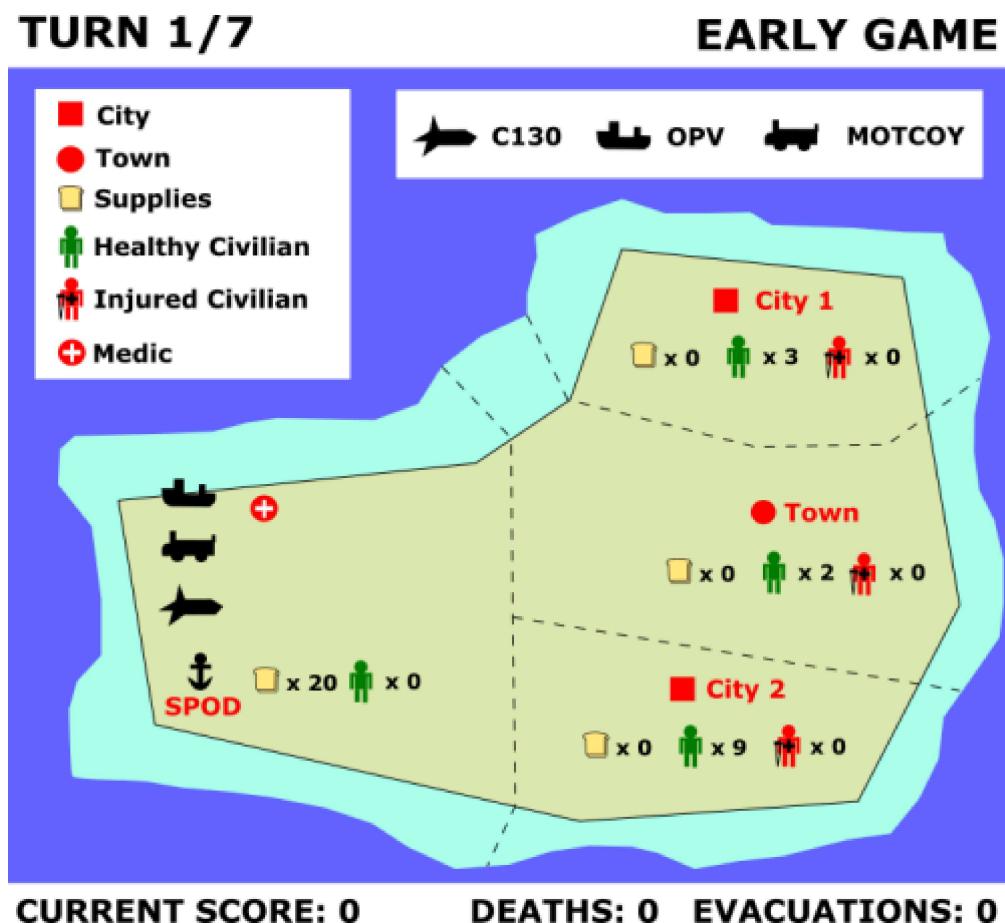


TRAINING INSTANCE WITH NOTES

In the following example, we will provide you with some **Notes** that will help you understand how the instances are presented. Please read these notes carefully. We will not present these notes with other instances.

Consider the following game state, at the start of Turn 1/7 EARLY GAME.



▼ Textual and tabular description: click to read

In this state, the SPOD has 20 supplies and 0 healthy civilians. City 1 has 0 supplies, 3 healthy civilians, and 0 injured civilians. City 2 has 0 supplies, 9 healthy civilians, and 0 injured civilians. The Town has 0 supplies, 2 healthy civilians, and 0 injured civilians. The C130, OPV, and MEDIC are located at the SPOD.

Notes:

1. N/A means information is not applicable to the unit; we cannot have injured civilians at the SPOD.

2. The textual description above simply puts whatever is being conveyed with the table and the figure (above) into words.

