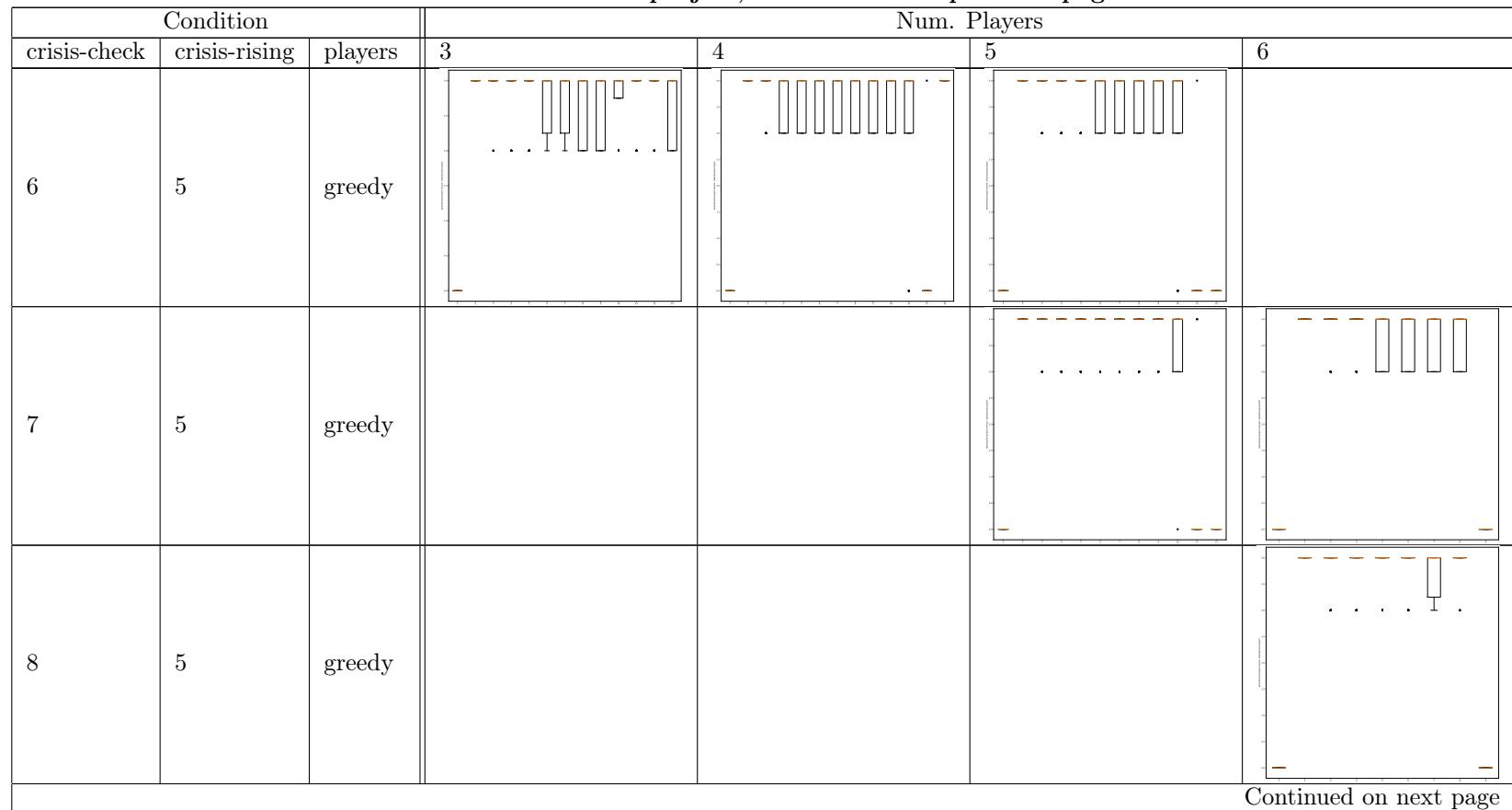


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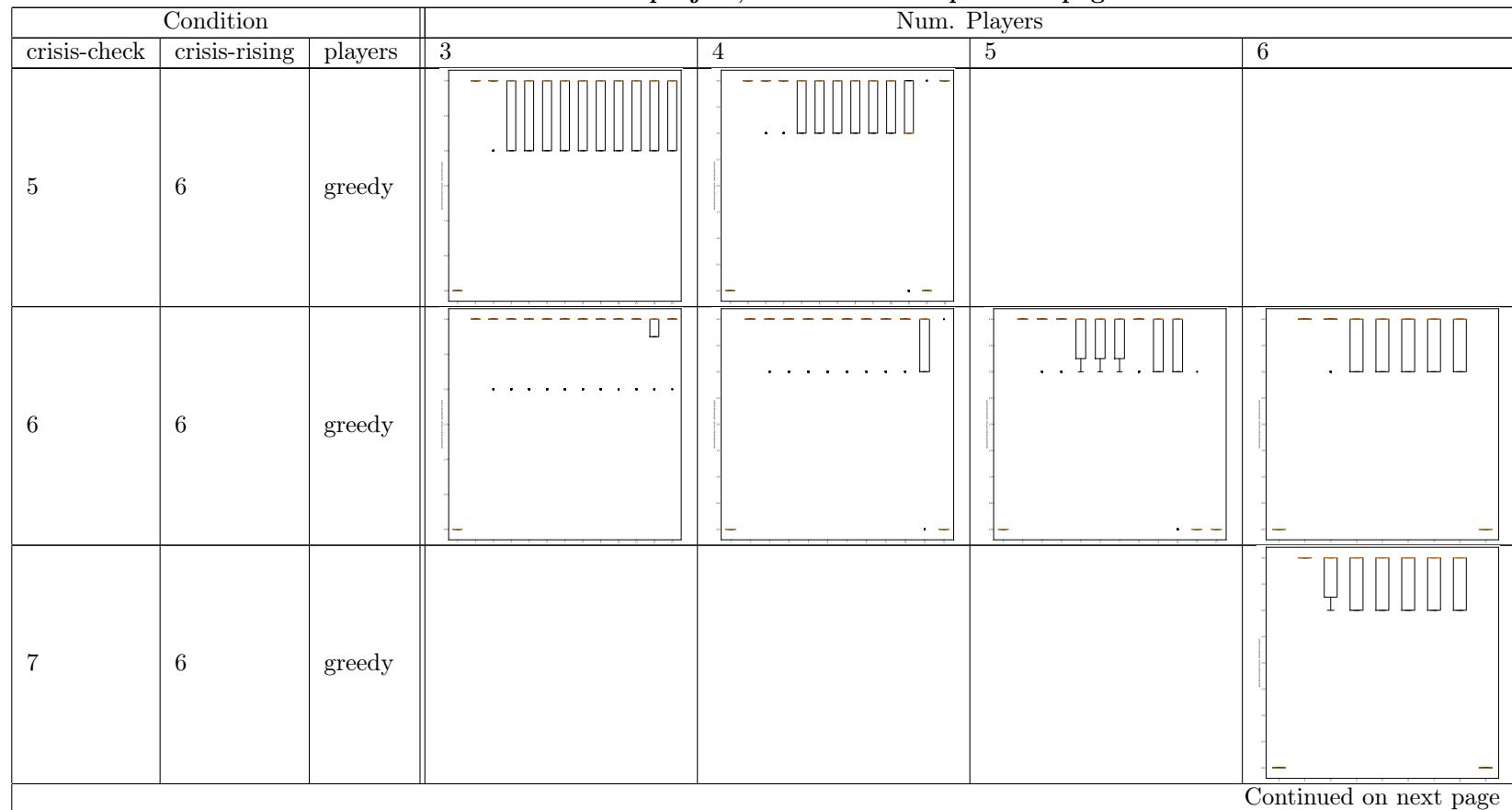
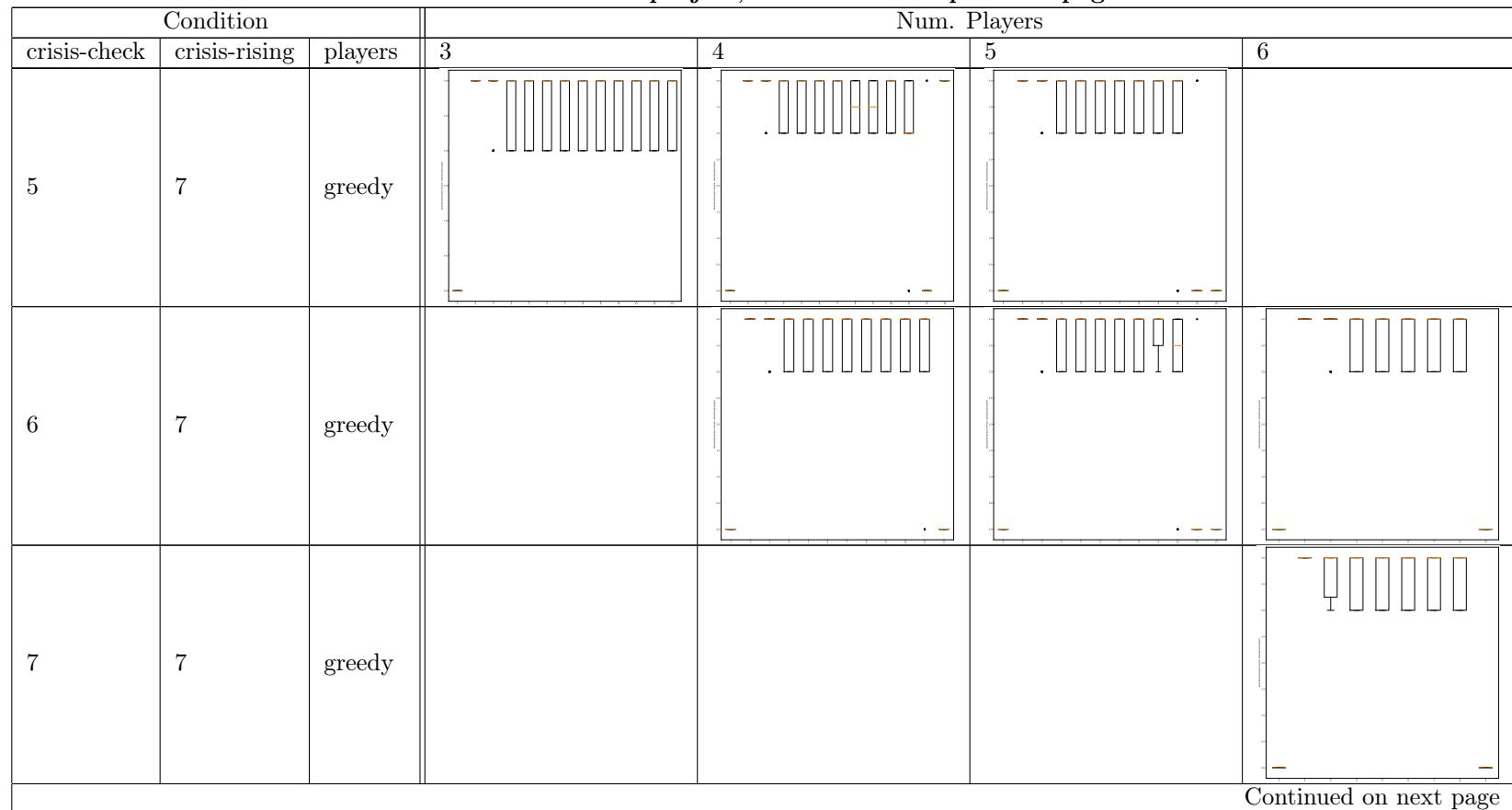
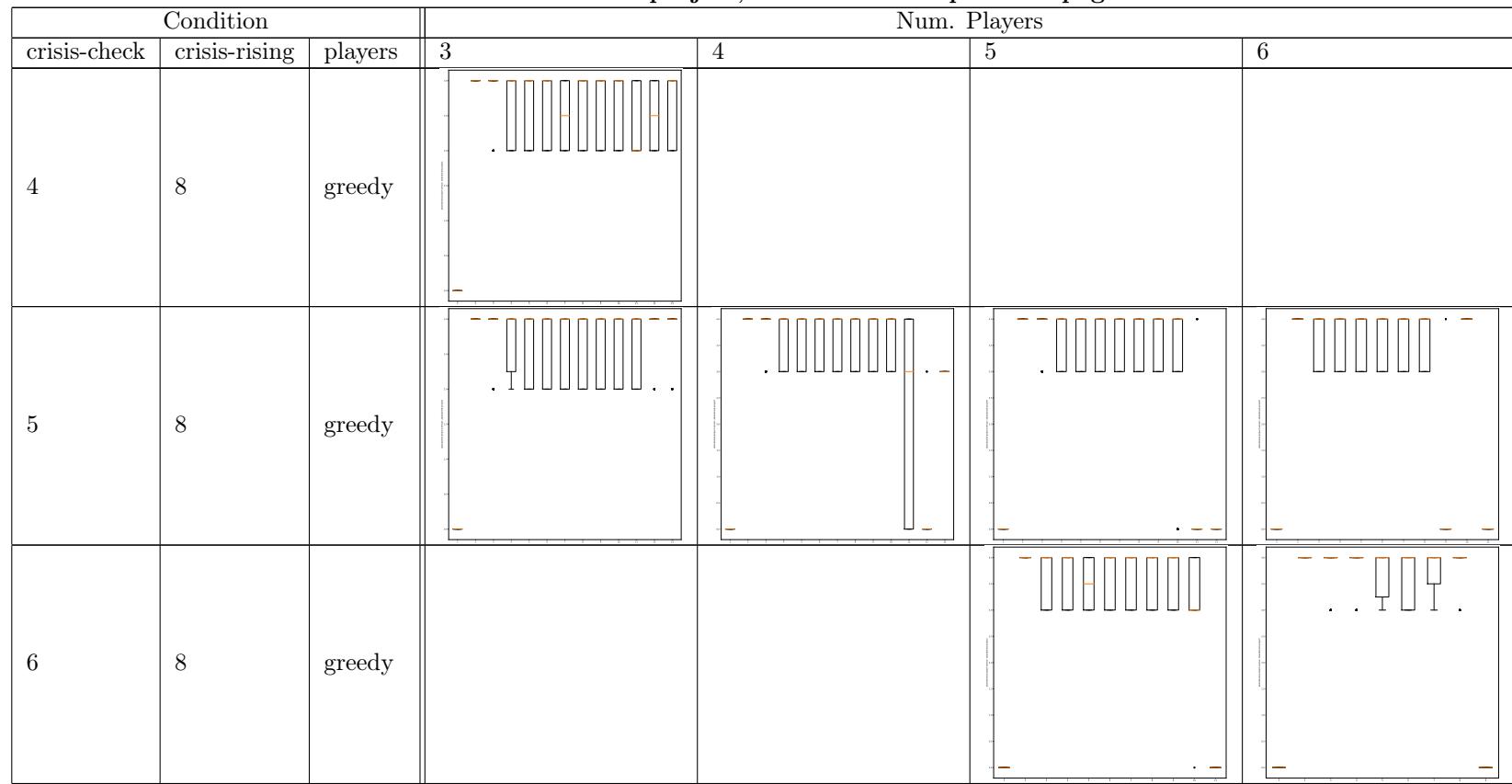


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Table 9 abandoned-project, continued from previous page



5 failed-rolls-sensor: failed-rolls

Table 10: failed-rolls

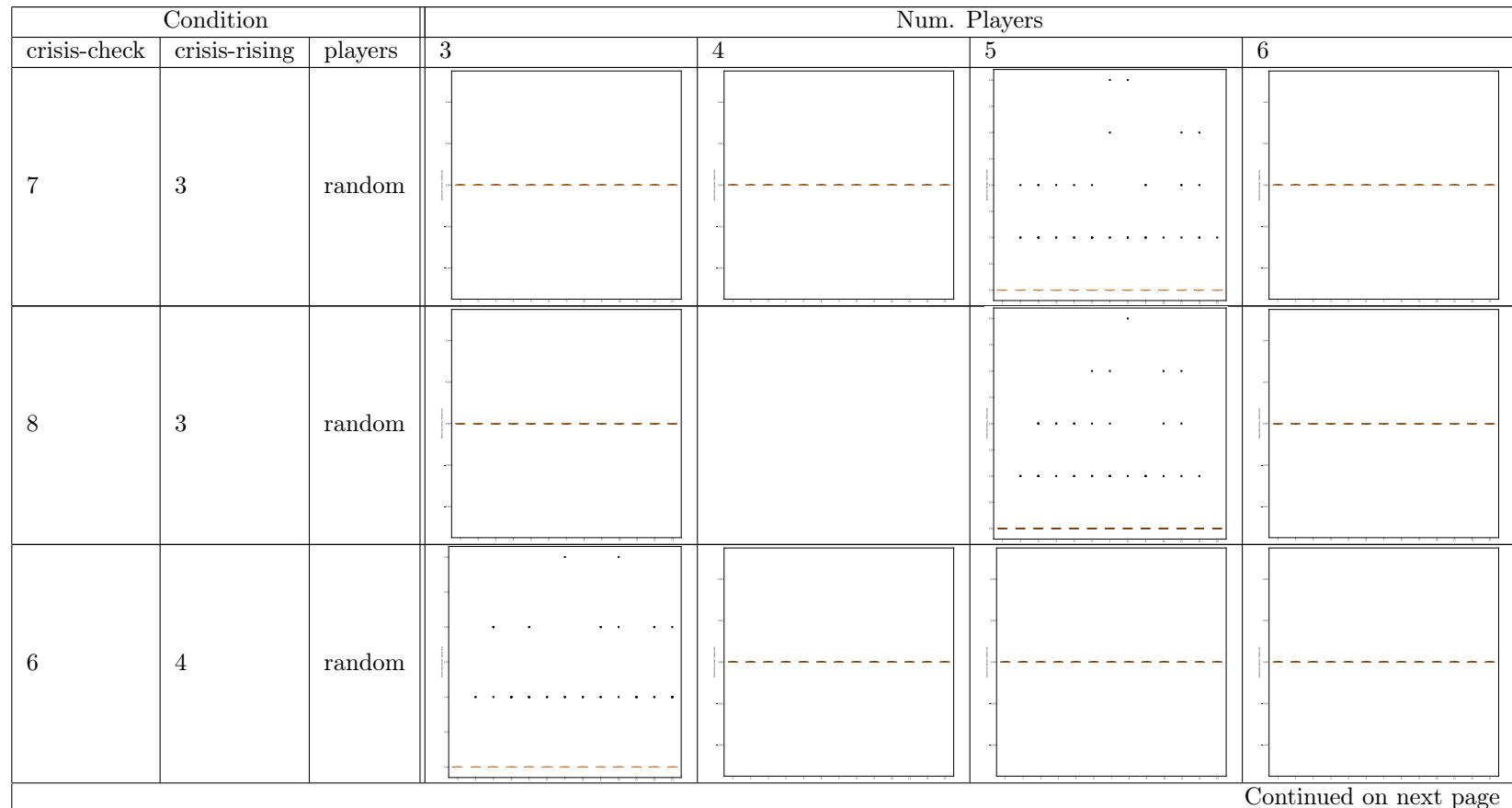
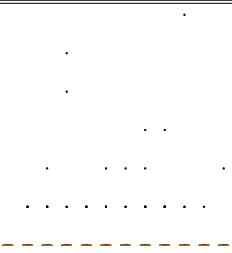
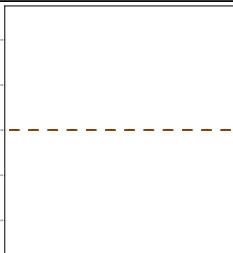
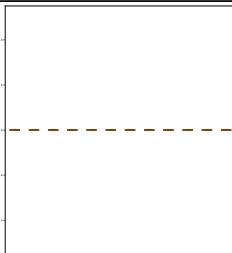
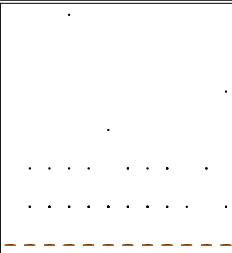
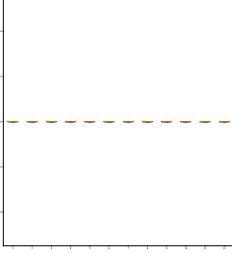
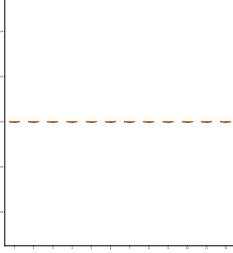
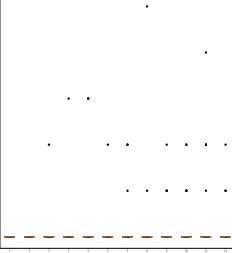
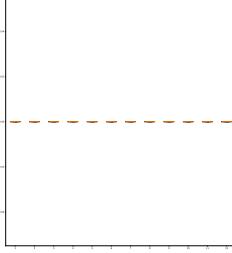
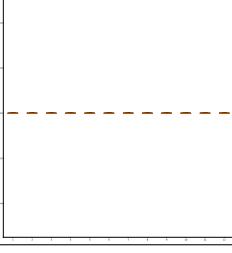
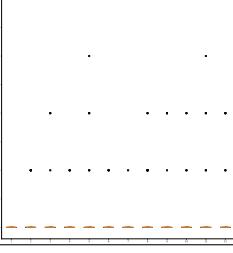
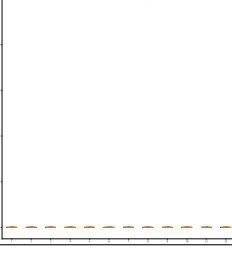
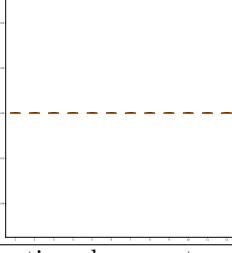


Table 10 failed-rolls, continued from previous page

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

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Table 10 failed-rolls, continued from previous page

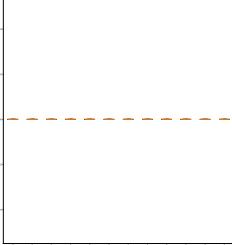
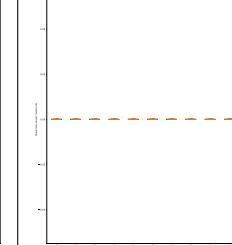
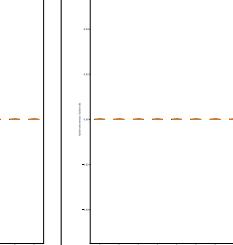
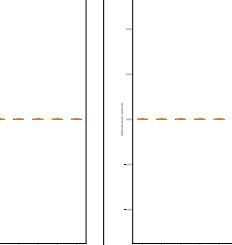
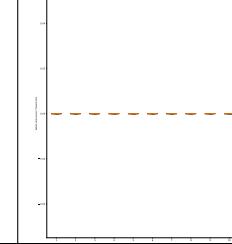
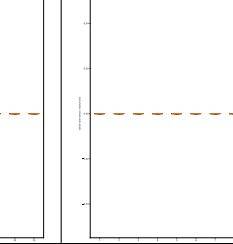
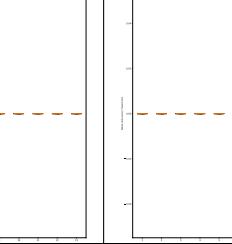
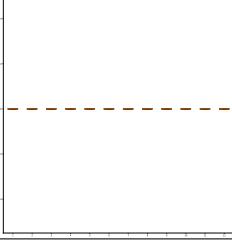
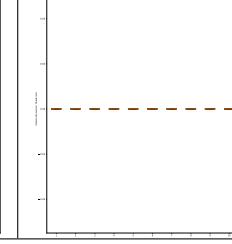
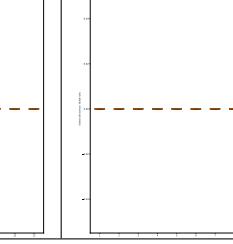
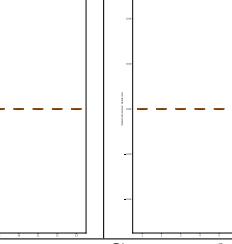
crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
5	6	random				
6	6	random				
5	7	random				
Continued on next page						

