Report for [report.player\_name]

Game: [report.game\_name] / [report.game\_date]

# Performance Overview:

|  |  |
| --- | --- |
| **Product** | [product.name] |
| **Type** | [product.type;block=tbs:cell;parallel=tbs:table] |
| **Units Available** | [product.units\_available] |
| **Units Sold** | [product.units\_quoted] |
| **Average Unit Cost** | [product.average\_unit\_cost] |
| **Average Features Cost** | [product.average\_features\_cost] |
| **Average Delivery Cost** | [product.average\_delivery\_cost] |
| **Average Promotion Cost** | [product.average\_promotion\_cost] |
| **Average Financing Cost** | [product.average\_financing\_cost] |
| **Average Warranty Cost** | [product.average\_warranty\_cost] |
| **Selling Unit Price** | [product.quoted\_unit\_price] |
| **Average Unit Margin** | [product.average\_unit\_margin] |
| **Average Margin** | [product.average\_margin] |
| **Total Margin** | [product.total\_margin] |

|  |  |  |  |
| --- | --- | --- | --- |
| **Income** | **Total Cost** | **Global Margin (%)** | **Global Margin** |
| [report.income] | [report.total\_cost] | [report.global\_margin\_percent] | [report.global\_margin] |

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| --- |
| **[chart\_1.name;block=tbs:table;when ‘[chart\_1.delete]’=’0’]** |
|  |

|  |
| --- |
| **[chart\_2.name;block=tbs:table;when ‘[chart\_2.delete]’=’0’]** |
|  |

|  |
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| **[chart\_3.name;block=tbs:table;when ‘[chart\_3.delete]’=’0’]** |
|  |

# [report.player\_name] – Final Offer

[offers.description;block=tbs:p]

# [report.player\_name] – Score

|  |  |  |  |
| --- | --- | --- | --- |
| **Round 1 Score** | **Round 2 Score** | **Round 3 Score** | **Total Score** |
| [score.round1;block=tbs:row] | [score.round2] | [score.round3] | [score.total] |

# [report.player\_name] – Conversations

## [conversation.message;block=tbs:p;when ‘[conversation.visited]’=’2’]

[conversation.message;block=tbs:p;when ‘[conversation.visited]’=’1’][conversation.answer]

[conversation.message;block=tbs:p;default][conversation.answer]

# [report.player\_name] – Hints

[hints.description;block=tbs:p;when [hints.visited]=1]

[hints.description;block=tbs:p;when [hints.visited]=0]