GAME STATE (START OF TURN 1/7)				EARLY GAME	
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS	
SPOD	20	0	N/A	SCORE DEATHS EVACUATIONS	0
CITY 1	0	3	0		0
CITY 2	0	9	0		0
TOWN	0	2	0		

Game Rules: [Island of Joadia Game Rules](#)

The following behaviour was chosen in this game state:

Notes:

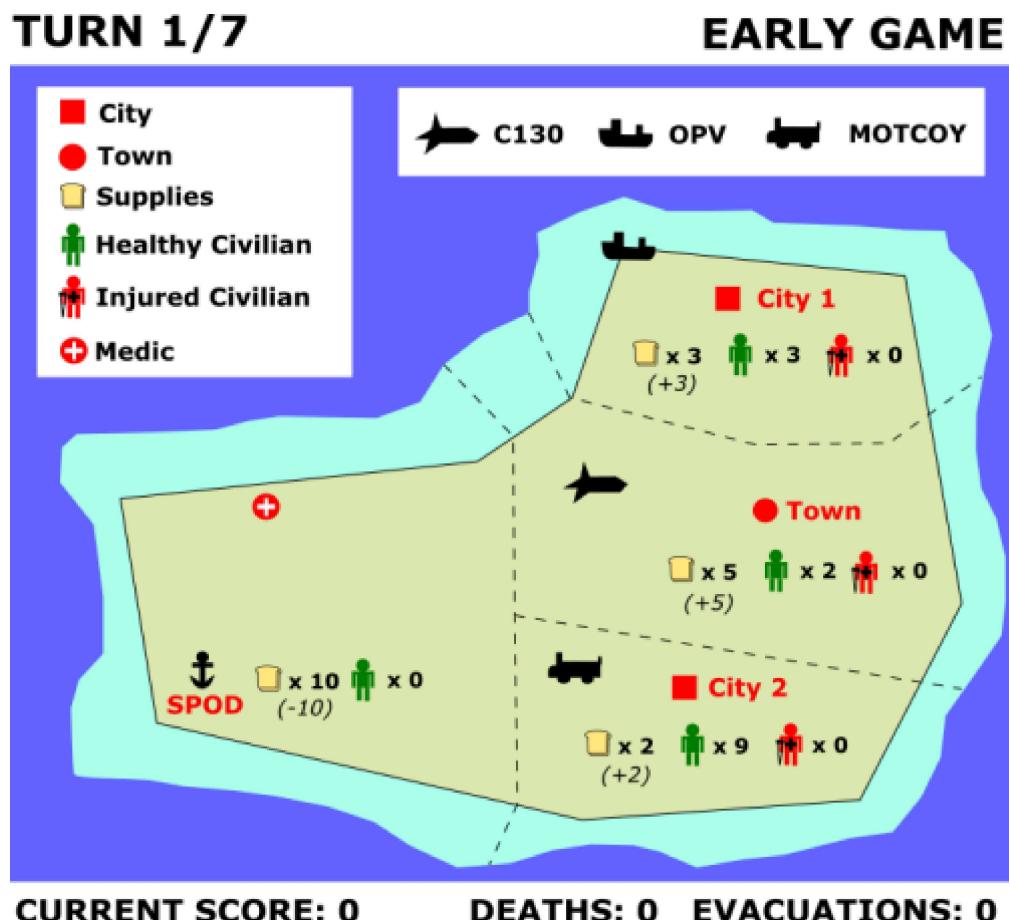
1. The table below shows the actions a player chose for each unit/medic/location.
2. To show that a unit was not used, we use asterisks (*).
3. To understand the different icons, please look at the LEGEND after the table.

ASSET	From	To	Action
C130	SPOD	Town	Deliver 
OPV	SPOD	City 1	Deliver 
MOTCOY	SPOD	City 2	Deliver 
MEDIC	*	*	*
SPOD			*

▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- Black cells: not applicable; the SPOD does not move.

The state of the game at the end of Turn 1/7 EARLY GAME is shown below:



▼ Textual description: click to read more

- The C130 delivers 5 supplies to the Town. At this point the Town has 5 supplies.
- The OPV delivers 3 supplies to City 1. At this point City 1 has 3 supplies.
- The MOTCOY delivers 2 supplies to City 2. At this point, City 2 has 2 supplies.
- The MEDIC stays at the SPOD.