Table 10 failed-rolls, continued from previous page

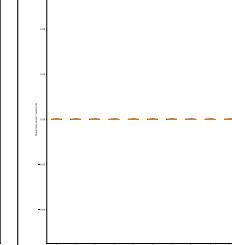
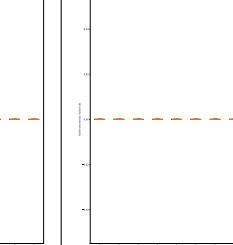
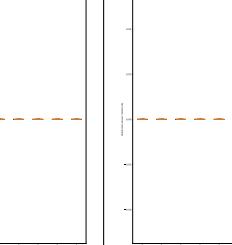
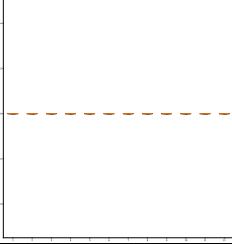
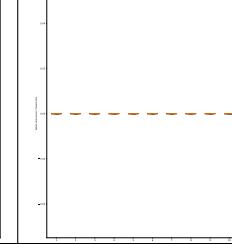
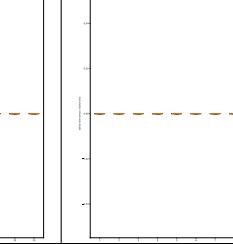
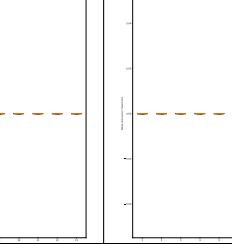
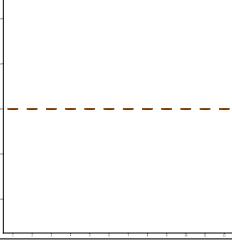
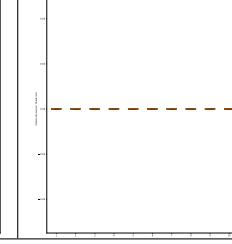
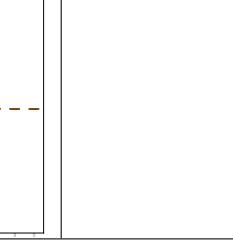
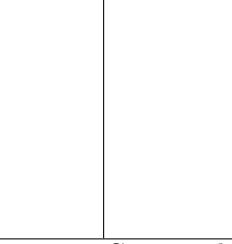
crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
4	8	random				
5	8	random				
7	3	greedy				
Continued on next page						

Table 10 failed-rolls, continued from previous page

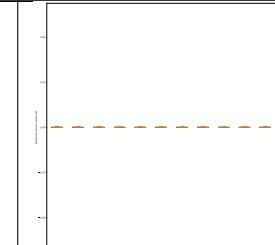
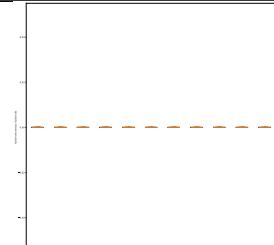
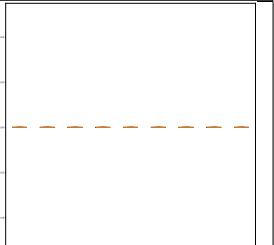
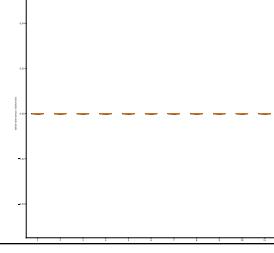
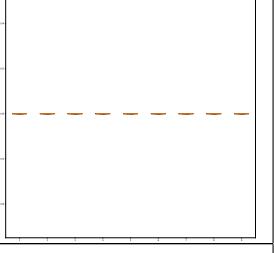
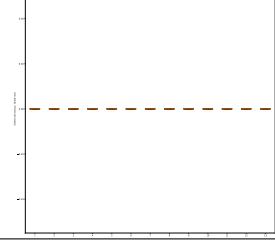
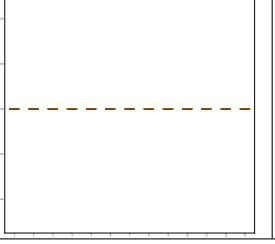
crisis-check	crisis-rising	players	Num. Players			
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8	3	greedy				
9	3	greedy				
6	4	greedy				
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Table 10 failed-rolls, continued from previous page

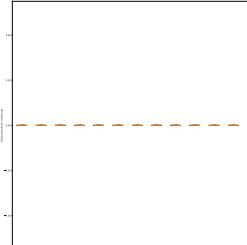
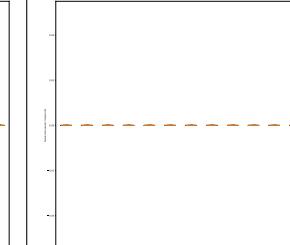
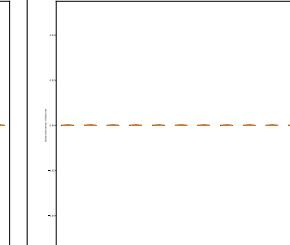
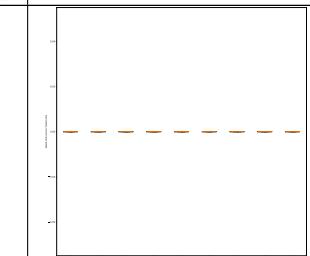
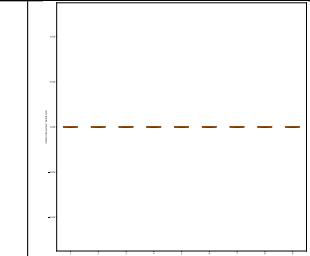
crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
7	4	greedy				
8	4	greedy				
9	4	greedy				
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Table 10 failed-rolls, continued from previous page

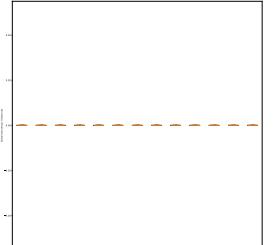
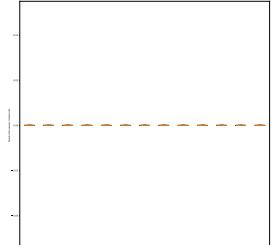
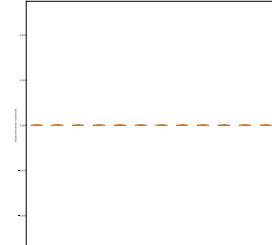
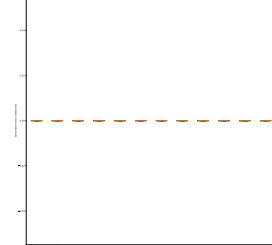
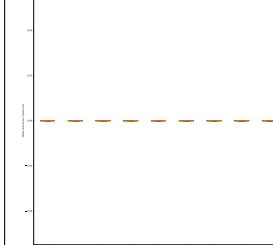
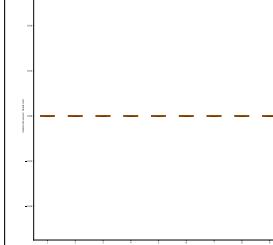
crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
6	5	greedy				
7	5	greedy				
8	5	greedy				
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Table 10 failed-rolls, continued from previous page

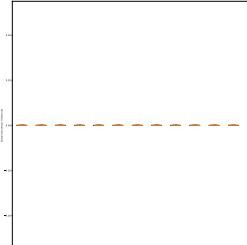
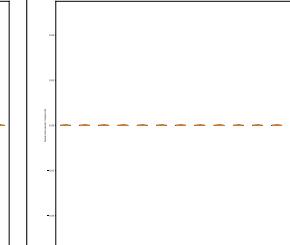
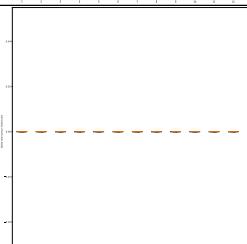
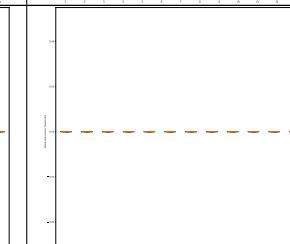
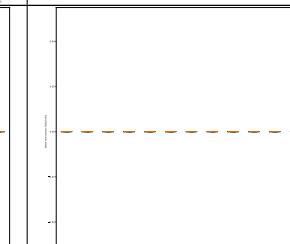
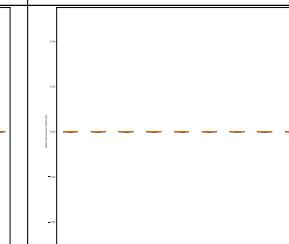
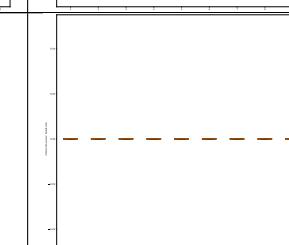
crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
5	6	greedy				
6	6	greedy				
7	6	greedy				
Continued on next page						

Table 10 failed-rolls, continued from previous page

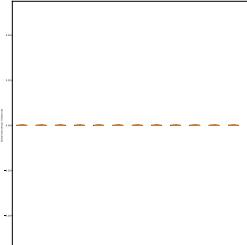
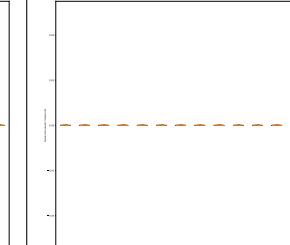
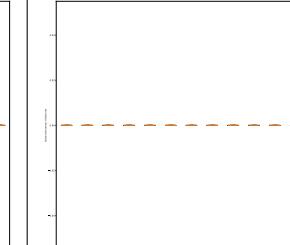
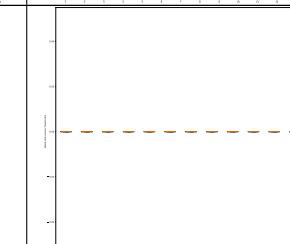
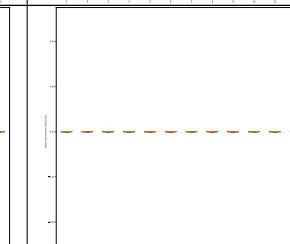
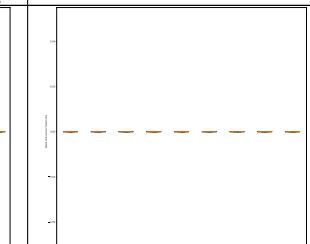
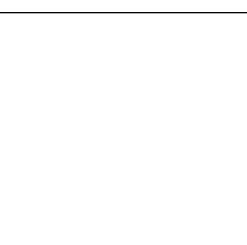
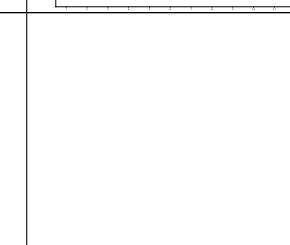
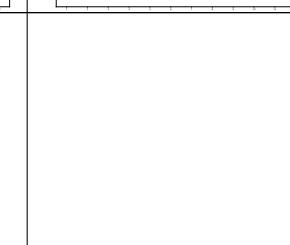
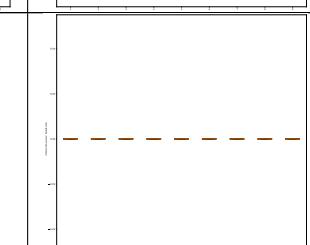
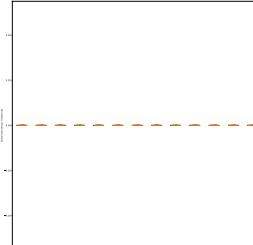
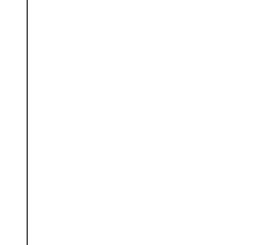
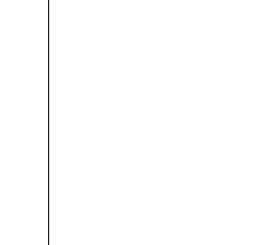
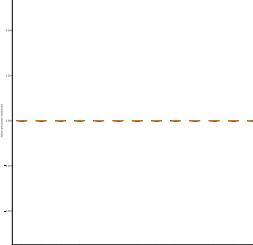
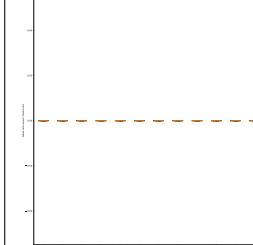
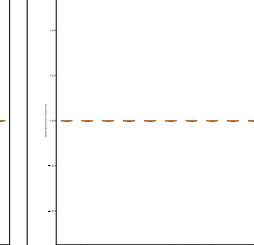
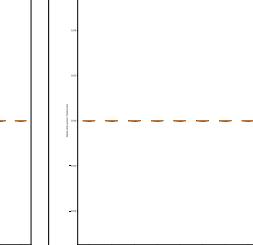
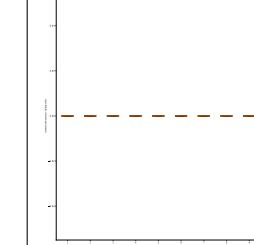
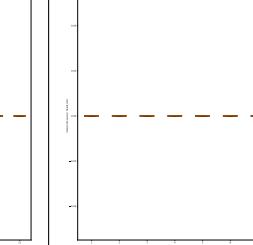
crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
5	7	greedy				
6	7	greedy				
7	7	greedy				
Continued on next page						

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	8	greedy				

6 tech-sensor

6.0.1 researching

Table 11: researching

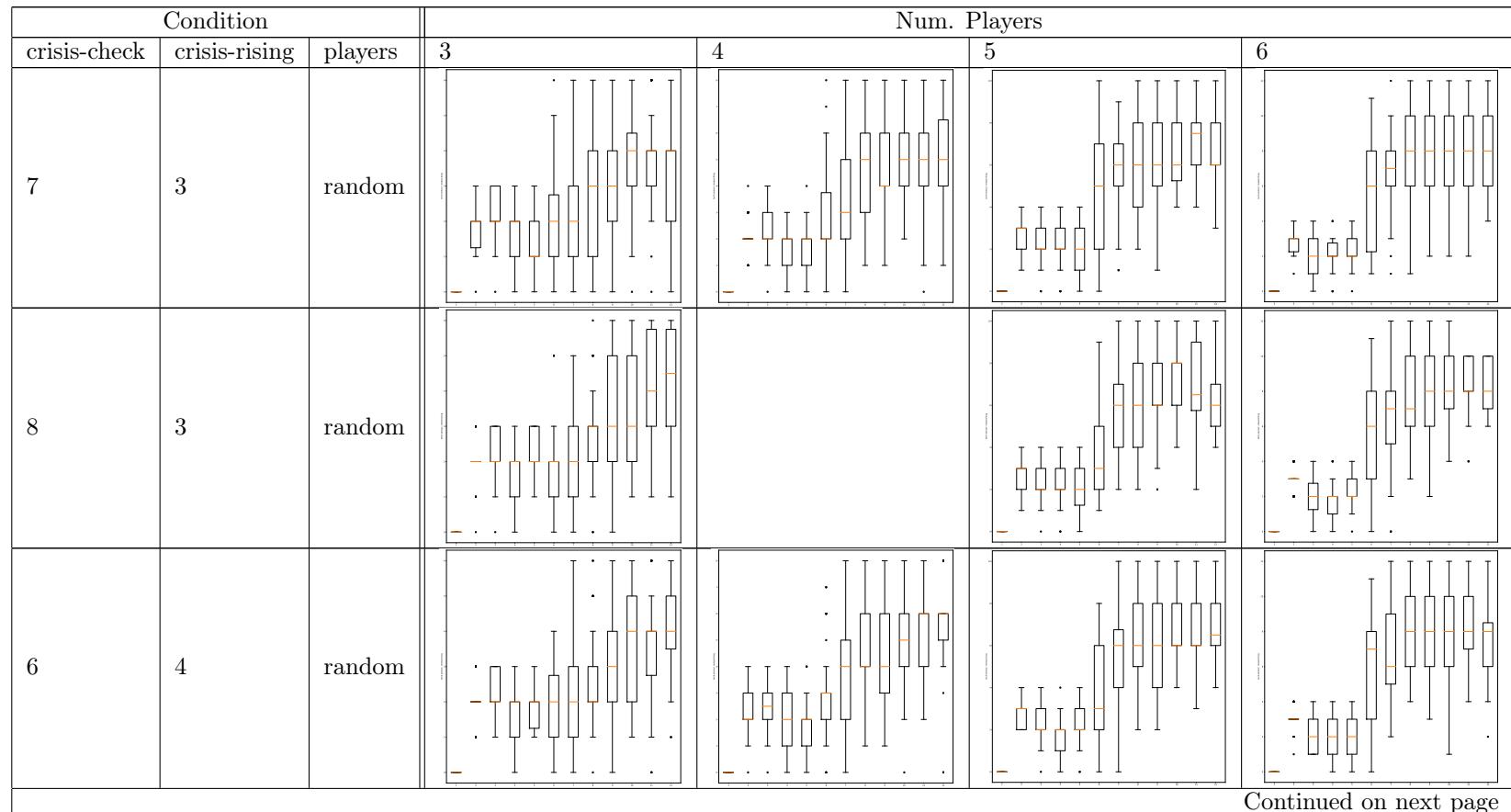


Table 11 researching, continued from previous page

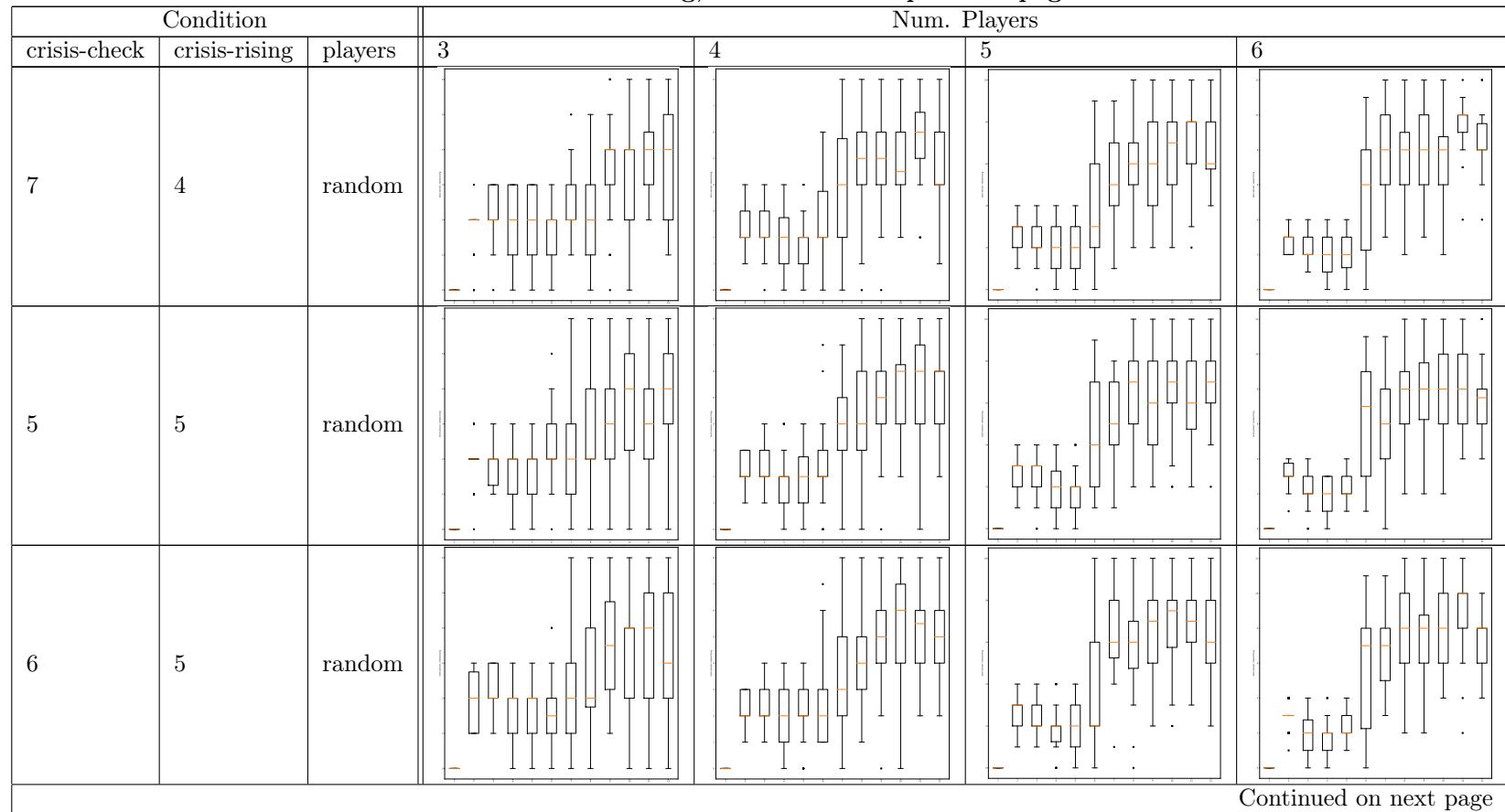


Table 11 researching, continued from previous page

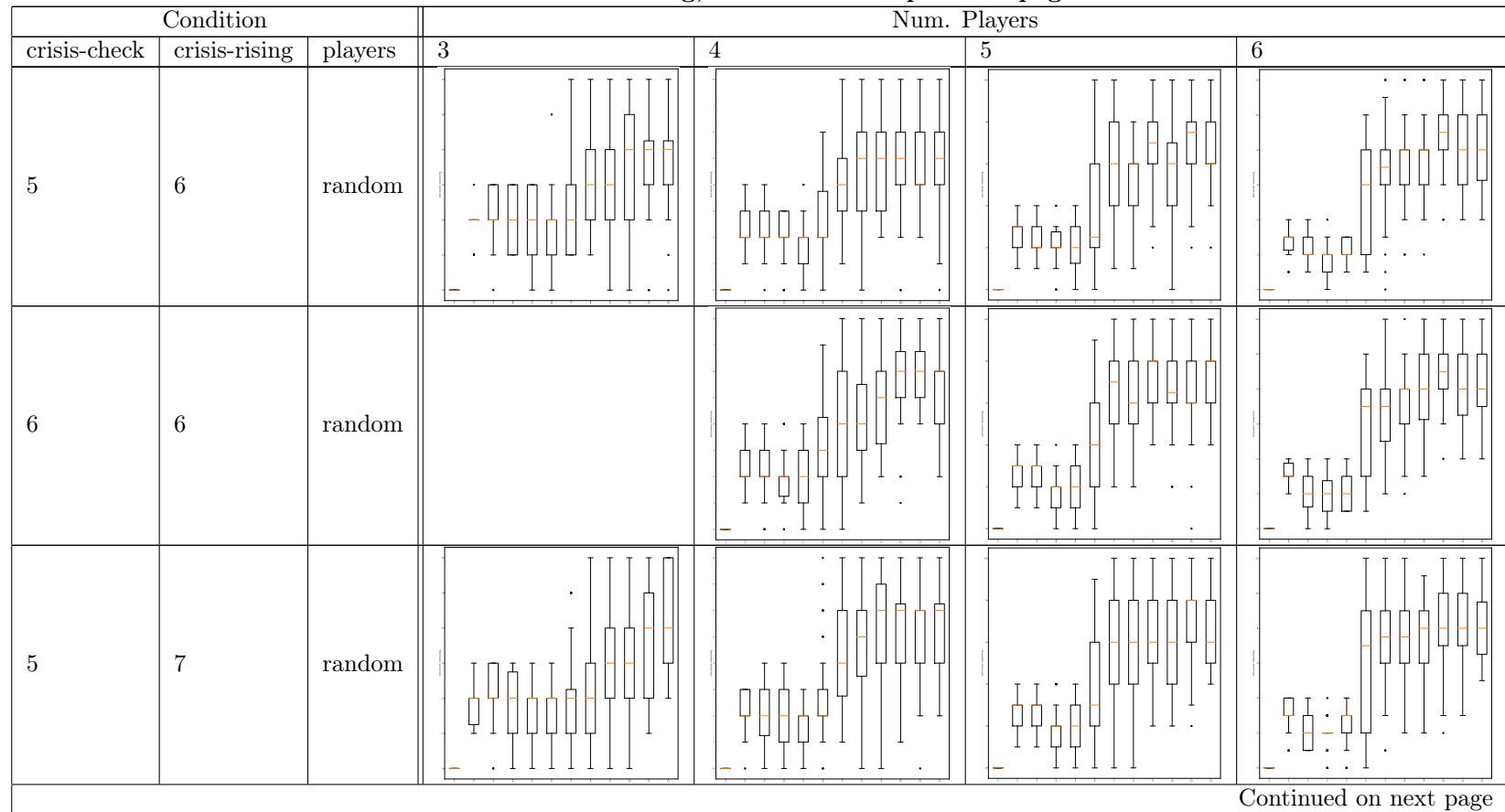


Table 11 researching, continued from previous page

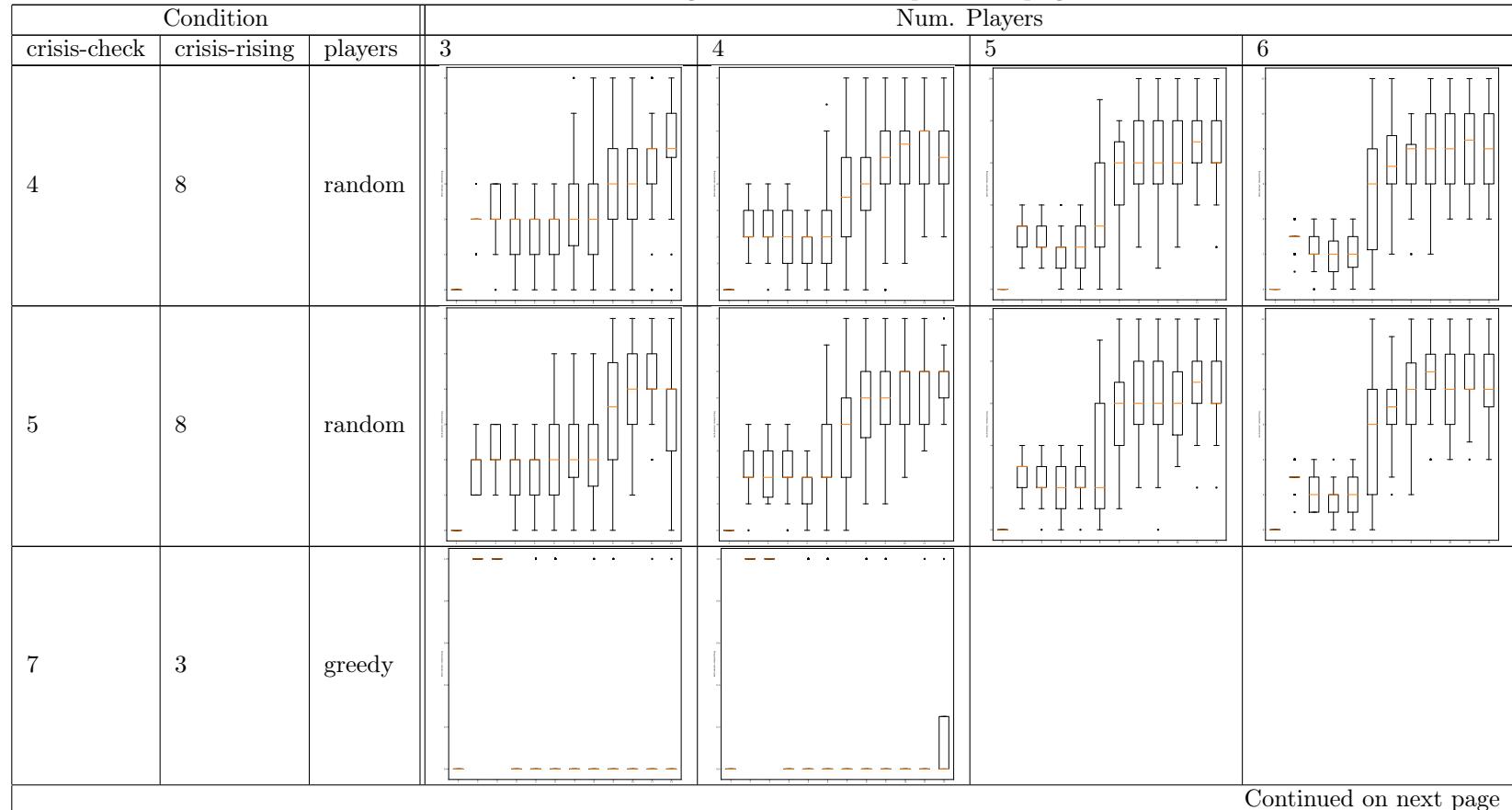
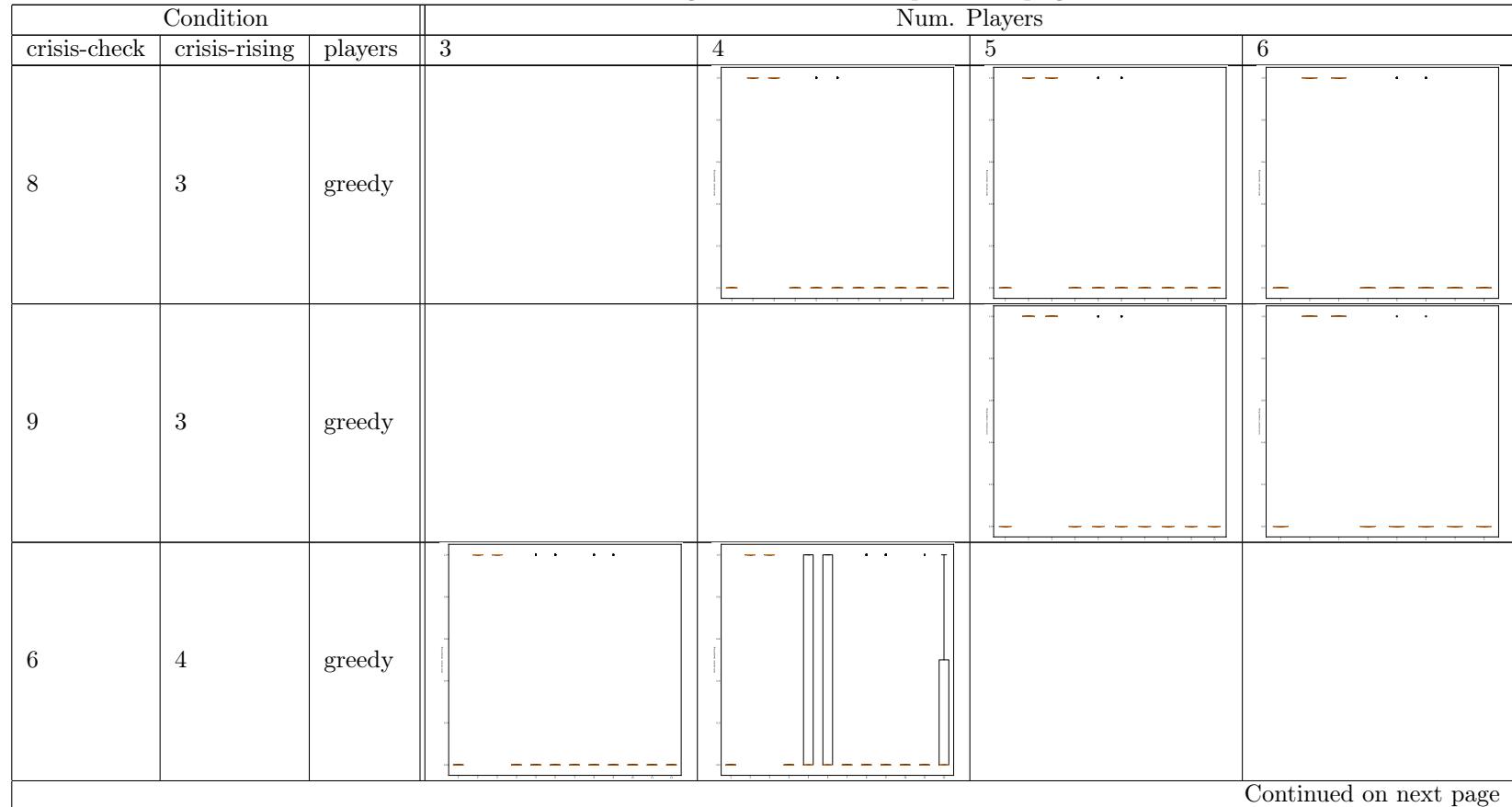


Table 11 researching, continued from previous page



Continued on next page

Table 11 researching, continued from previous page

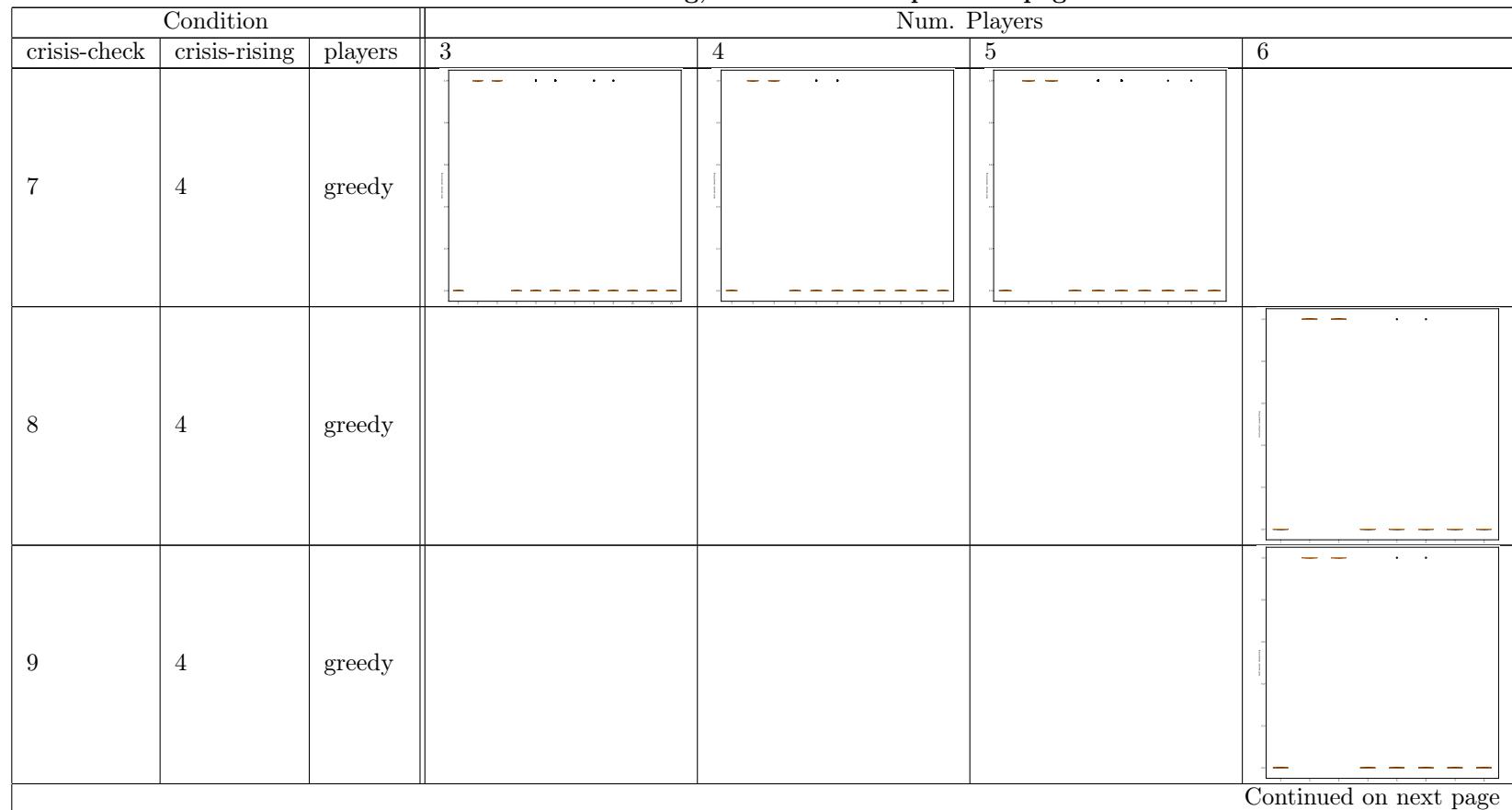
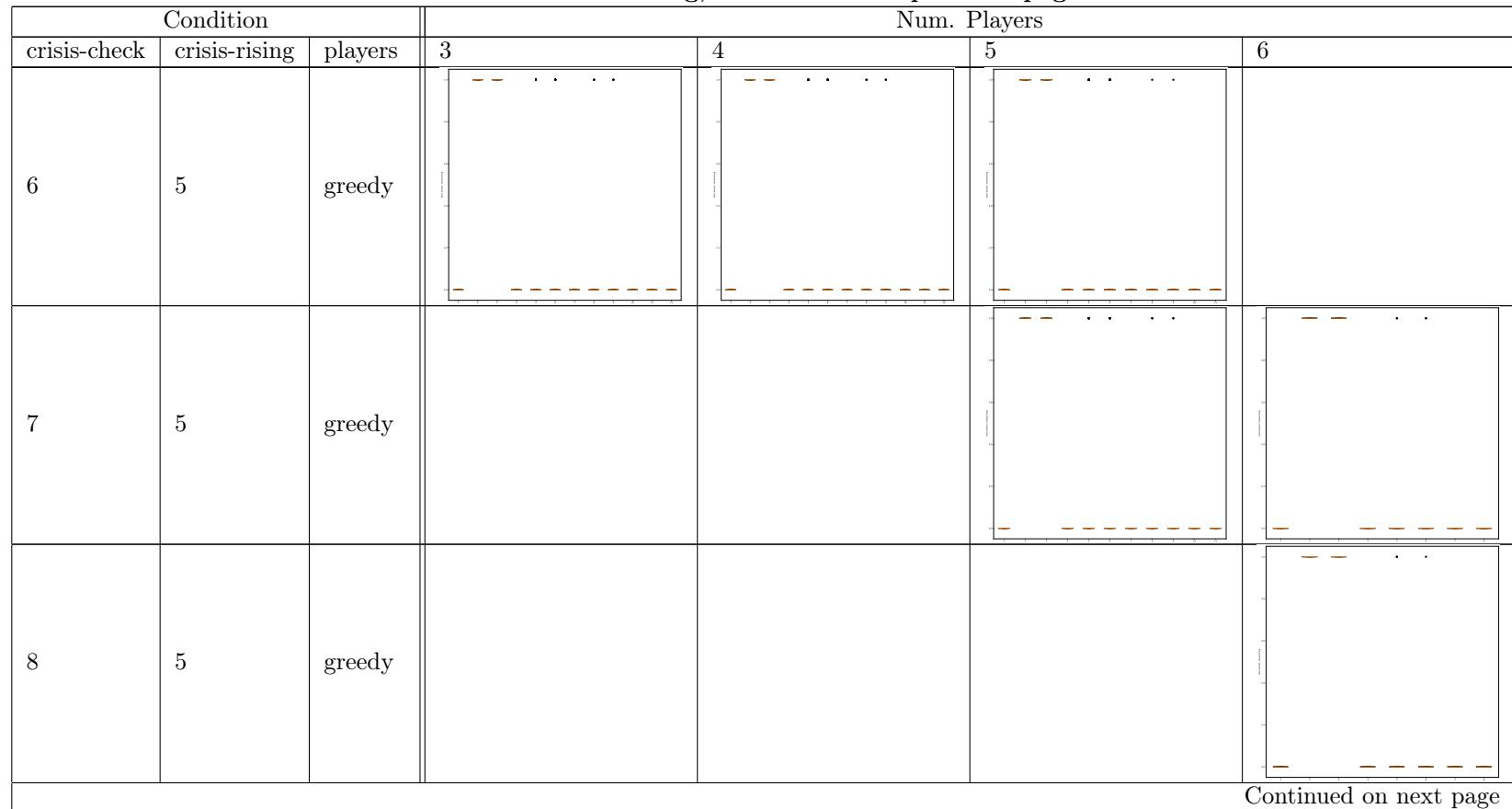


Table 11 researching, continued from previous page



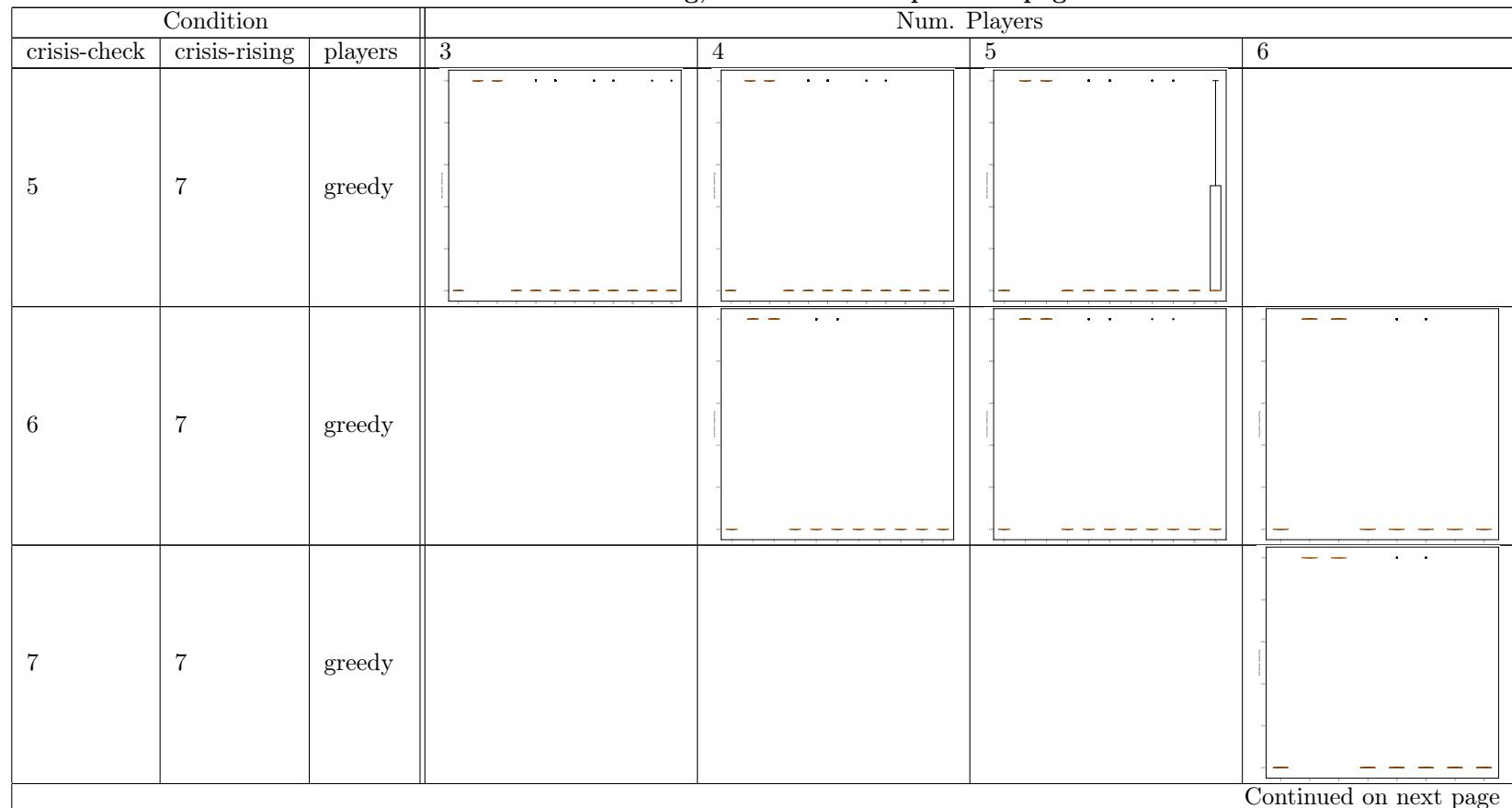
Continued on next page

Table 11 researching, continued from previous page

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

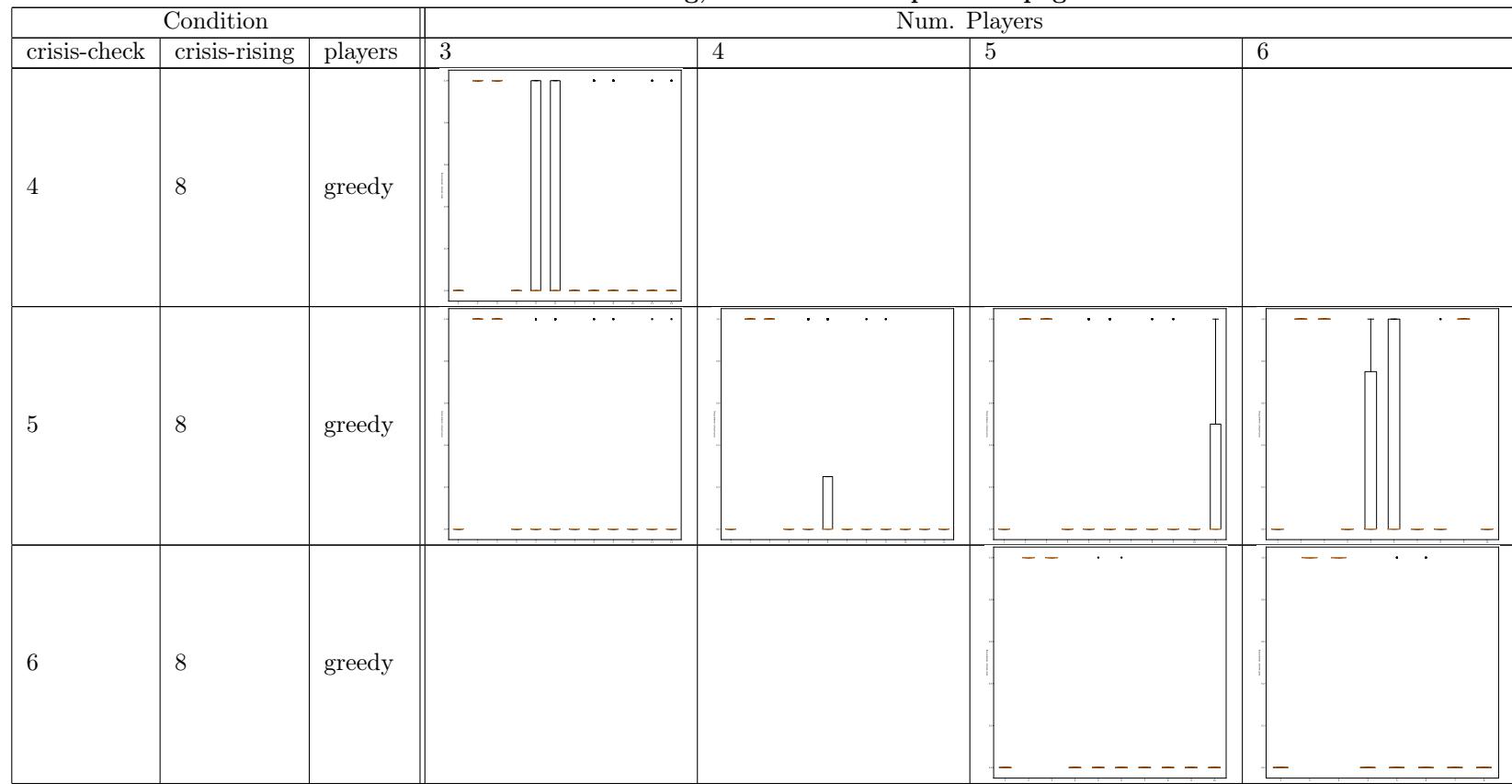
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Table 11 researching, continued from previous page