Notes:

1. The following table shows the game state after the above actions have been completed.
2. The state changes are also indicated in the figure (above). For example, there are 3 more supplies in City 1, taking the number of supplies from 0 (zero) to 3 (three).

Similarly, the number of supplies in the Town increased from 0 (zero) to 5 (five).

3. The textual description (above) simply puts whatever is being conveyed in the table and the figure into words.

GAME STATE (END OF TURN 1/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	0
SPOD	10	0	N/A	DEATHS	0
CITY 1	3	3	0		0
CITY 2	2	9	0		0
TOWN	5	2	0		

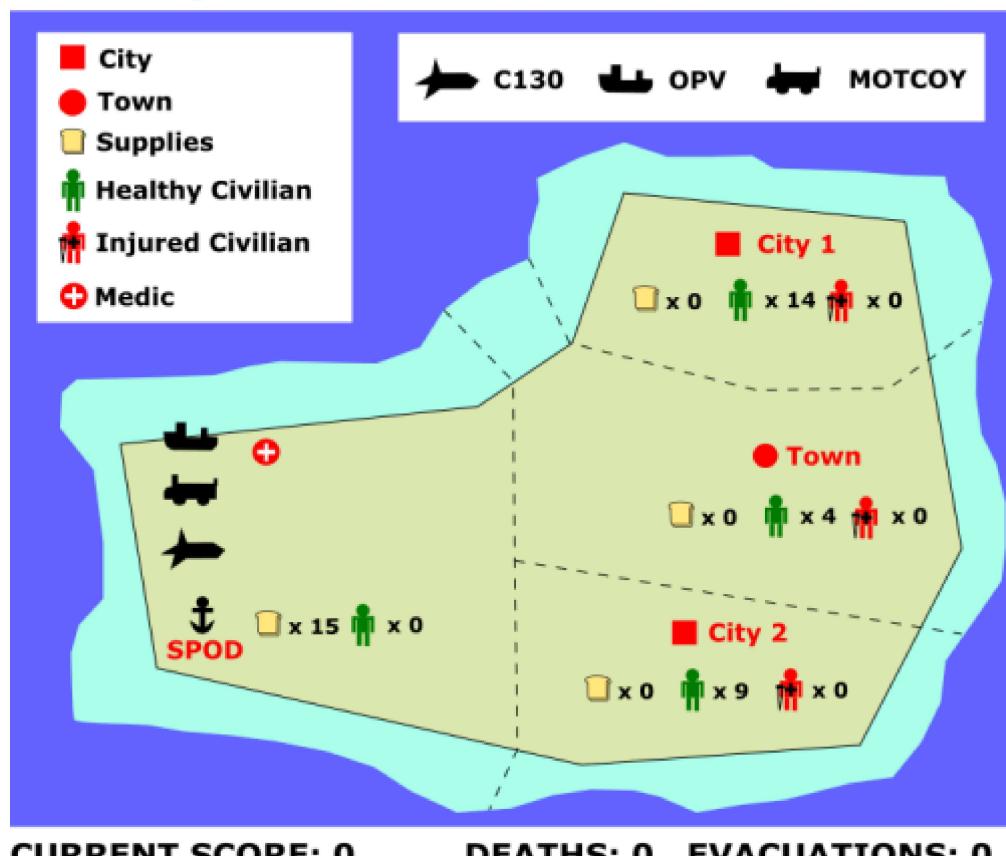
At the end of the turn, the player's score is 0 with 0 deaths and 0 evacuations.



Consider the following game state, at the start of Turn 1/7 EARLY GAME.

TURN 1/7

EARLY GAME



▼ Textual and tabular description: click to read

In this state, the SPOD has 15 supplies and 0 healthy civilians. City 1 has 0 supplies, 14 healthy civilians, and 0 injured civilians. City 2 has 0 supplies, 9 healthy civilians, and 0 injured civilians. The Town has 0 supplies, 4 healthy civilians, and 0 injured civilians. The C130, OPV, MOTCOY, and MEDIC are located at the SPOD.