Continued on next page

Table 11 researching, continued from previous page



6.0.2 researched

Table 12: researched

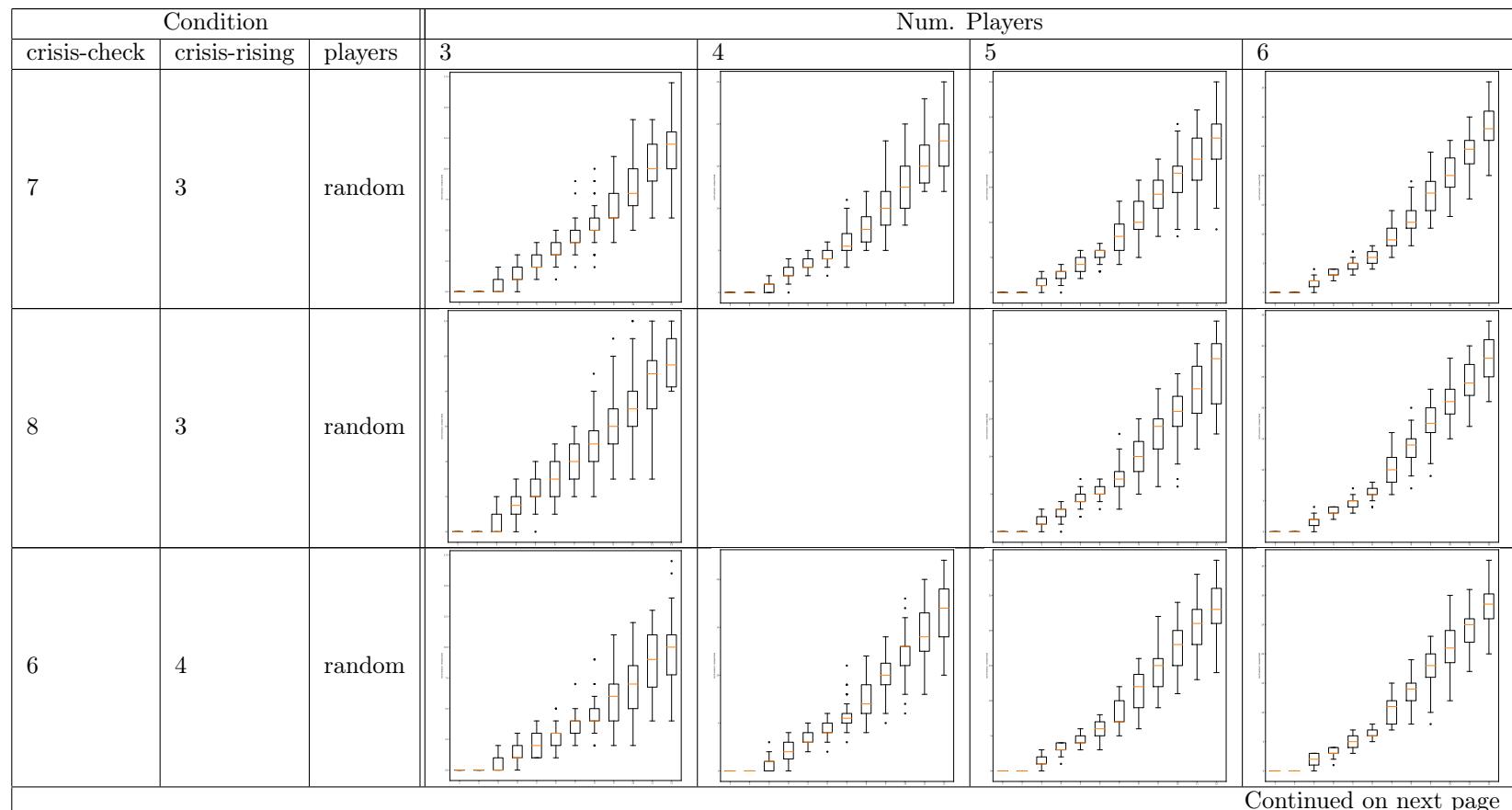


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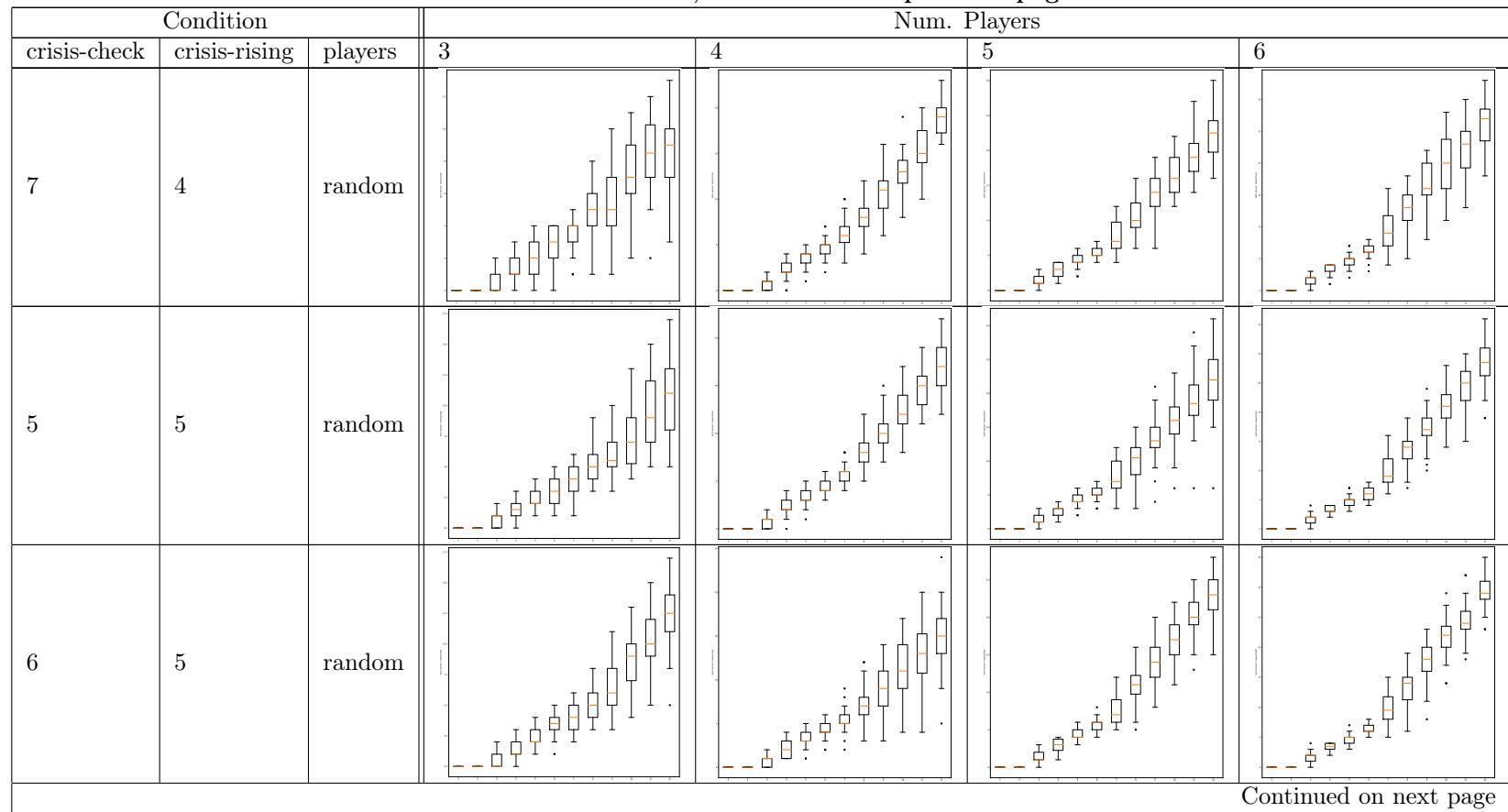


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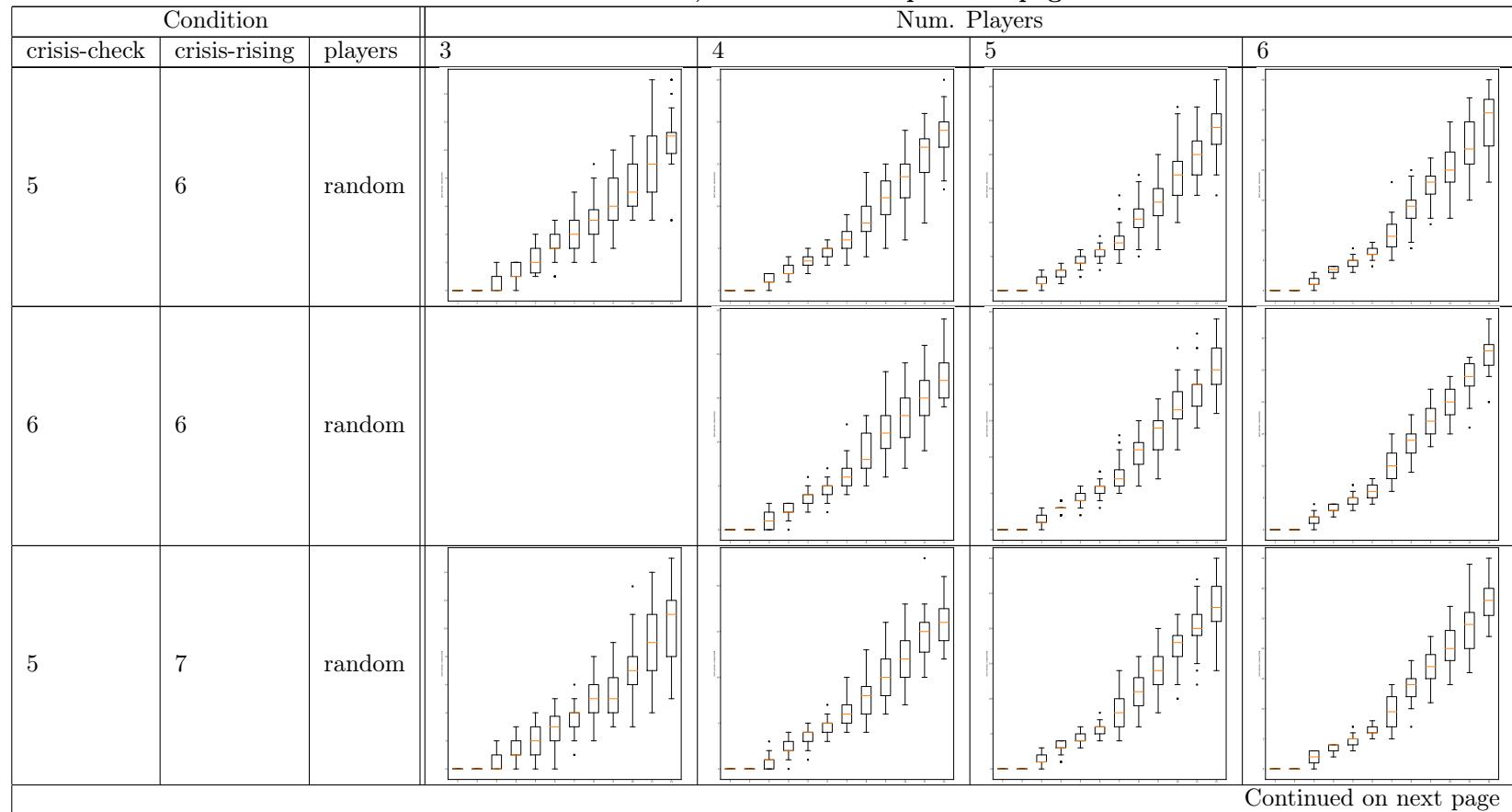


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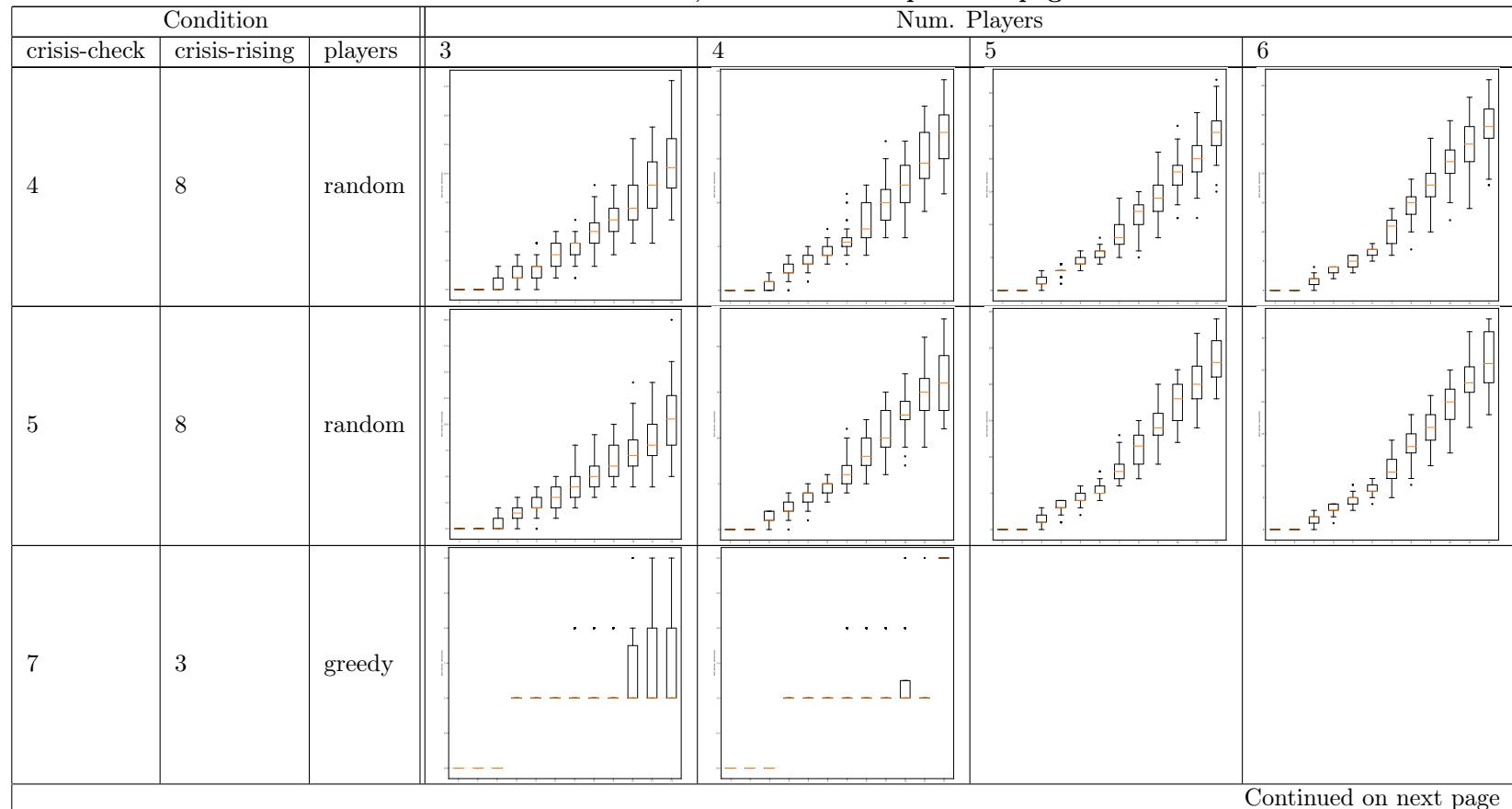


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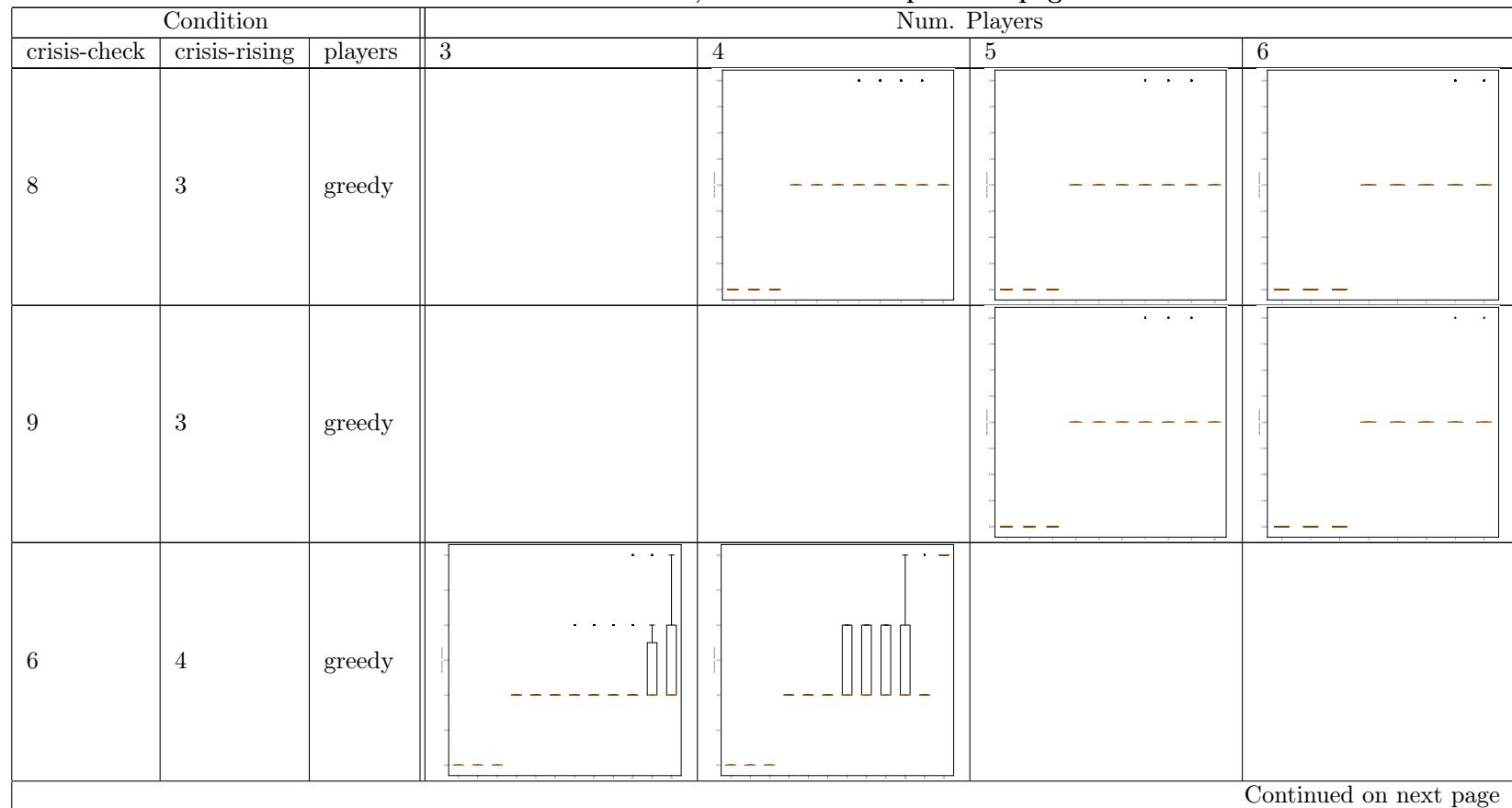


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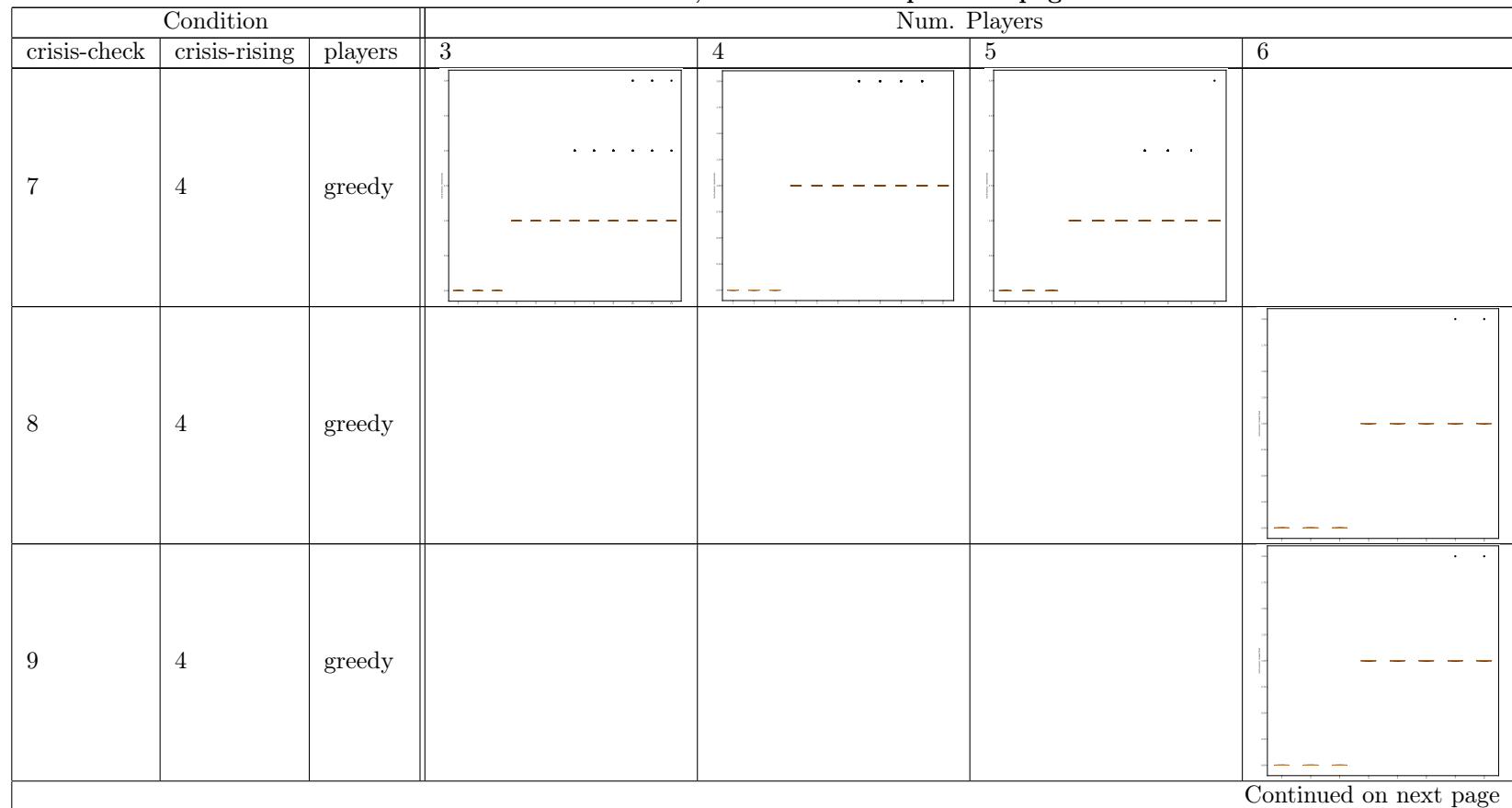