GAME STATE (START OF TURN 1/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	DEATHS
SPOD	15	0	N/A	0	0
CITY 1	0	14	0	0	0
CITY 2	0	9	0	0	0
TOWN	0	4	0	0	0

Game Rules: [Island of Joadia Game Rules](#)

The following behaviour was chosen in this game state:

ASSET	From	To	Action
C130	SPOD	City 1	Deliver 
OPV	SPOD	City 2	Deliver 
MOTCOY	SPOD	Town	Deliver 
MEDIC	*	*	*
SPOD			*

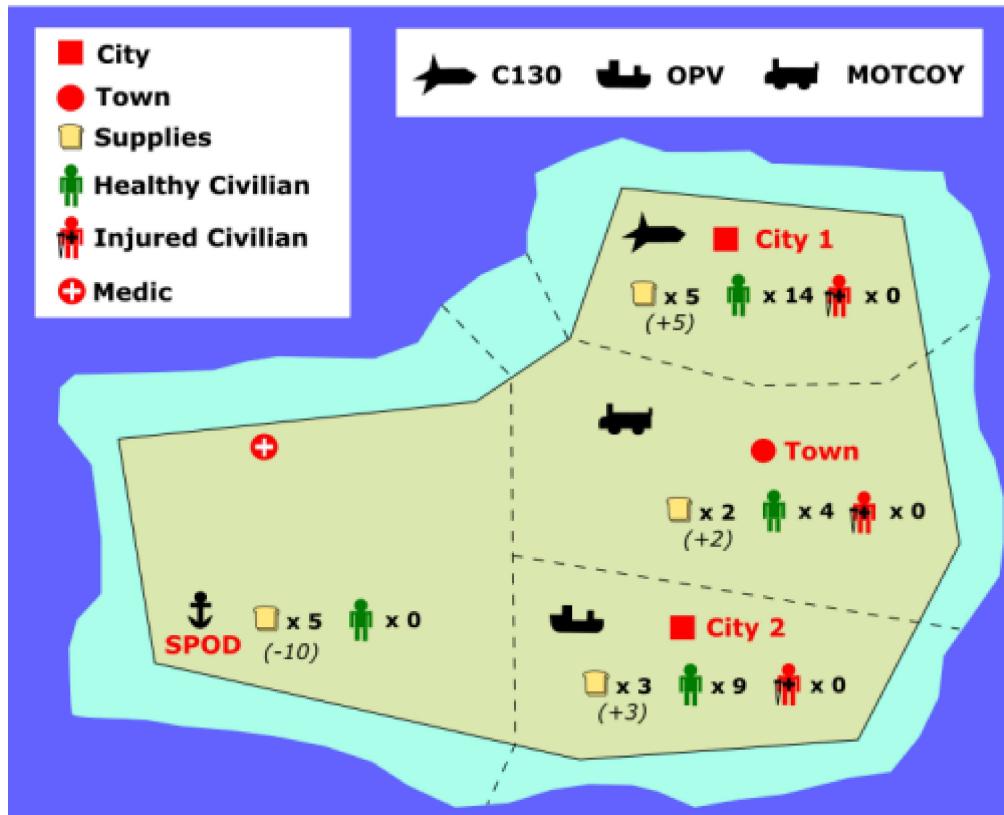
▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- Black cells: not applicable; the SPOD does not move.

The state of the game at the end of Turn 1/7 EARLY GAME is shown below:

TURN 1/7

EARLY GAME



CURRENT SCORE: 0

DEATHS: 0 EVACUATIONS: 0

▼ Textual and tabular description: click to read more

- The C130 delivers 5 supplies to City 1. At this point, City 1 has 5 supplies.
- The OPV delivers 3 supplies to City 2 At this point, City 2 has 3 supplies.
- The MOTCOY delivers 2 supplies to the Town. At this point, the Town has 2 supplies.
- The MEDIC stays at the SPOD.

GAME STATE (END OF TURN 1/7) EARLY GAME				
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS
SPOD	5	0	N/A	SCORE 0
CITY 1	5	14	0	DEATHS 0
CITY 2	3	9	0	EVACUATIONS 0
TOWN	2	4	0	

At the end of the turn, the player's score is 0 with 0 deaths and 0 evacuations.

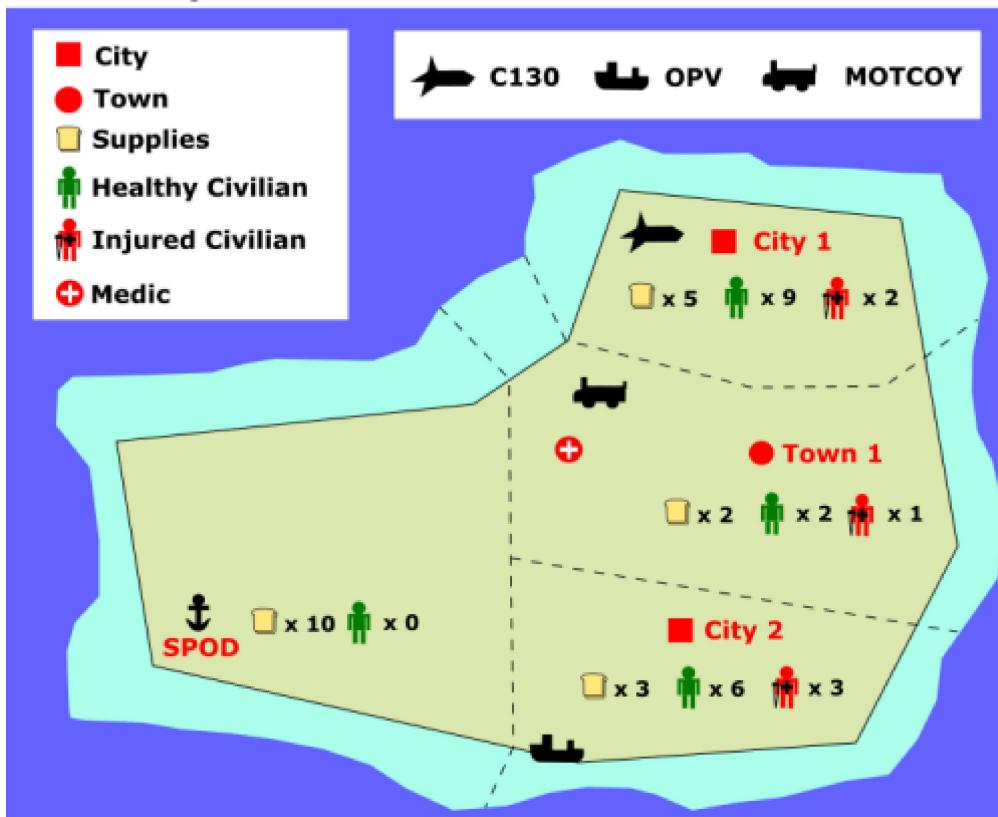
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Consider the following game state, at the start of Turn 2/7 EARLY GAME.

TURN 2/7

EARLY GAME



CURRENT SCORE: 0

DEATHS: 0 EVACUATIONS: 0

▼ Textual and tabular description: click to read

In this state, the SPOD has 10 supplies and 0 healthy civilians. City 1 has 5 supplies, 9 healthy civilians, and 2 injured civilians. City 2 has 3 supplies, 6 healthy civilians, and 3 injured civilians. The Town has 2 supplies, 2 healthy civilians, and 1 injured civilian. The C130 is in City 1, OPV in City 2, MOTCOY in the Town, and MEDIC in the Town.