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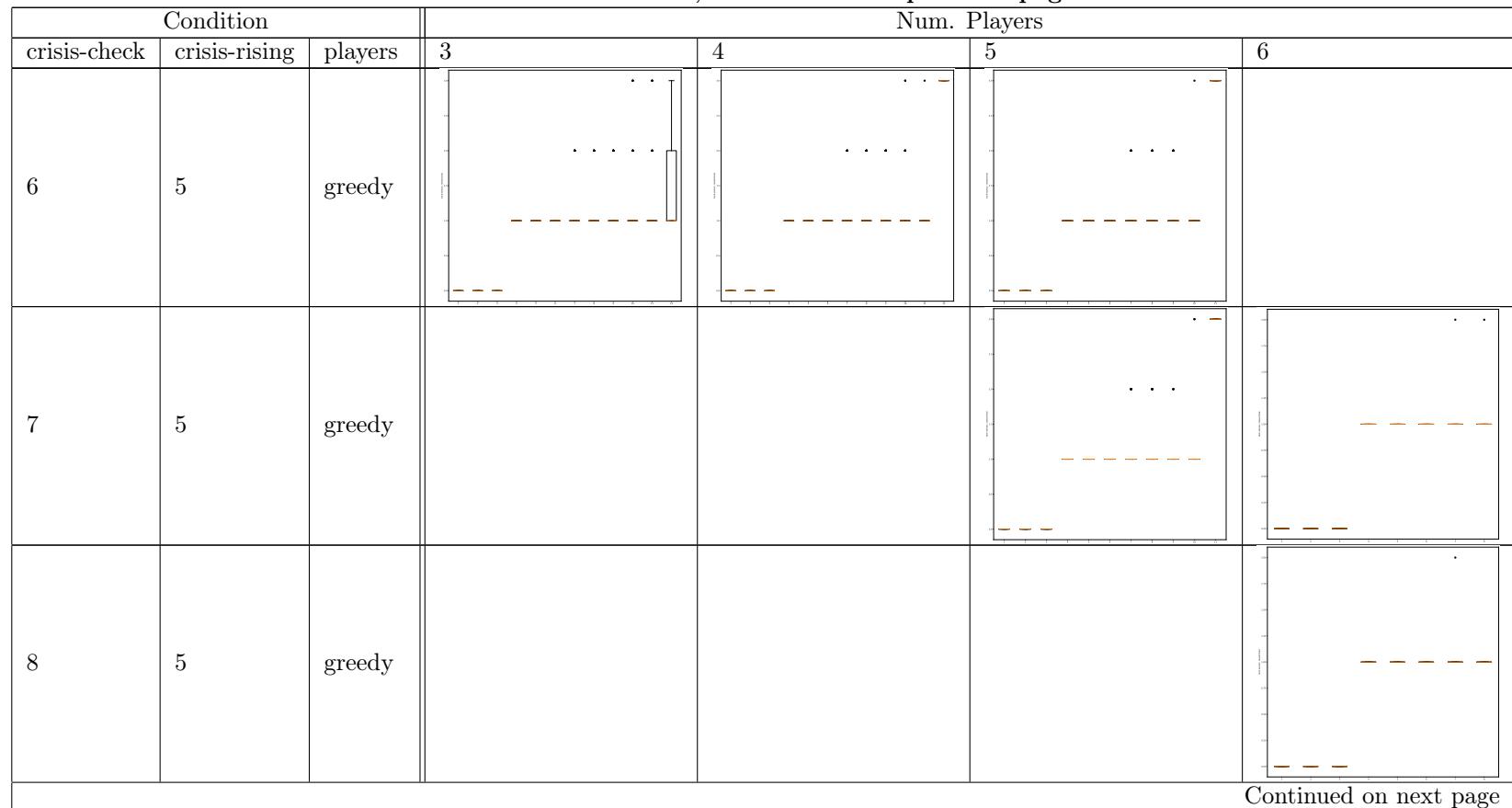
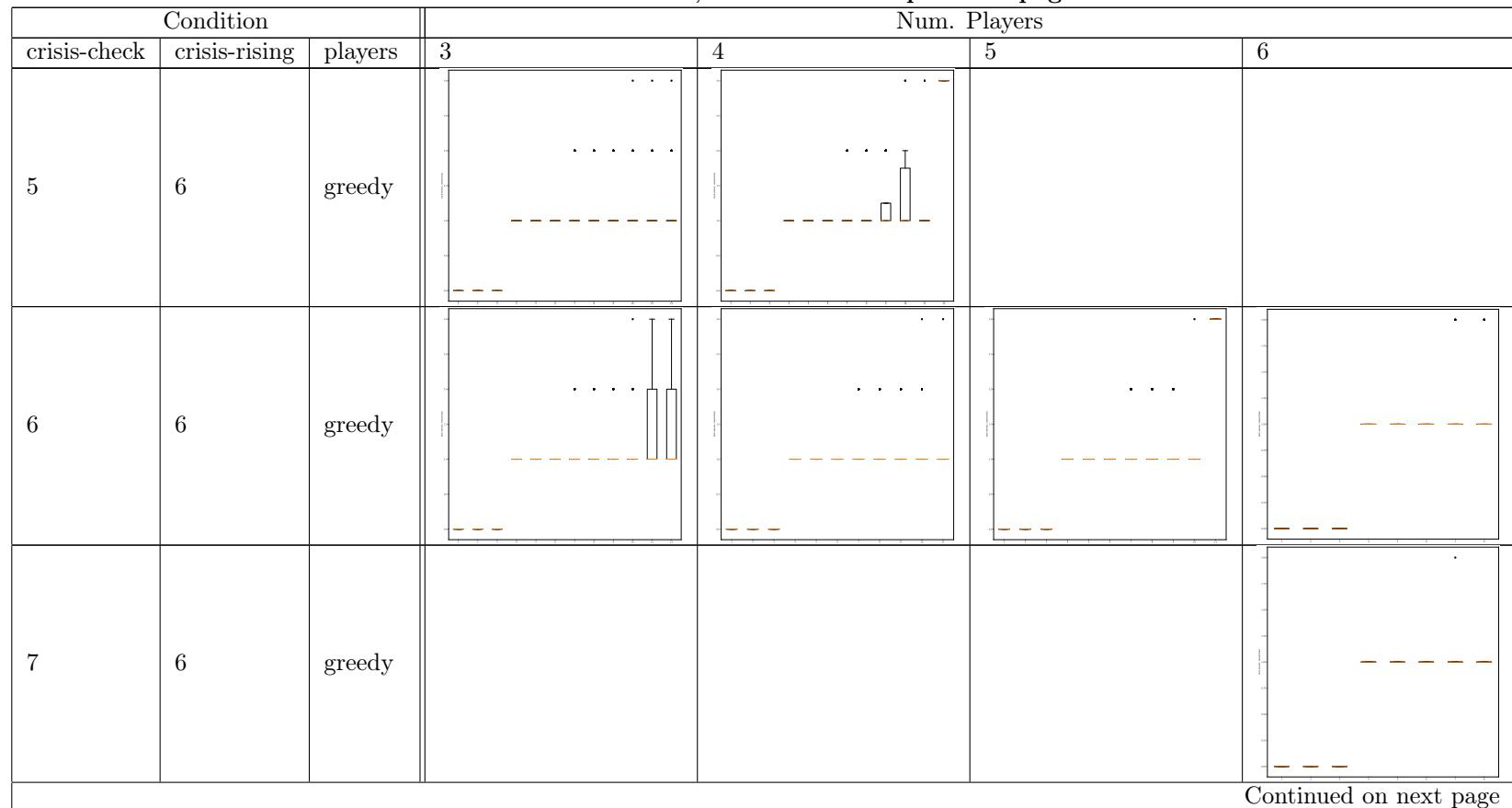


Table 12 researched, continued from previous page



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Table 12 researched, continued from previous page

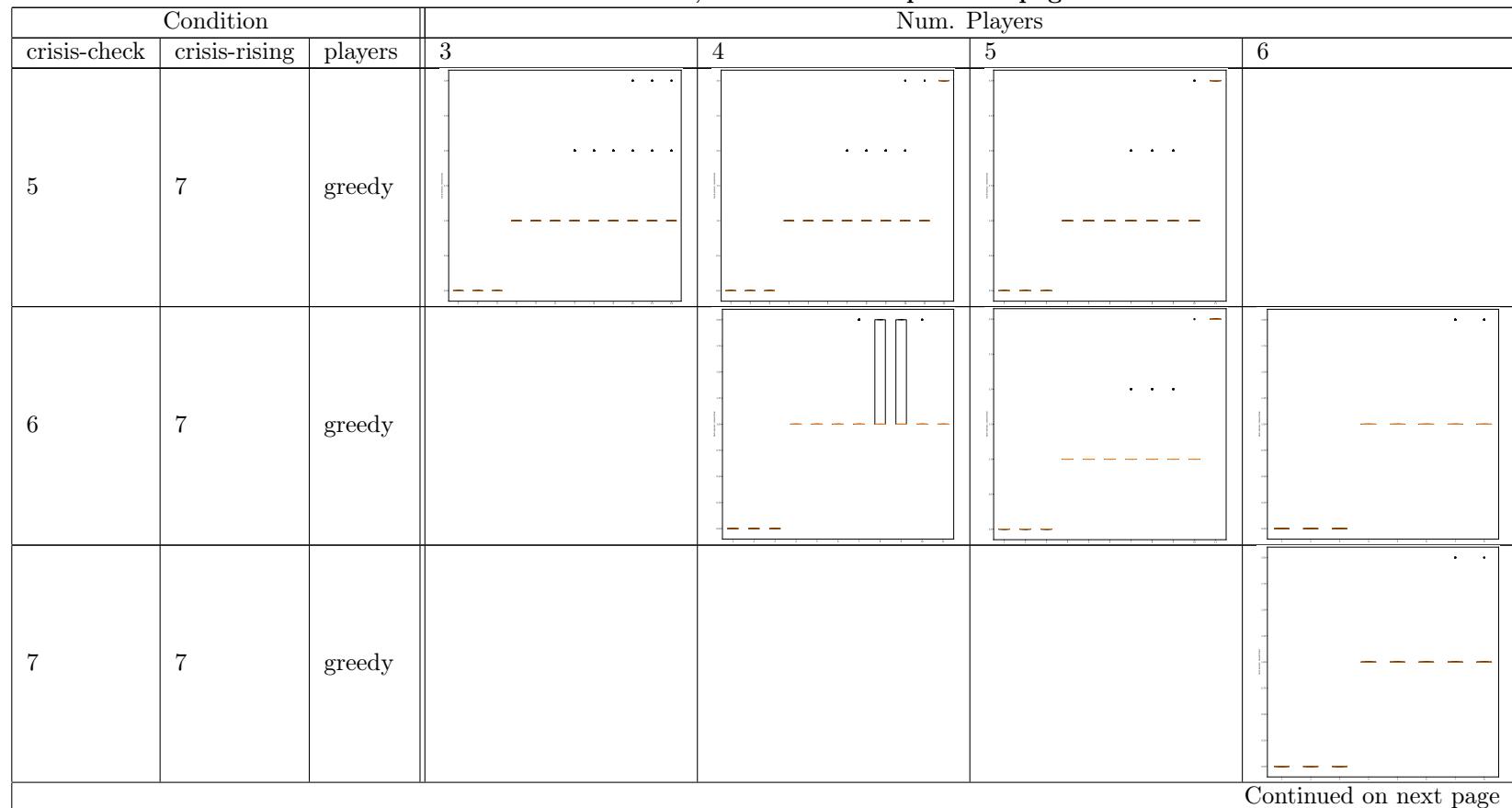
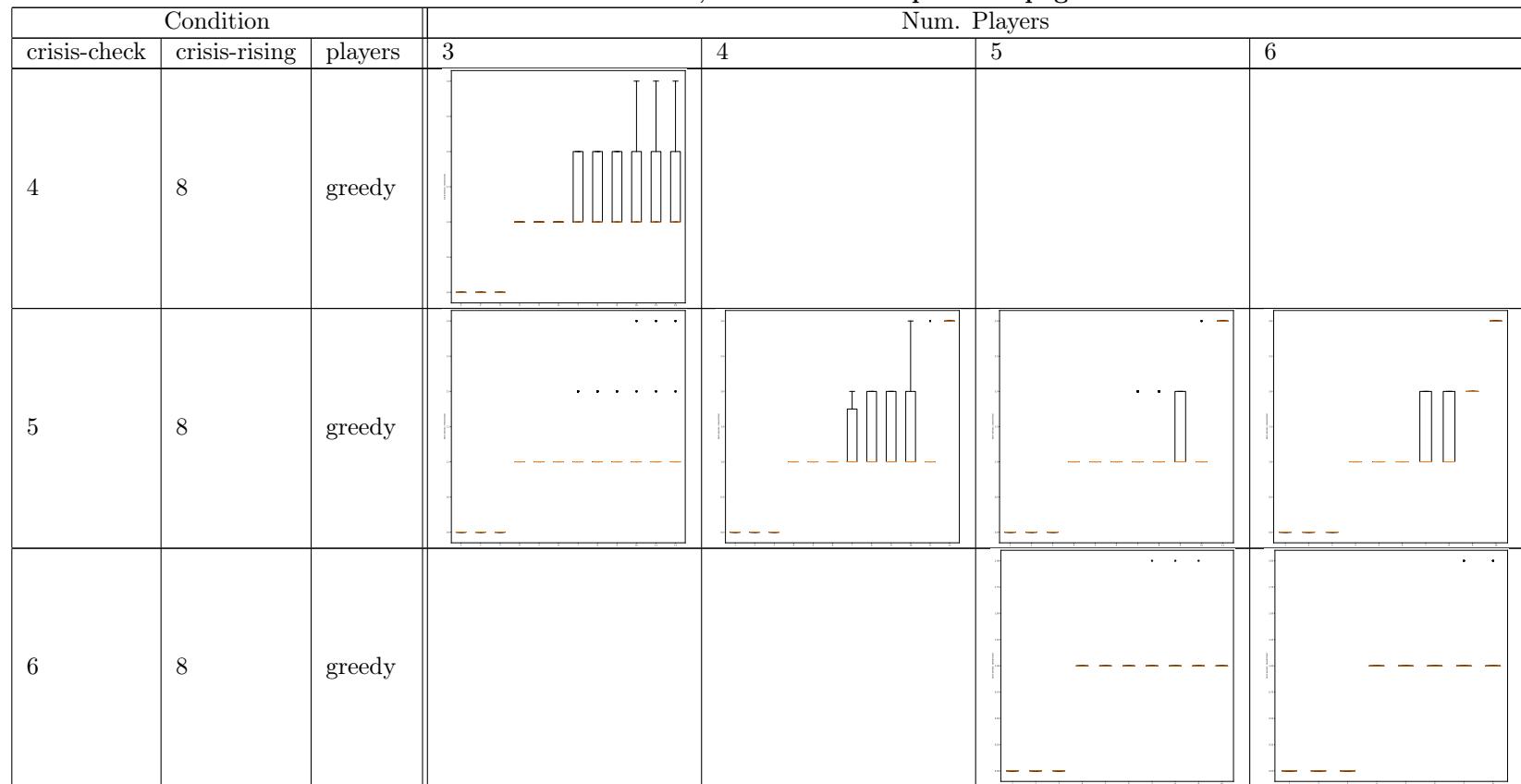


Table 12 researched, continued from previous page



6.0.3 researched-base

Table 13: researched-base

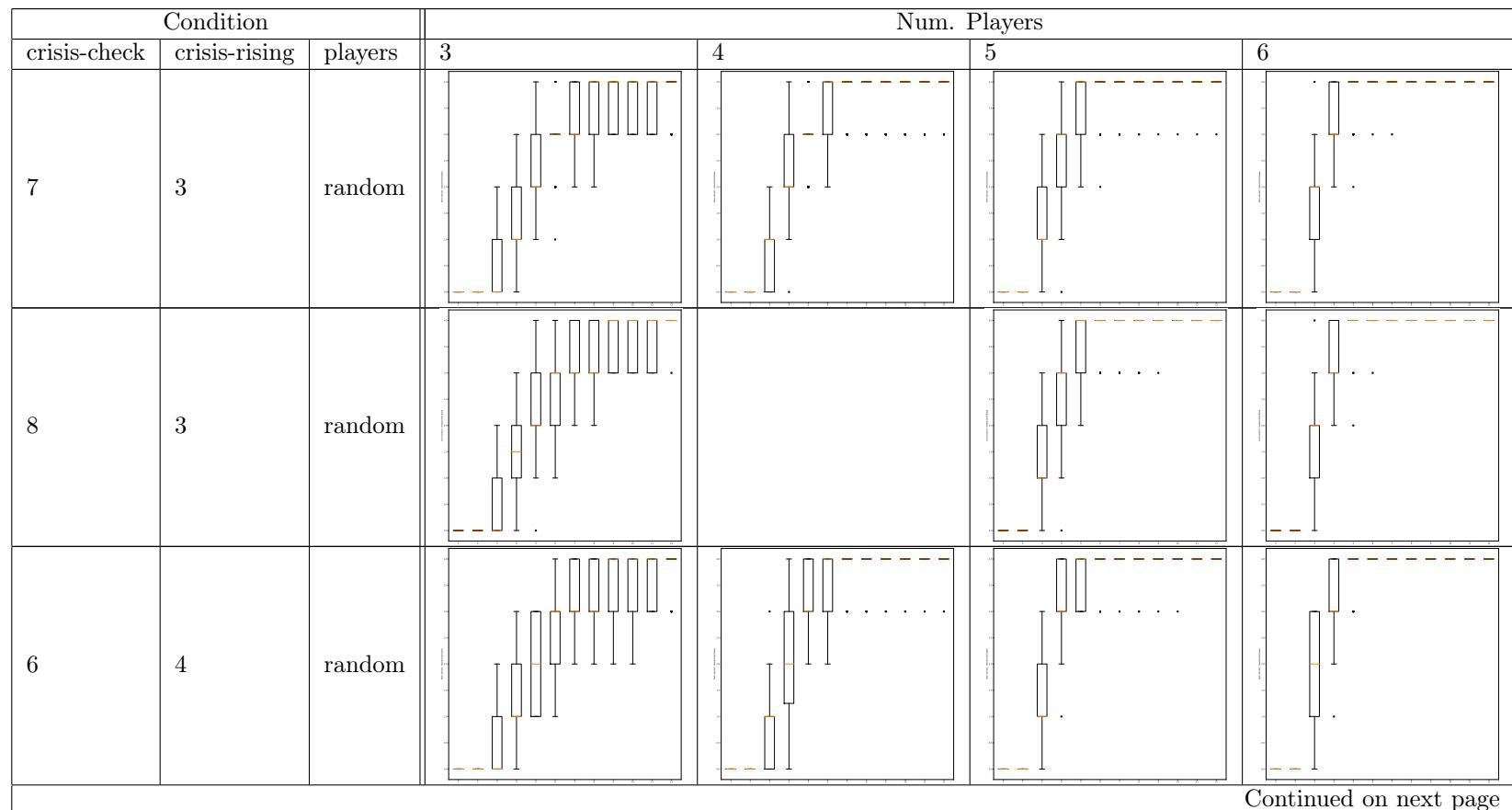


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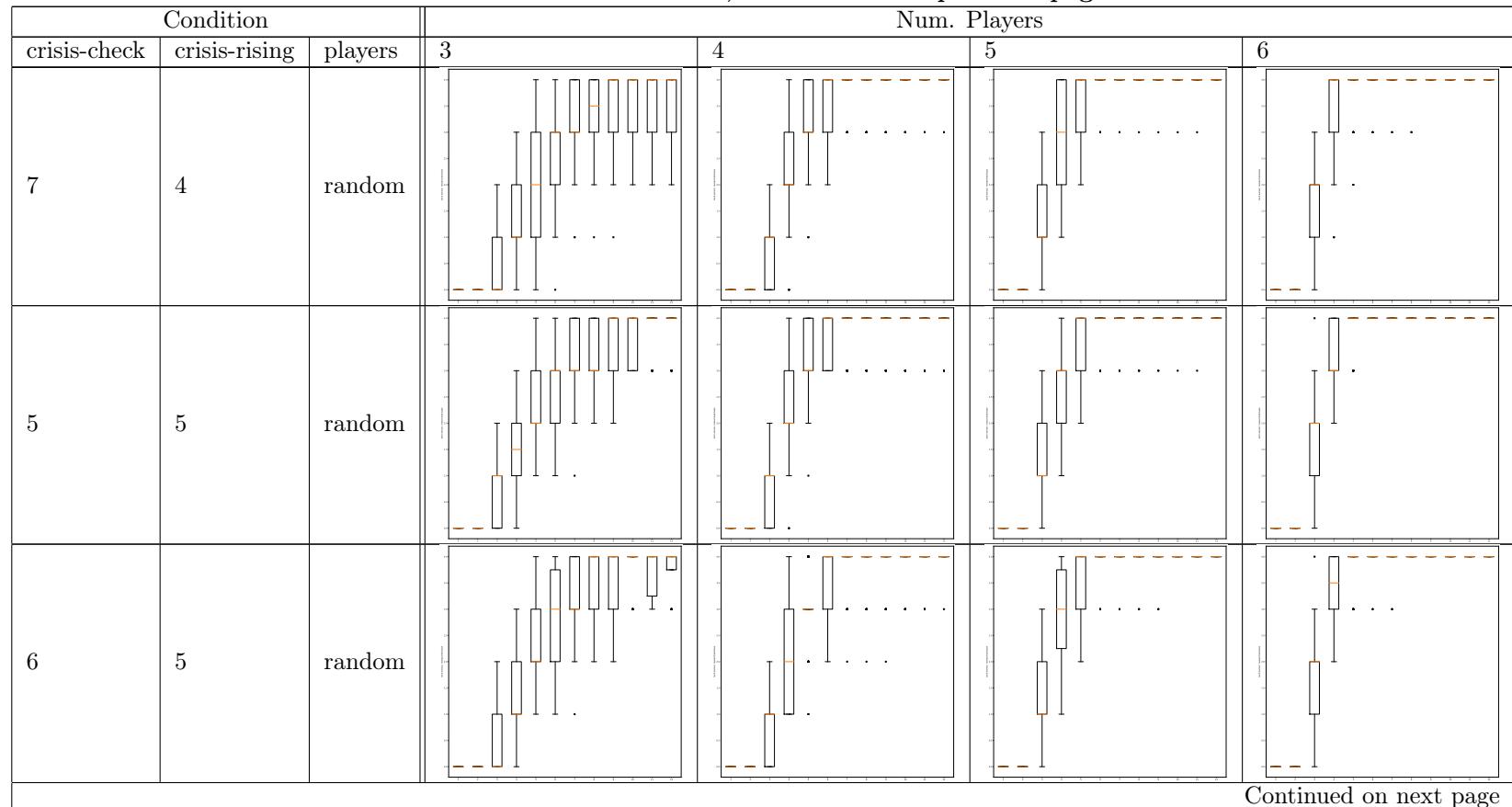