GAME STATE (START OF TURN 2/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	DEATHS
SPOD	10	0	N/A	0	0
CITY 1	5	9	2	0	0
CITY 2	3	6	3	0	0
TOWN	2	2	1	0	0

Game Rules: [Island of Joadia Game Rules](#)

The following behaviour was chosen in this game state:

ASSET	From	To	Action
C130	City 1	SPOD	Transport 
OPV	City 2	SPOD	Transport 
MOTCOY	Town	SPOD	Transport 
MEDIC	Town	Town	Heal  [No injured left in the Town]
SPOD			*

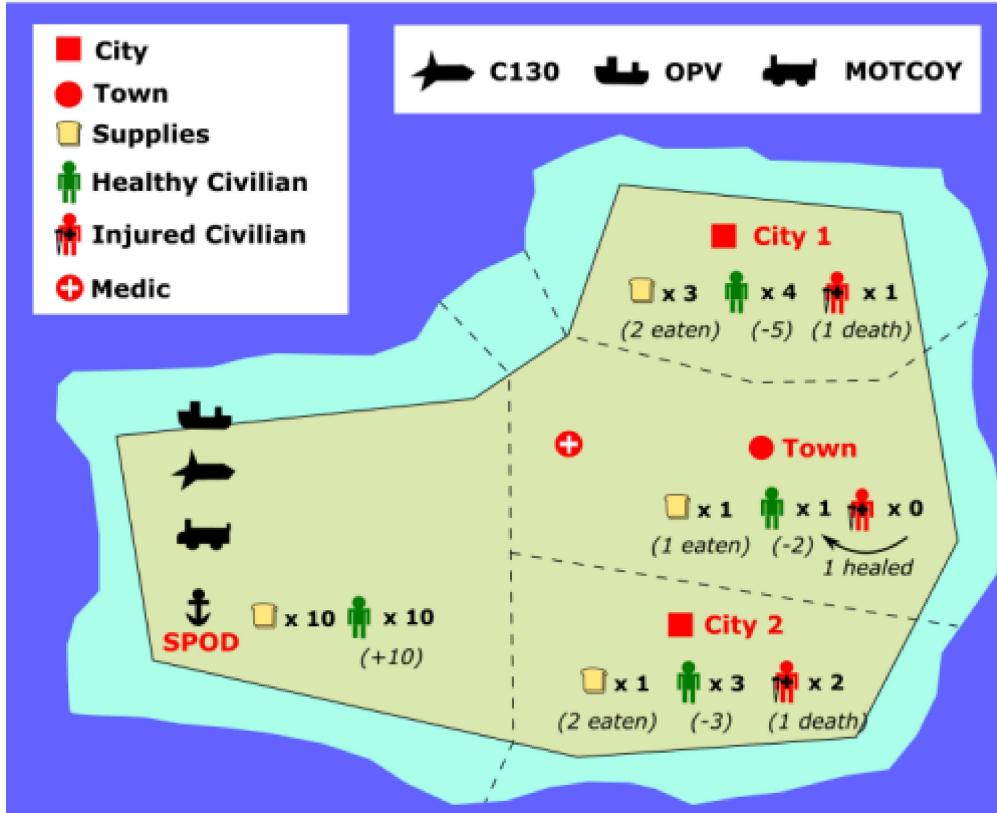
▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- Black cells: not applicable; the SPOD does not move.

The state of the game at the end of Turn 2/7 EARLY GAME is shown below:

TURN 2/7

EARLY GAME



CURRENT SCORE: -2

DEATHS: 2

EVACUATIONS: 0

▼ Textual and tabular description: click to read more

- C130 transports 5 healthy civilians from City 1 to the SPOD
- MOTCOY transports 2 healthy civilians from the Town to the SPOD
- OPV transports 3 healthy civilians from City 2 to the SPOD
- MEDIC stays in the Town and heals 1 civilian

Consumption and deaths:

- 2 supplies eaten in City 1
- 1 supply eaten in the Town
- 2 supplies eaten in City 2
- 1 injured civilian dies in City 1
- 1 injured civilian dies in City 2

GAME STATE (END OF TURN 2/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	DEATHS
SPOD	10	10	N/A	-2	2
CITY 1	3	4	1		