Table 13 researched-base, continued from previous page

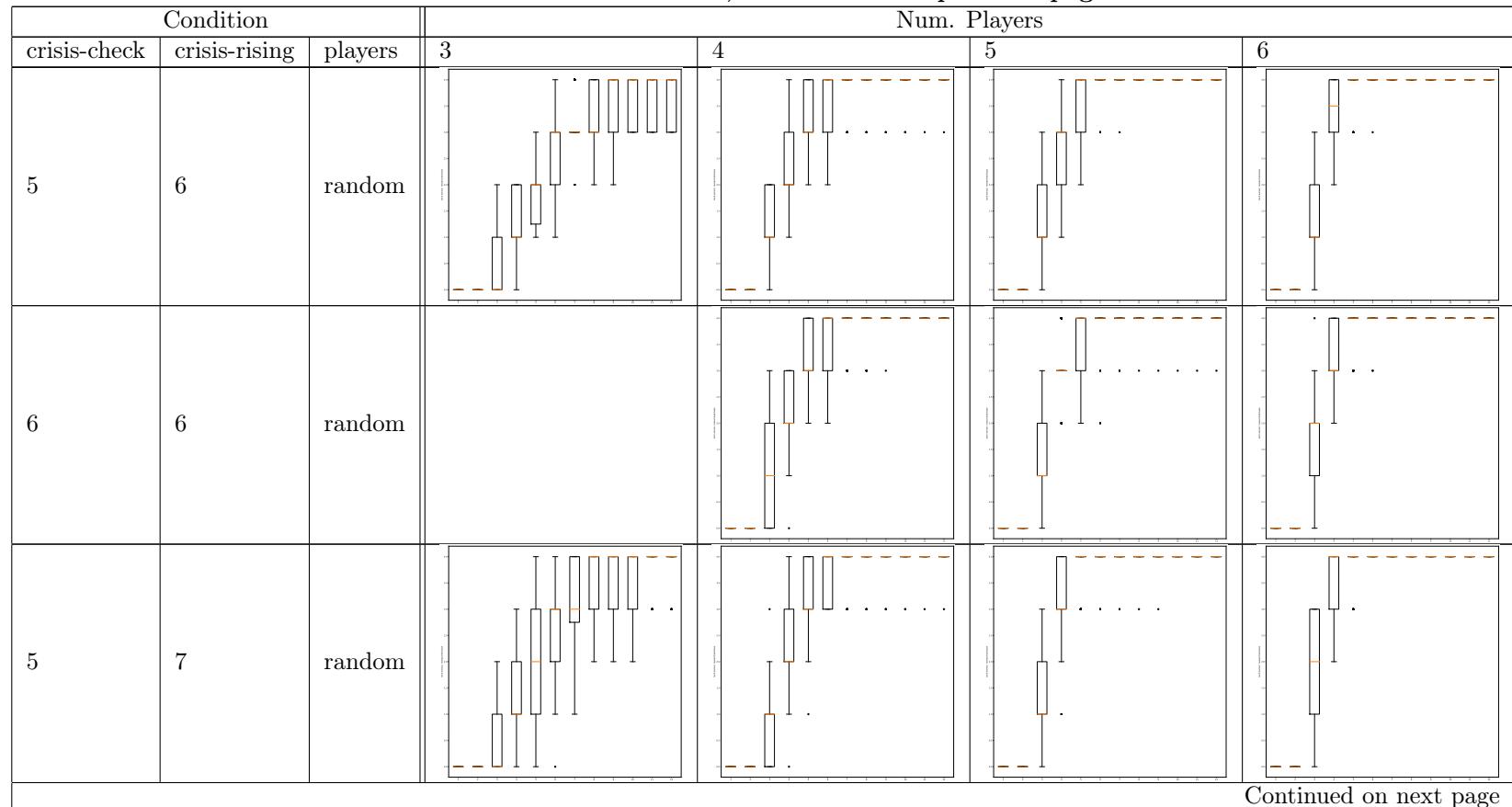
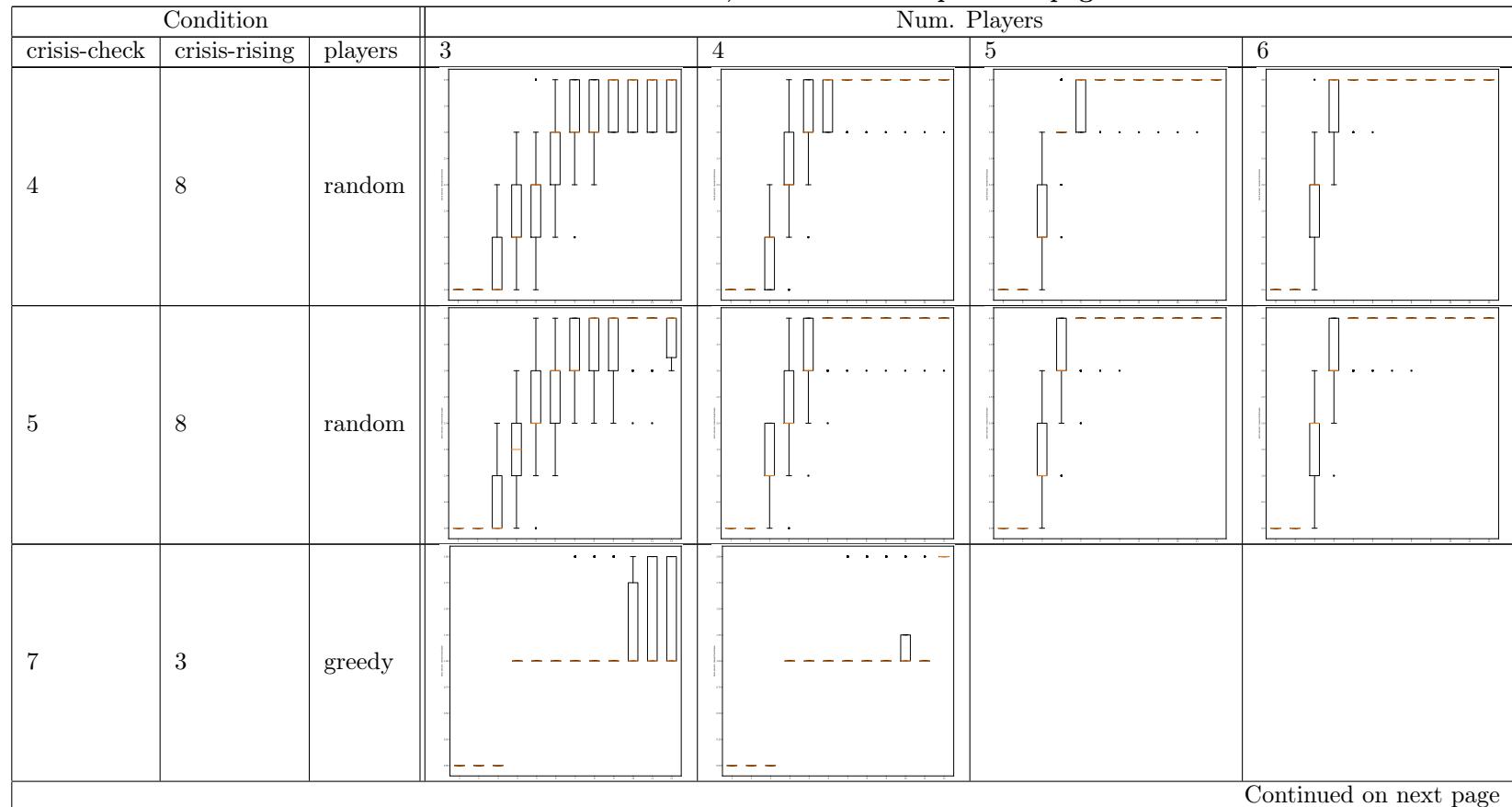
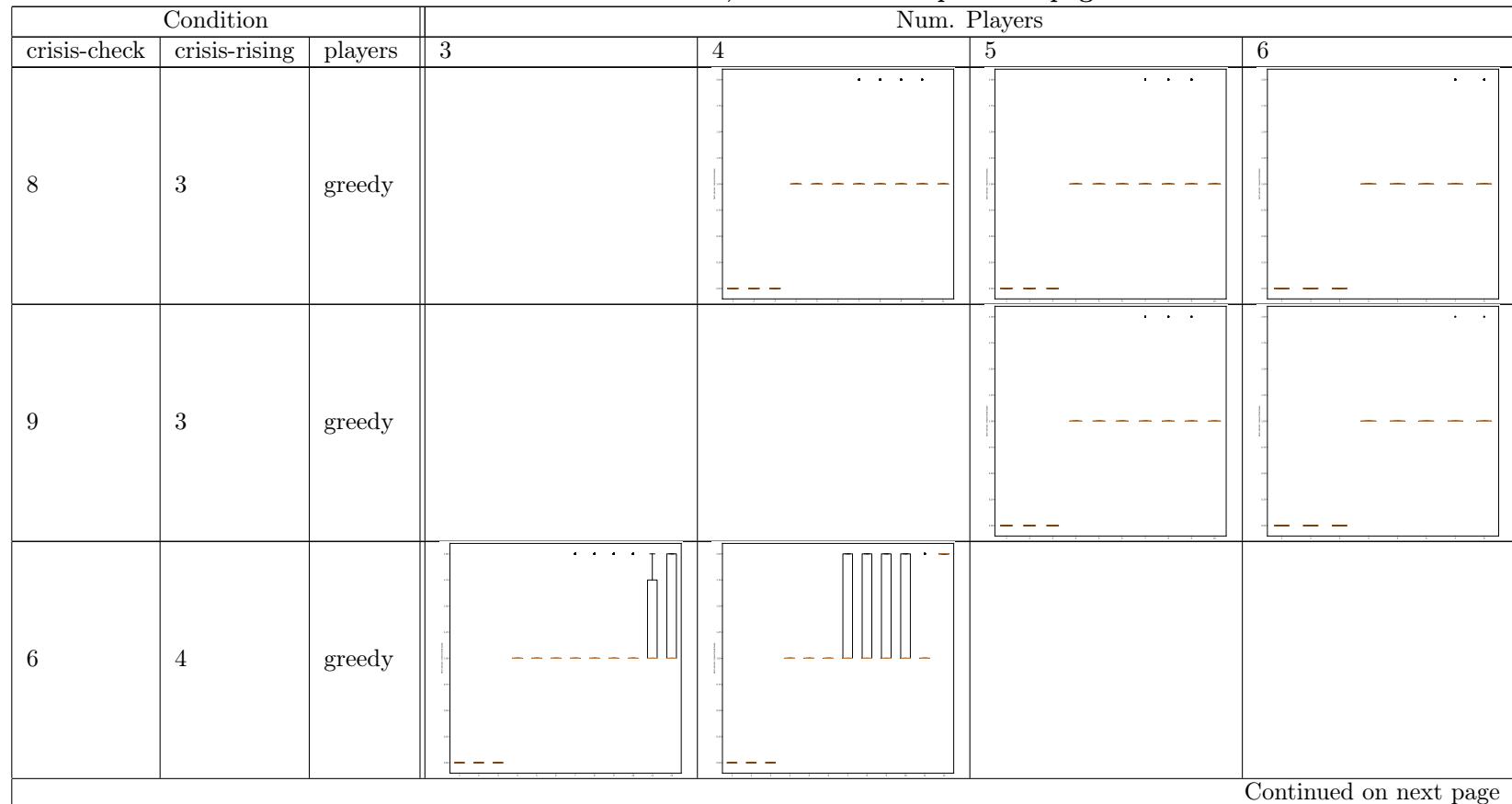


Table 13 researched-base, continued from previous page



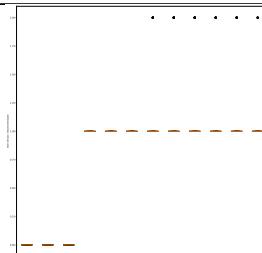
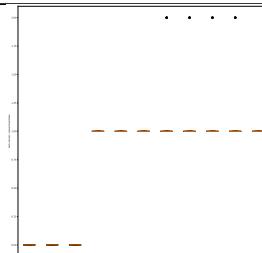
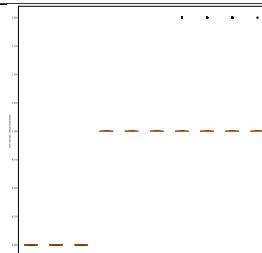
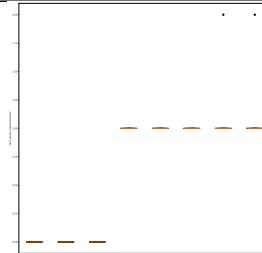
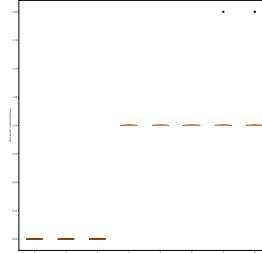
Continued on next page

Table 13 researched-base, continued from previous page



Continued on next page

Table 13 researched-base, continued from previous page

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
7	4	greedy				
8	4	greedy				
9	4	greedy				

Continued on next page

Table 13 researched-base, continued from previous page

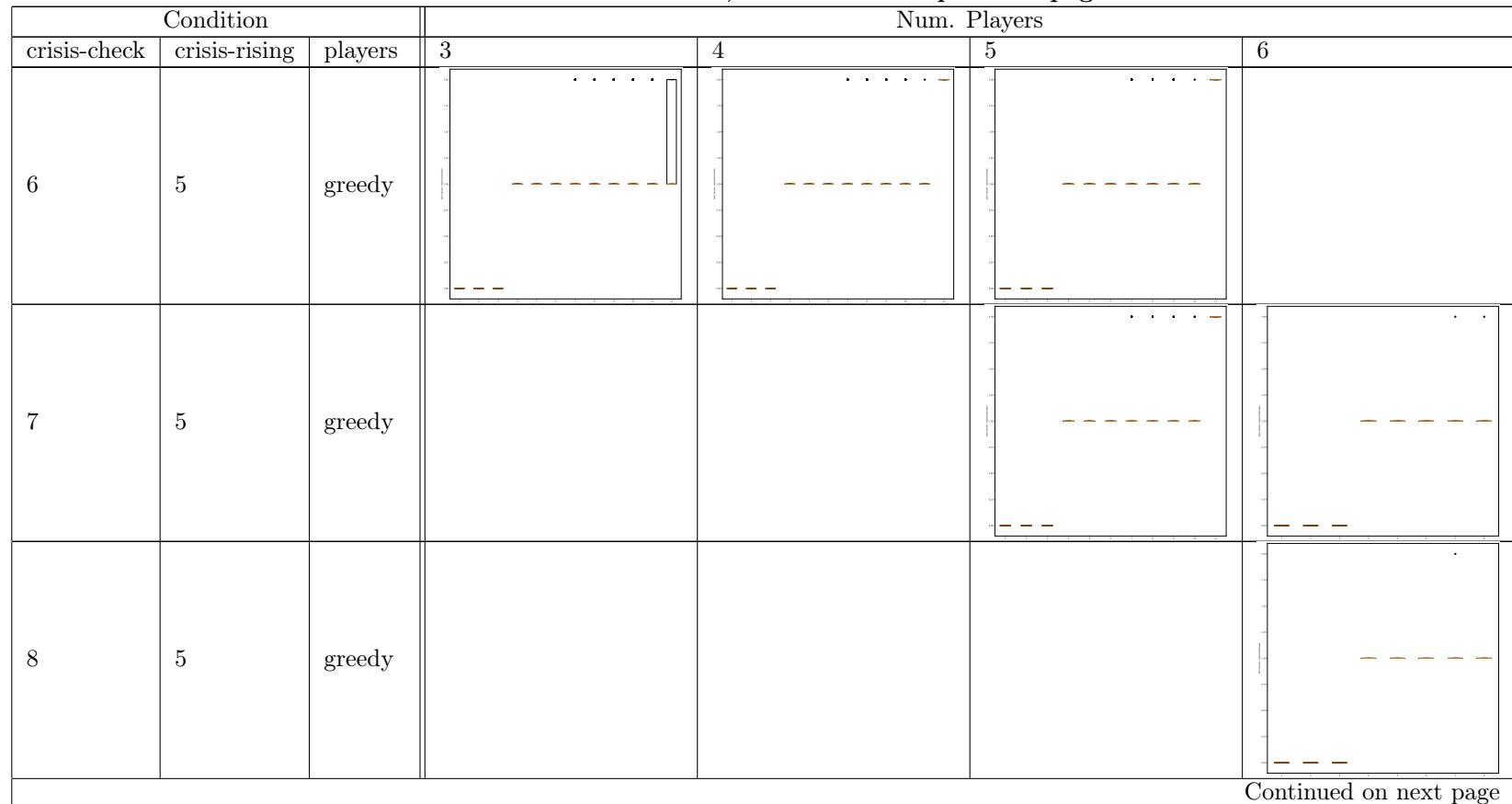


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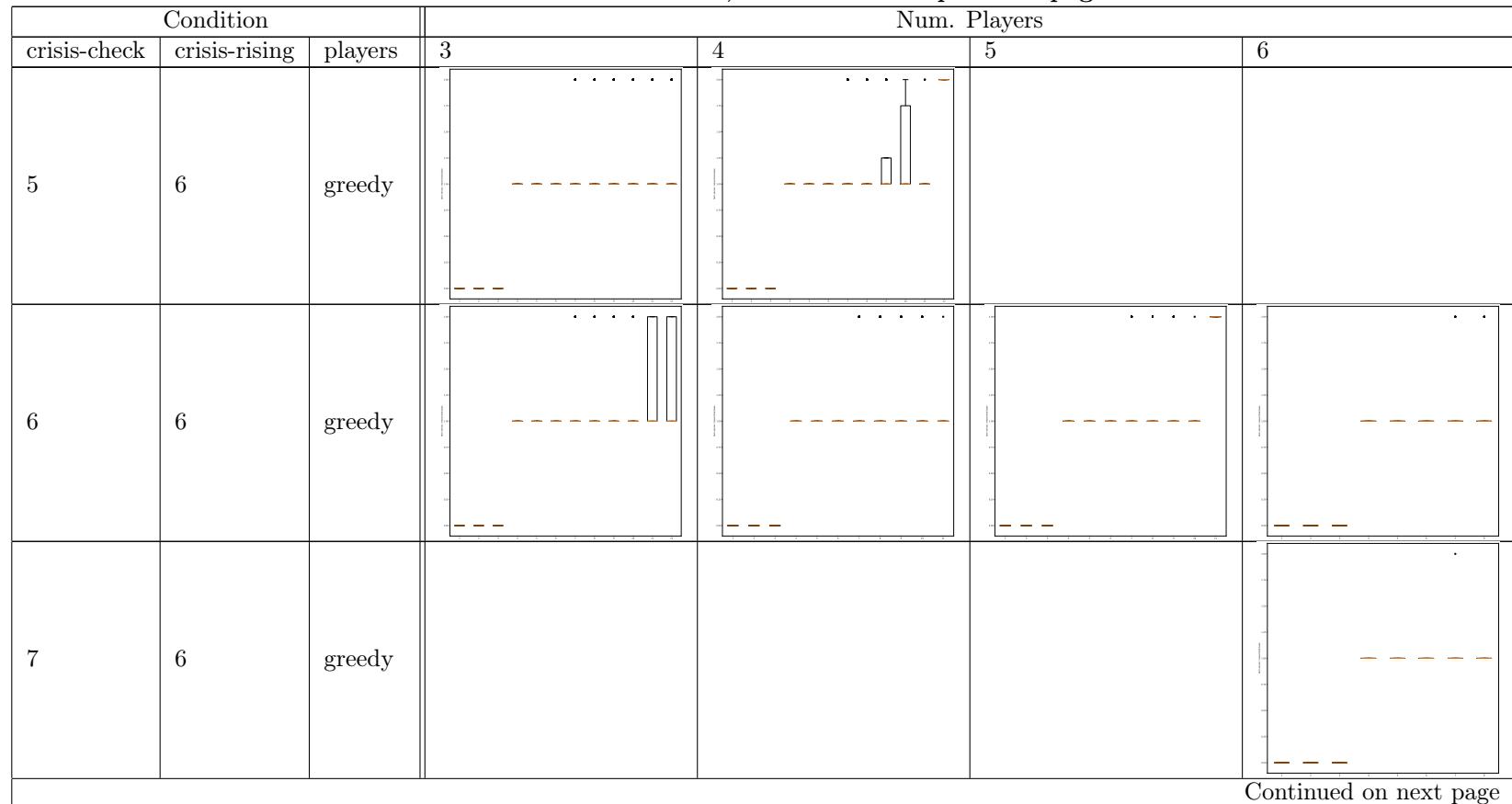
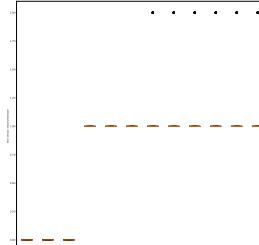
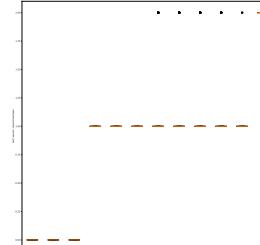
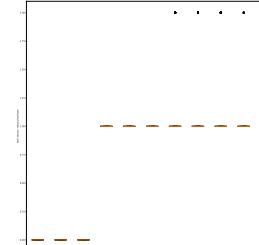
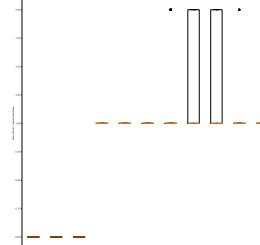
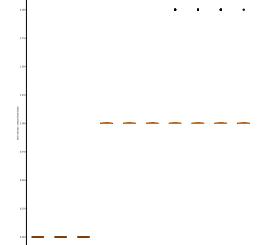
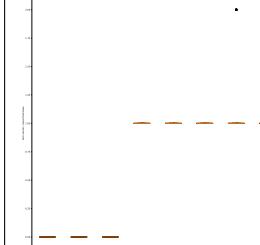
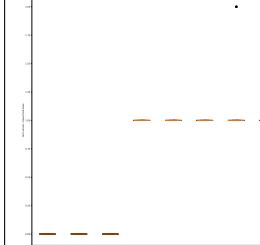
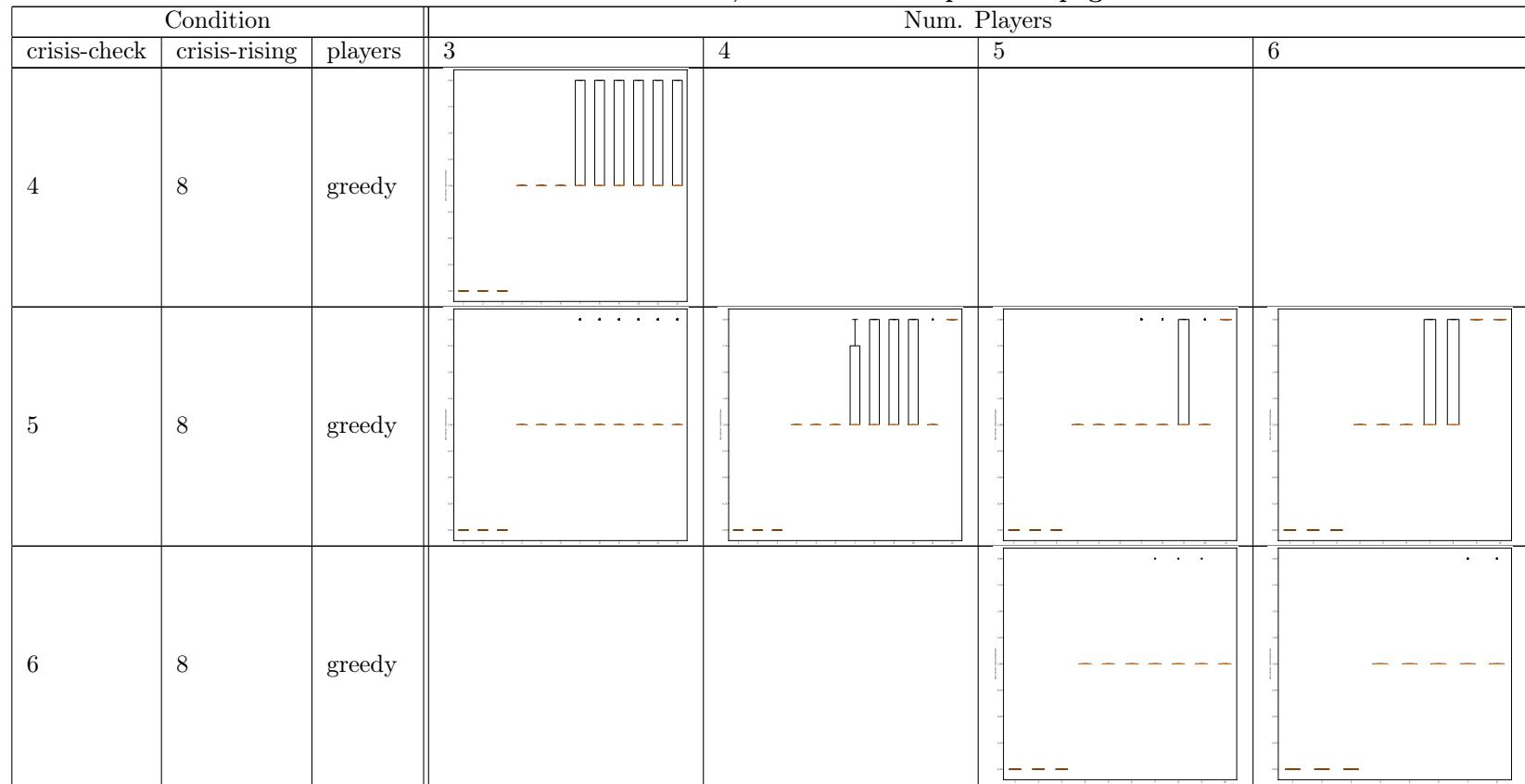


Table 13 researched-base, continued from previous page

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

Continued on next page

Table 13 researched-base, continued from previous page



6.0.4 researched-expanded

Table 14: researched-expanded

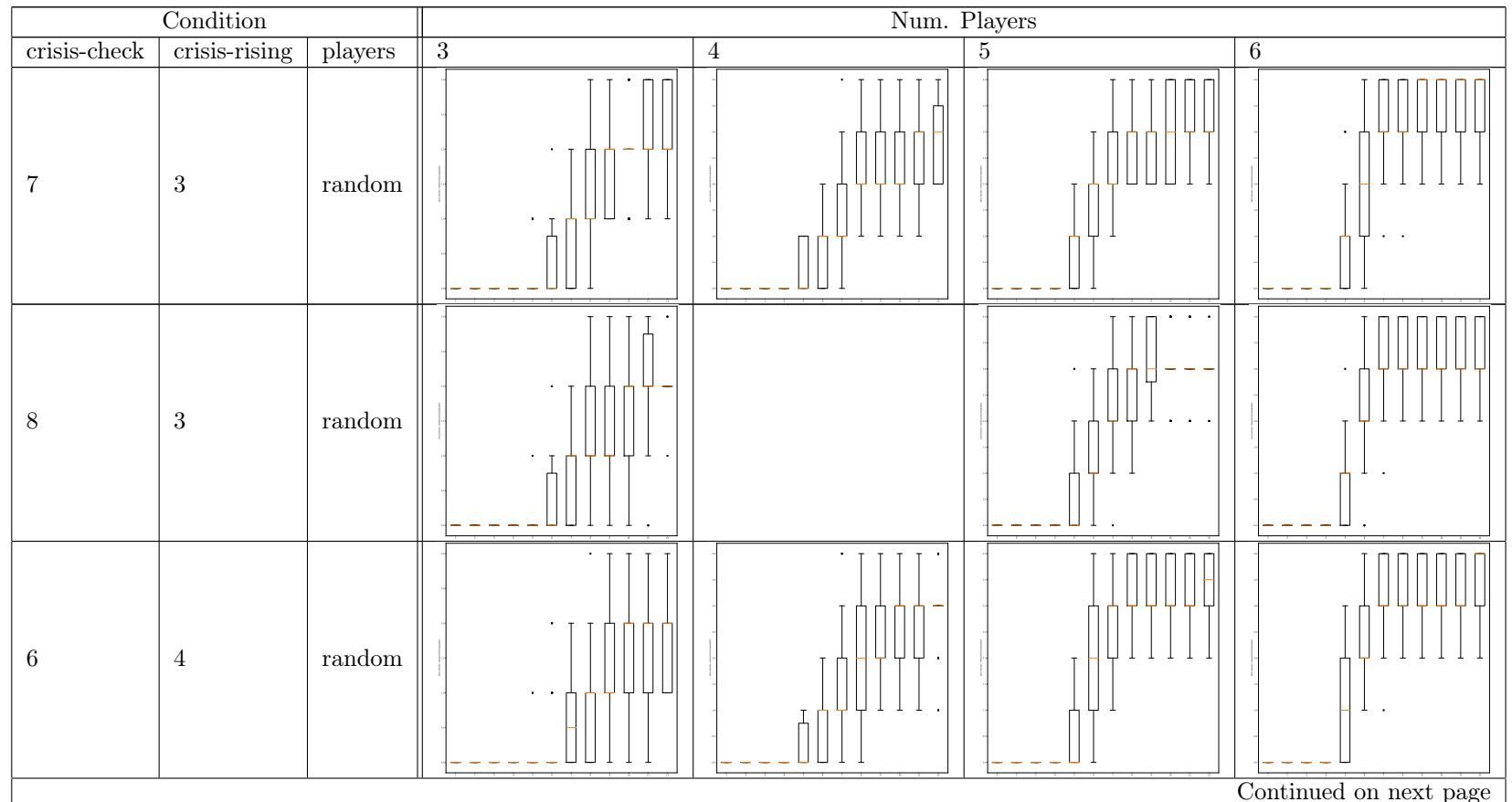


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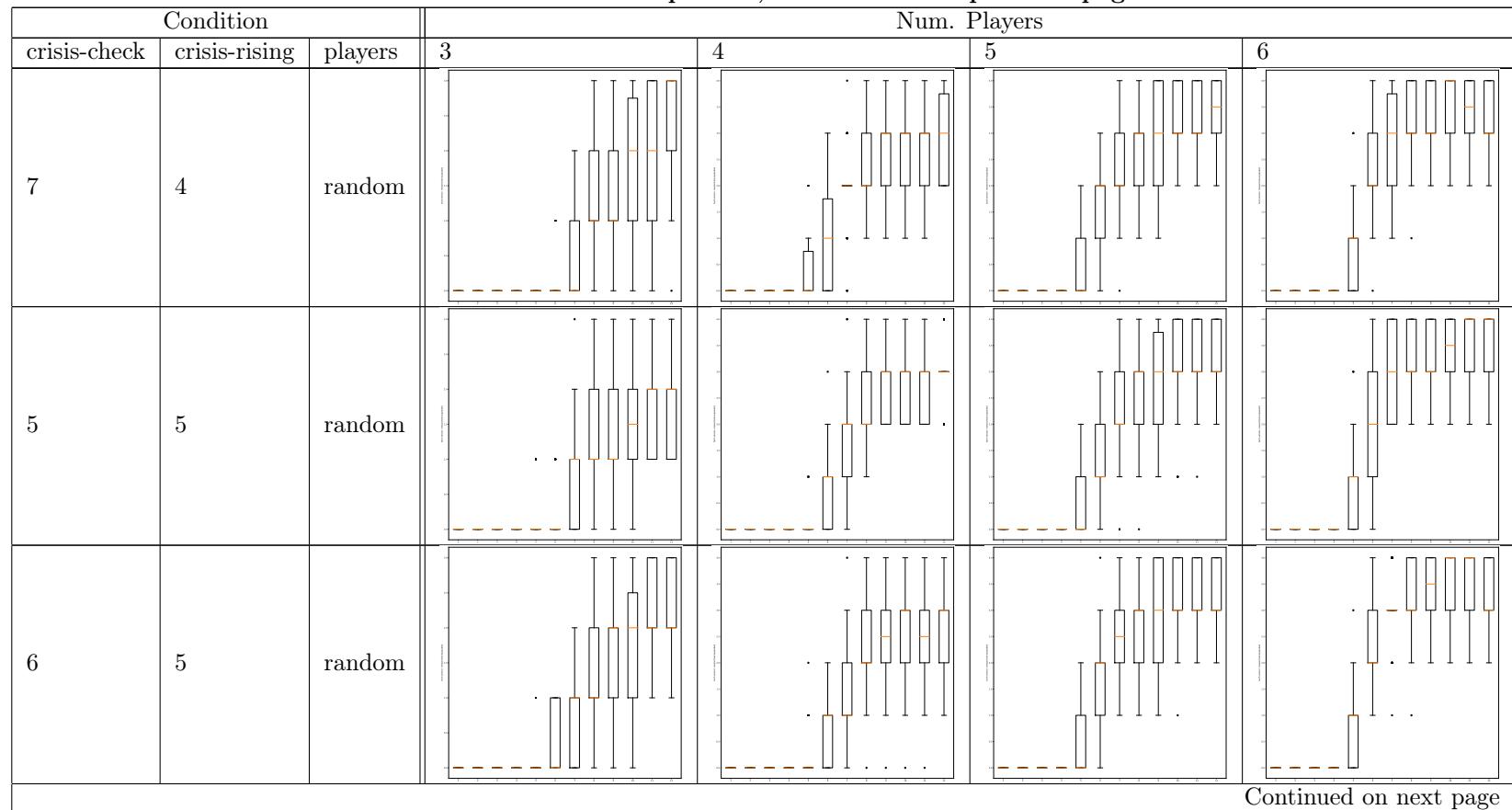


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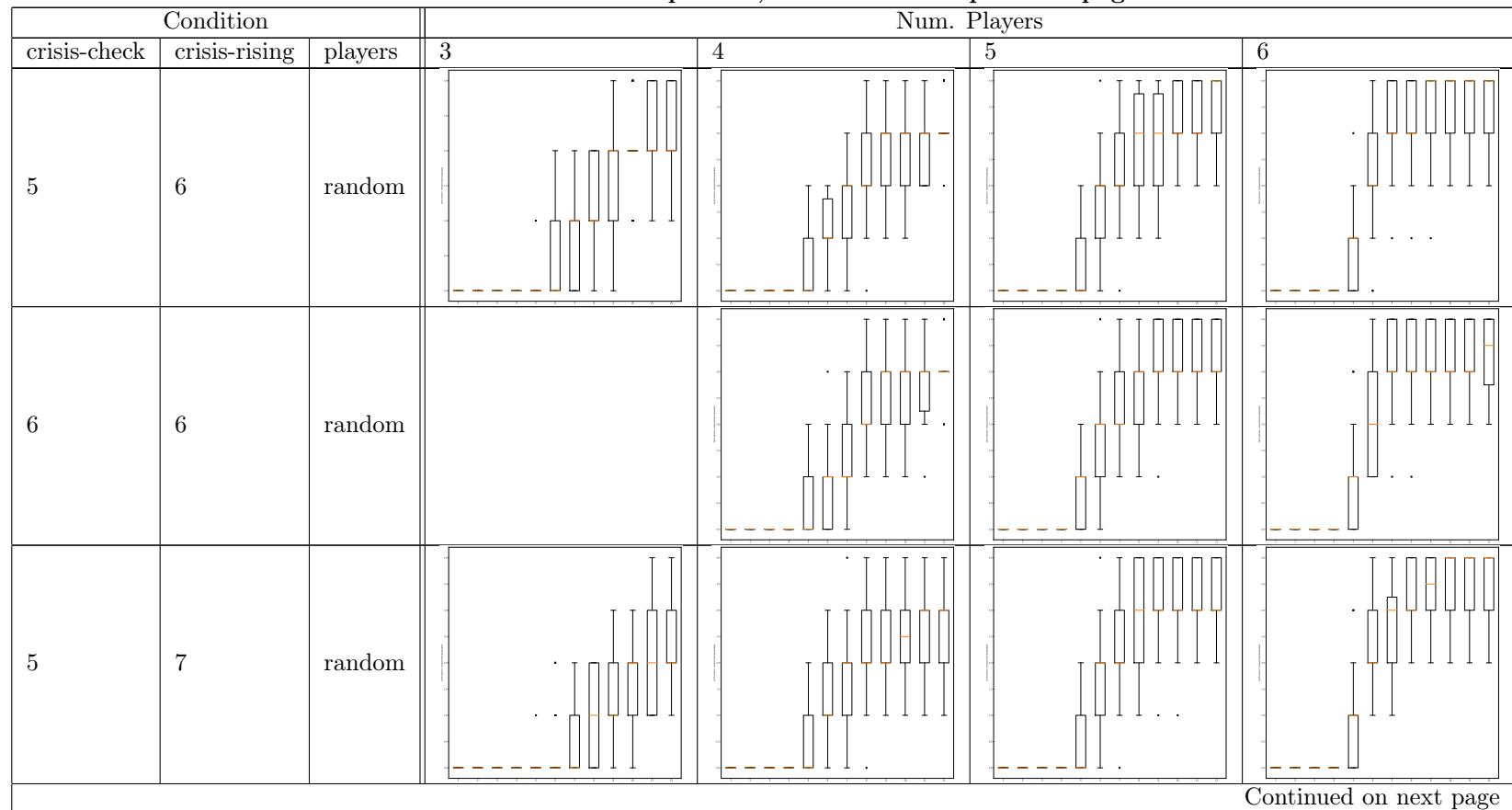


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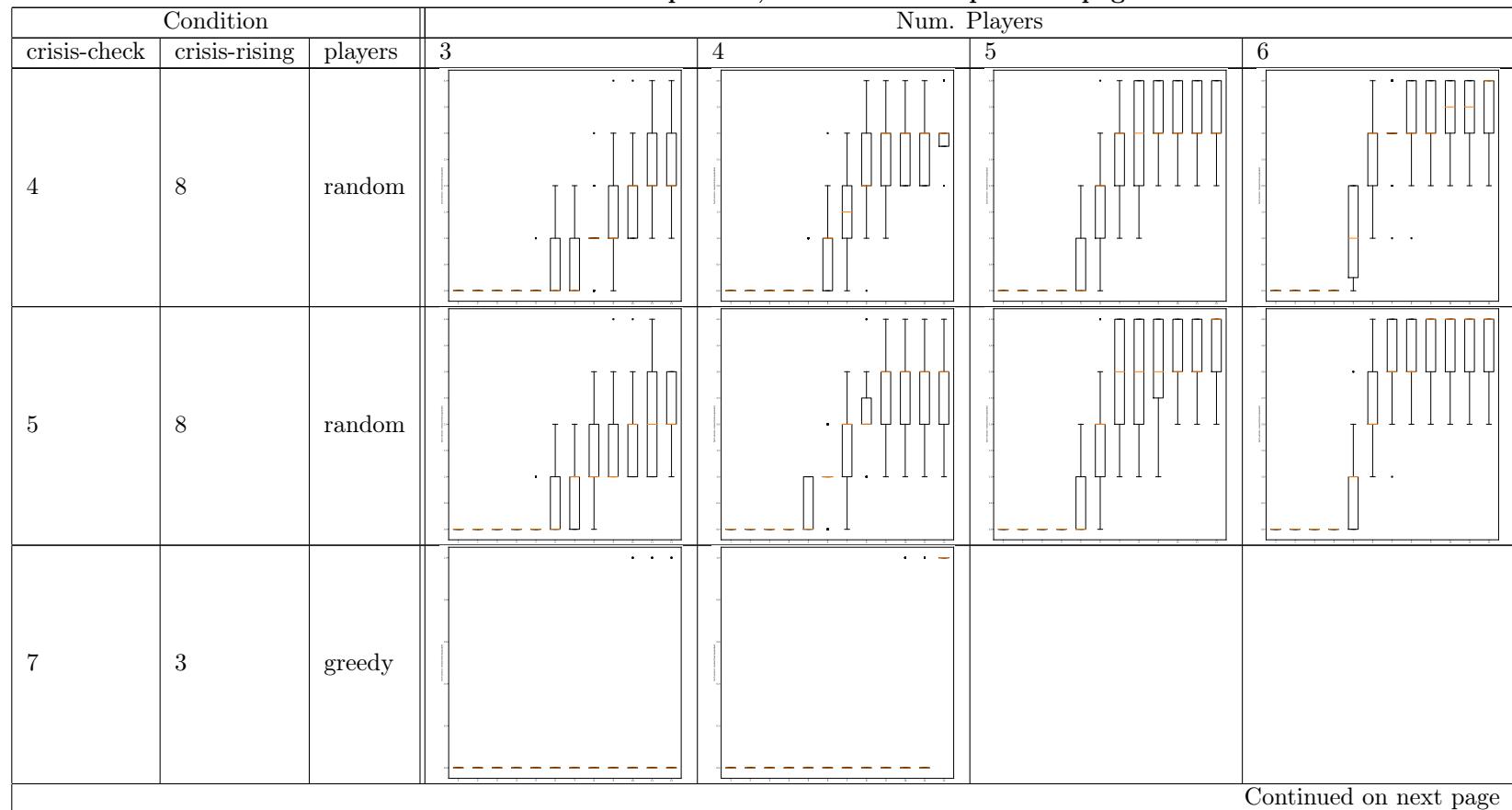
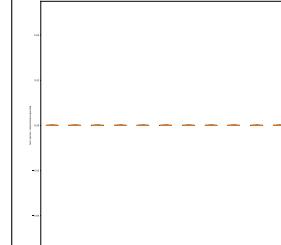
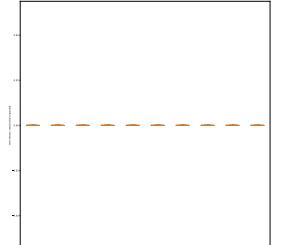
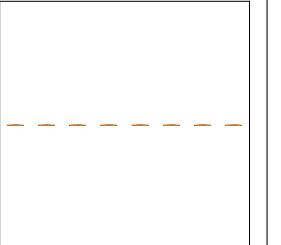
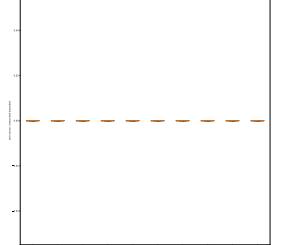
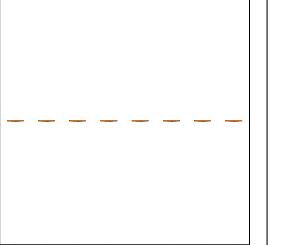
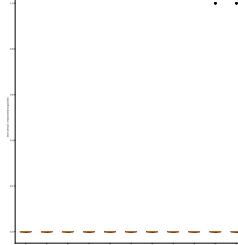
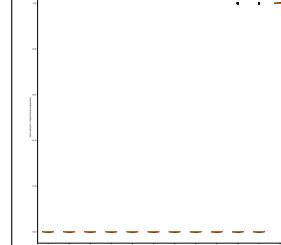


Table 14 researched-expanded, continued from previous page

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
8	3	greedy				
9	3	greedy				
6	4	greedy				

Continued on next page

Table 14 researched-expanded, continued from previous page

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
7	4	greedy				
8	4	greedy				
9	4	greedy				

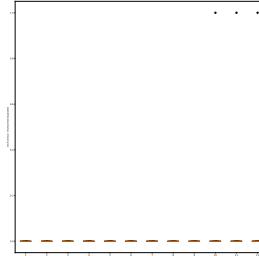
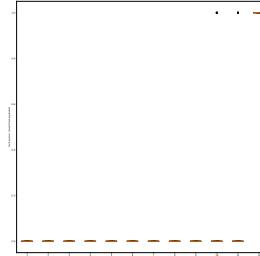
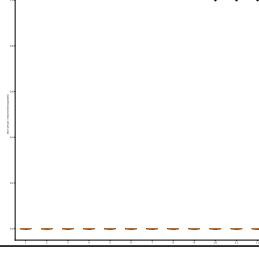
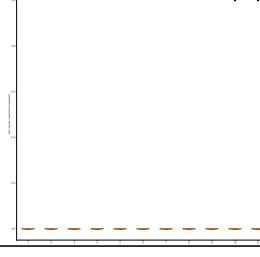
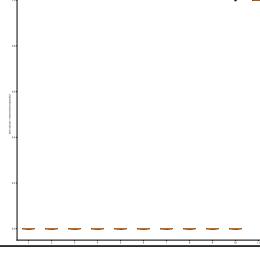
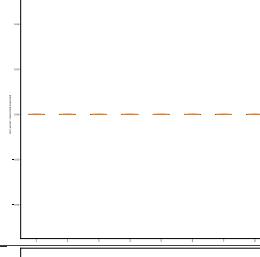
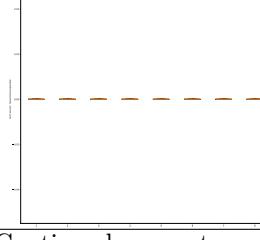
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Table 14 researched-expanded, continued from previous page

crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
6	5	greedy				
7	5	greedy				
8	5	greedy				

Continued on next page

Table 14 researched-expanded, continued from previous page

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

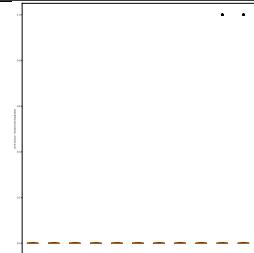
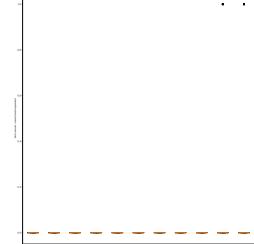
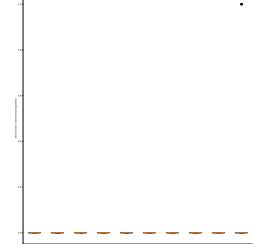
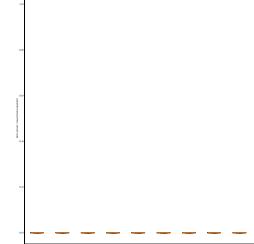
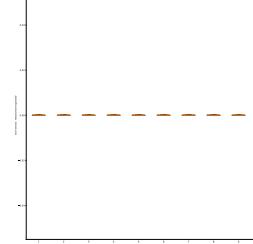
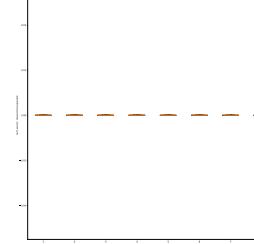
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Table 14 researched-expanded, continued from previous page

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

Continued on next page

Table 14 researched-expanded, continued from previous page

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

6.0.5 researched-auto-protect

Table 15: researched-auto-protect

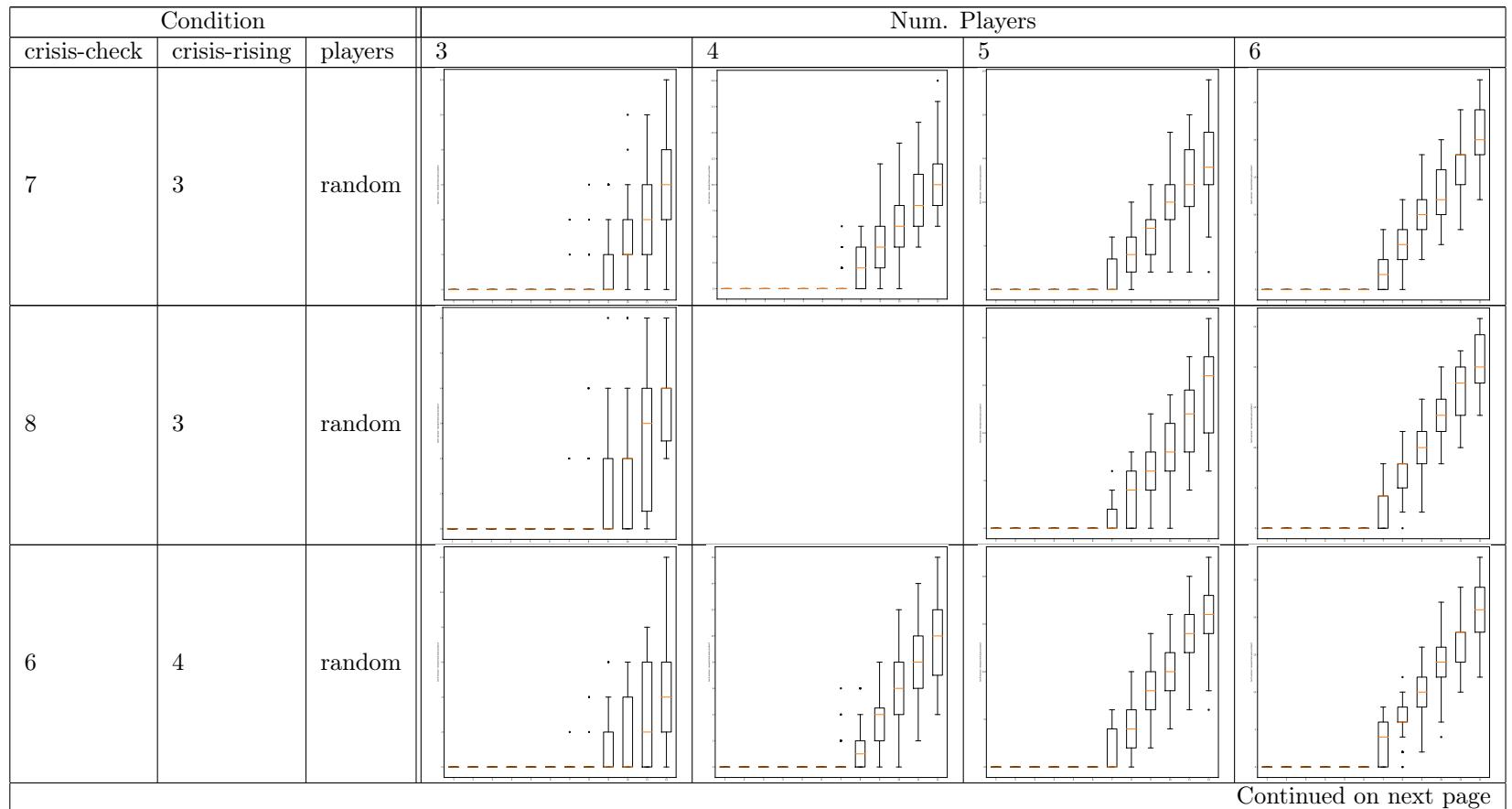


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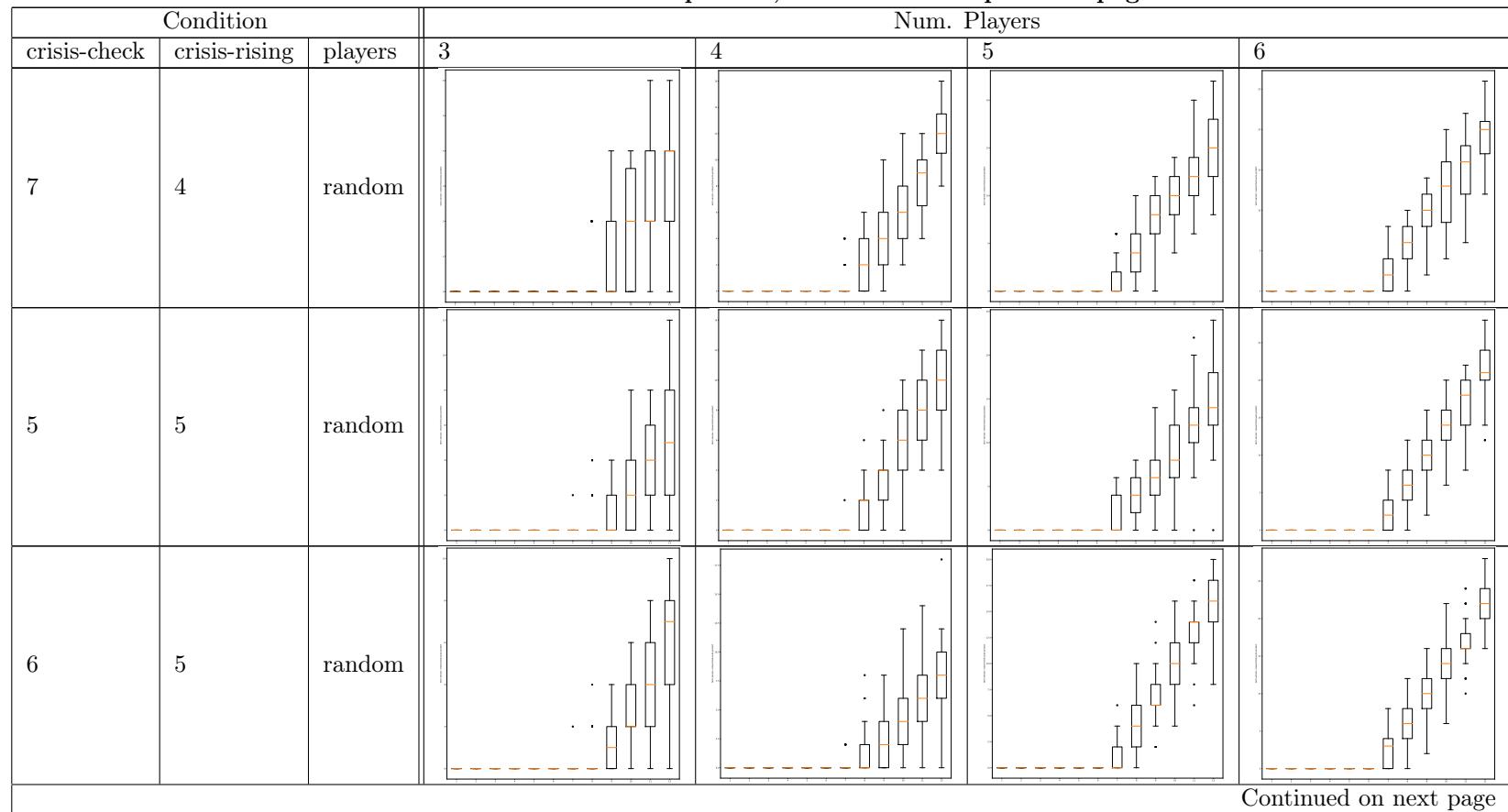


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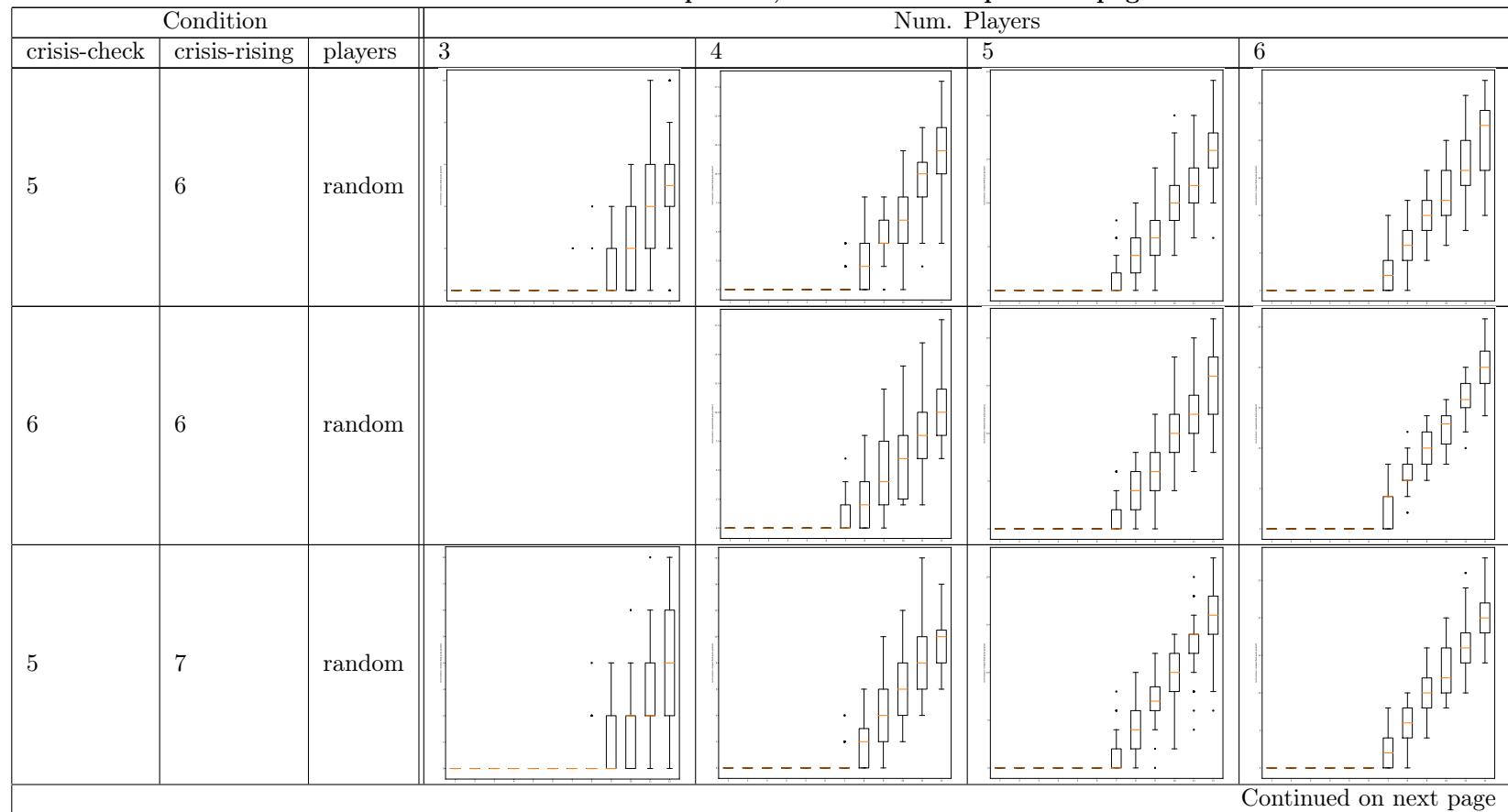


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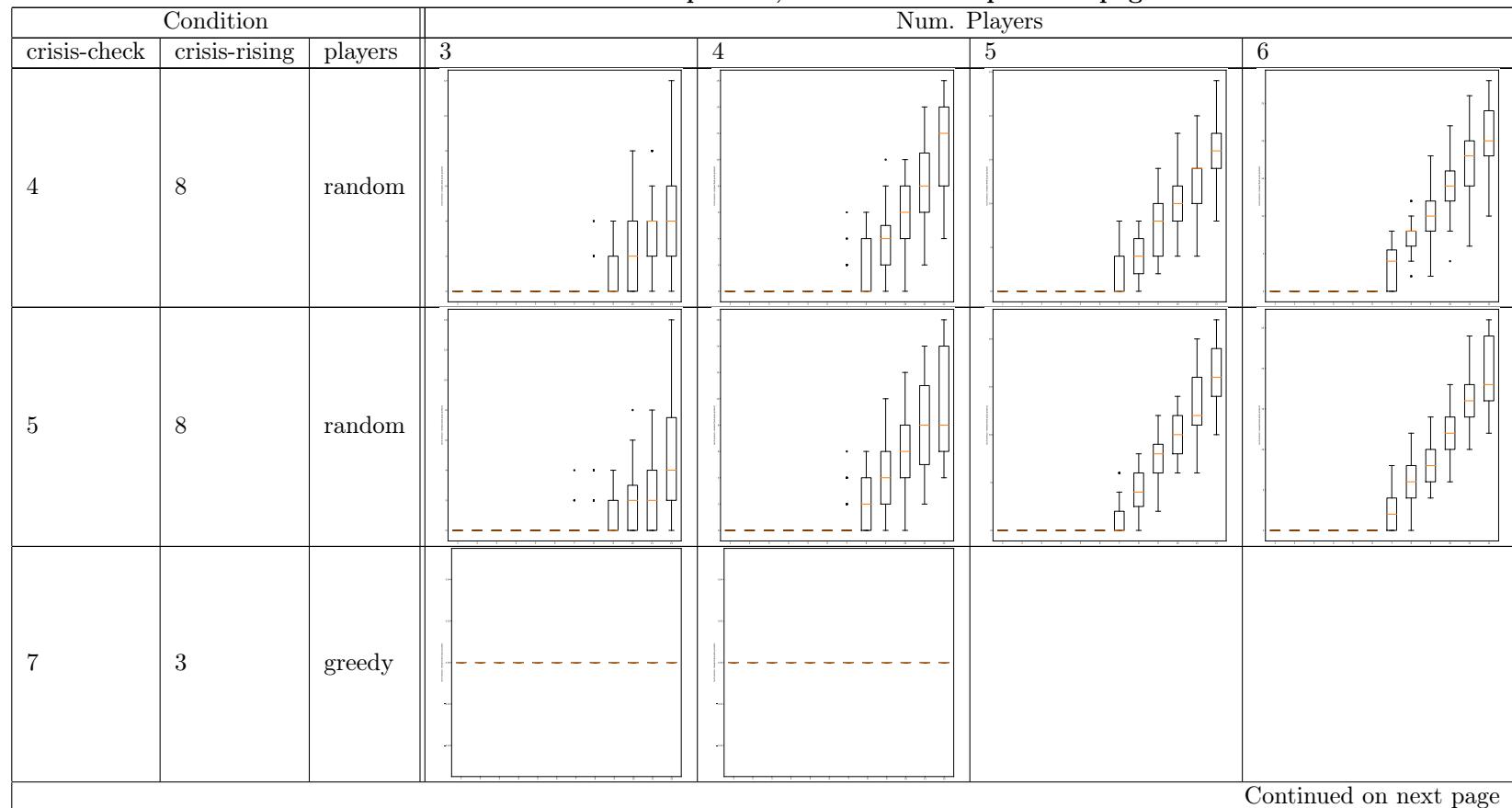


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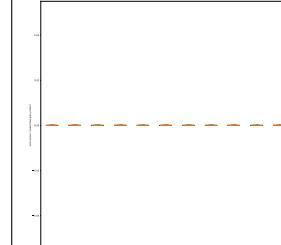
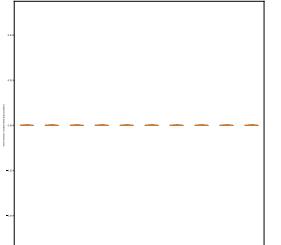
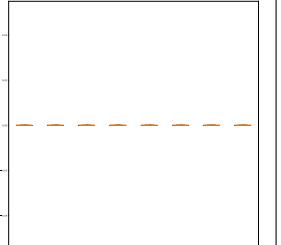
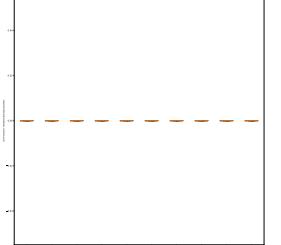
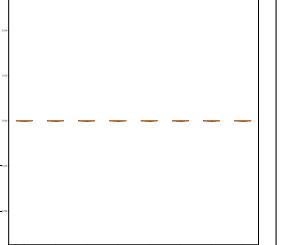
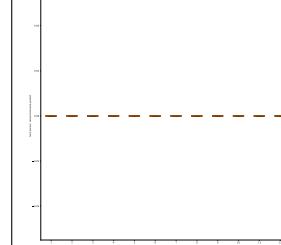
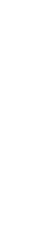
crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
8	3	greedy				
9	3	greedy				
6	4	greedy				
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Table 15 researched-auto-protect, continued from previous page

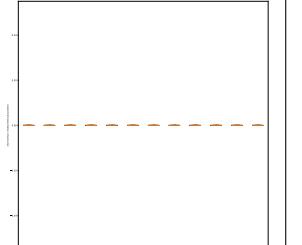
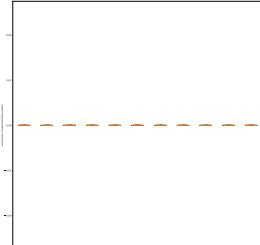
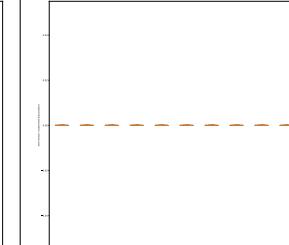
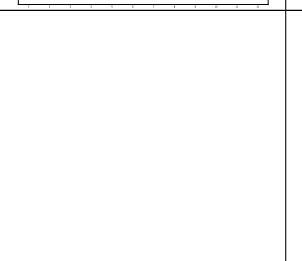
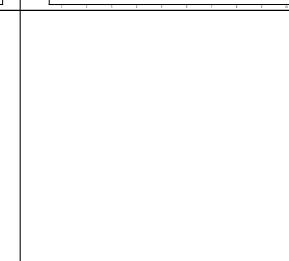
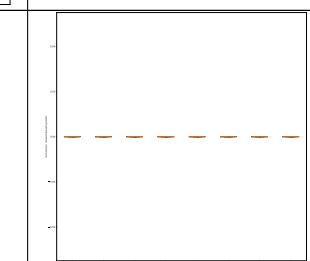
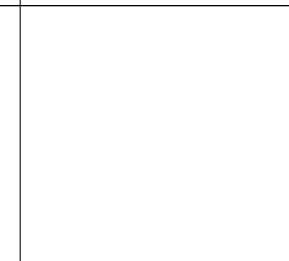
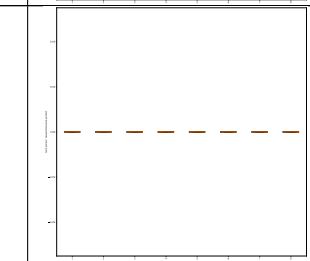
crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
7	4	greedy				
8	4	greedy				
9	4	greedy				
Continued on next page						

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

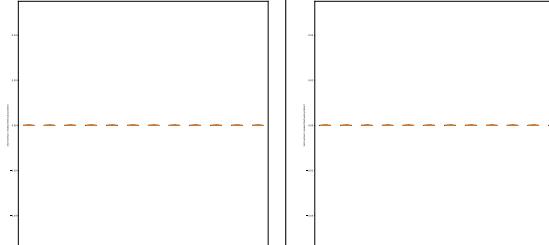
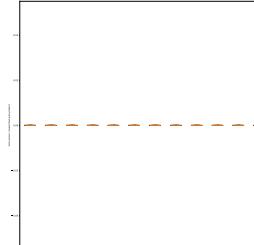
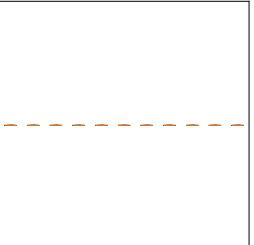
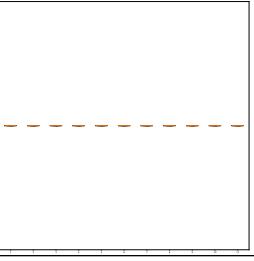
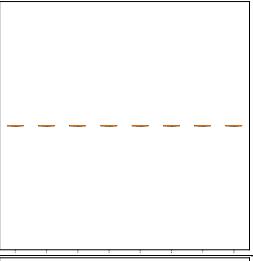
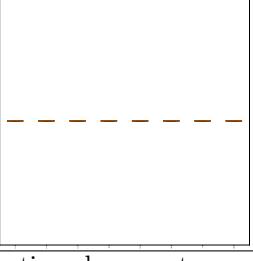
crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
6	5	greedy				
7	5	greedy				
8	5	greedy				
Continued on next page						

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

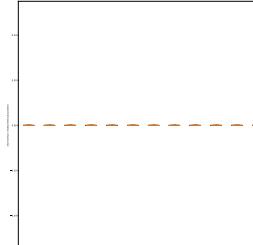
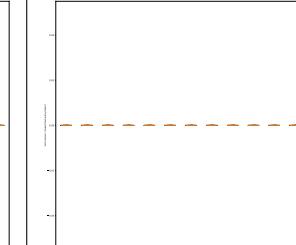
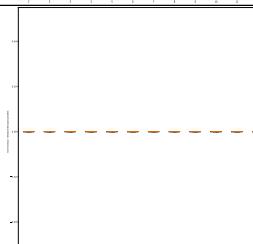
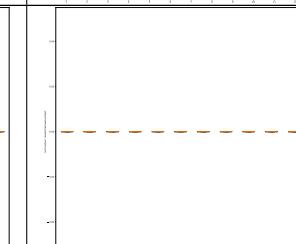
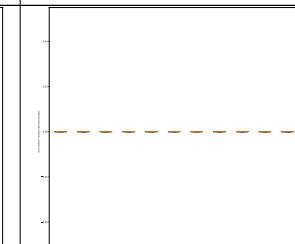
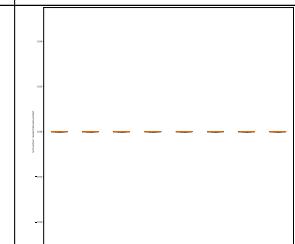
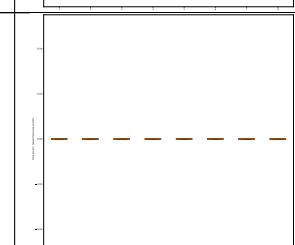
crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
5	6	greedy				
6	6	greedy				
7	6	greedy				
Continued on next page						

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

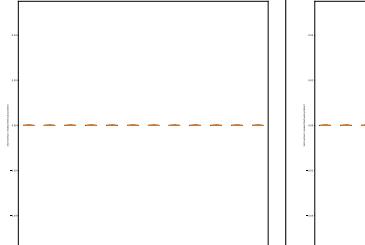
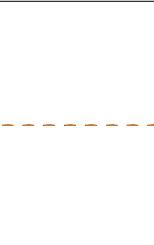
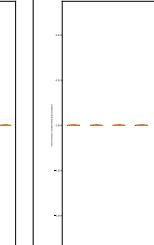
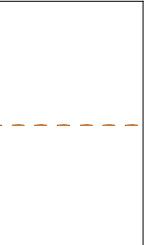
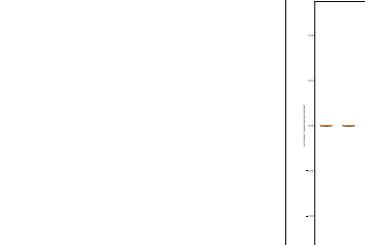
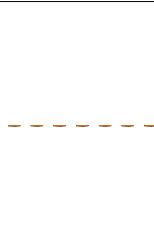
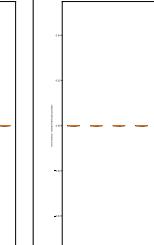
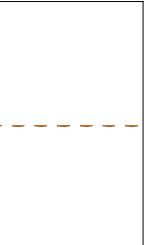
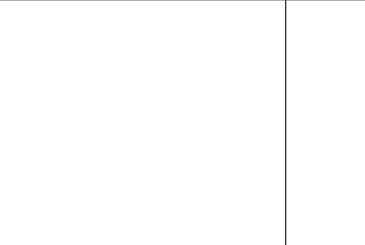
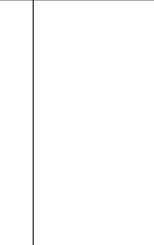
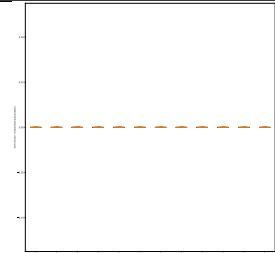
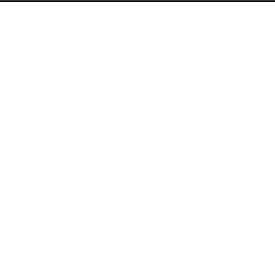
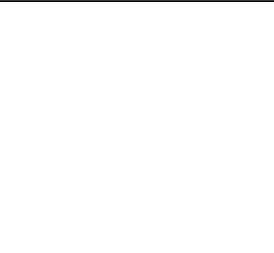
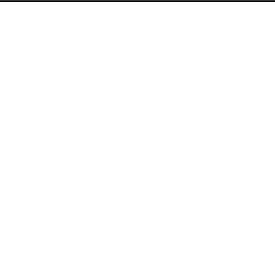
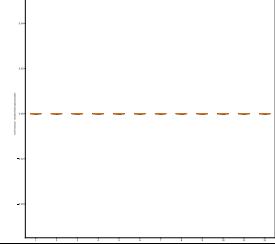
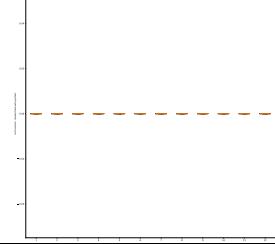
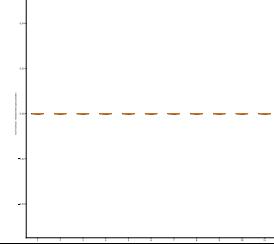
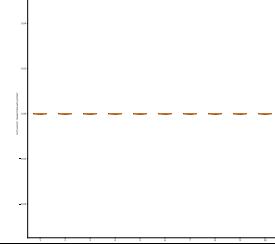
crisis-check	crisis-rising	players	Num. Players			
			3	4	5	6
5	7	greedy				
6	7	greedy				
7	7	greedy				
Continued on next page						

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				
6	8	greedy			