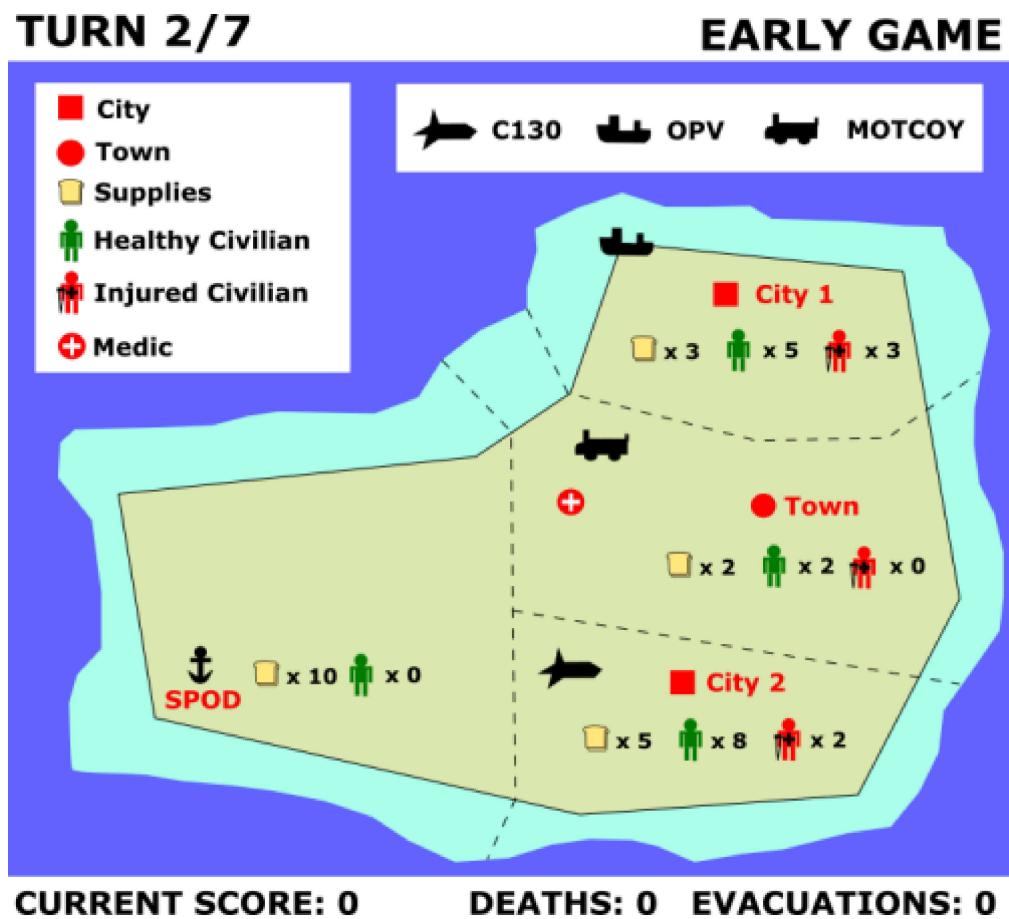
CITY 2	1	3	2	EVACUATIONS	0
TOWN	1	1	0		

At the end of the turn, the player's score is -2 with 2 deaths and 0 evacuations.



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Consider the following game state, at the start of Turn 2/7 EARLY GAME.



▼ Textual and tabular description: click to read

In this state, SPOD has 0 healthy civilians, 10 supplies; City 1 has 5 healthy and 3 injured civilians, 3 supplies; the Town has 2 healthy and 0 injured civilians, 2 supplies; and City 2 has 8 healthy and 2 injured civilians, 5 supplies. The C130 is in City 2, OPV in City 1, MOTCOY in the Town, and MEDIC in the Town.

GAME STATE (START OF TURN 2/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	DEATHS
SPOD	10	0	N/A		
CITY 1	3	5	3		
CITY 2	5	8	2		
TOWN	2	2	0		

Game Rules: [Island of Joadia Game Rules](#)

The following behaviour was chosen in this game state:

ASSET	From	To	Action
C130	City 2	SPOD	Transport 
OPV	City 1	SPOD	Transport 
MOTCOY	Town	SPOD	Transport 
MEDIC	Town	City 1	Heal  -->  [1 injured left in City 1]
SPOD			*

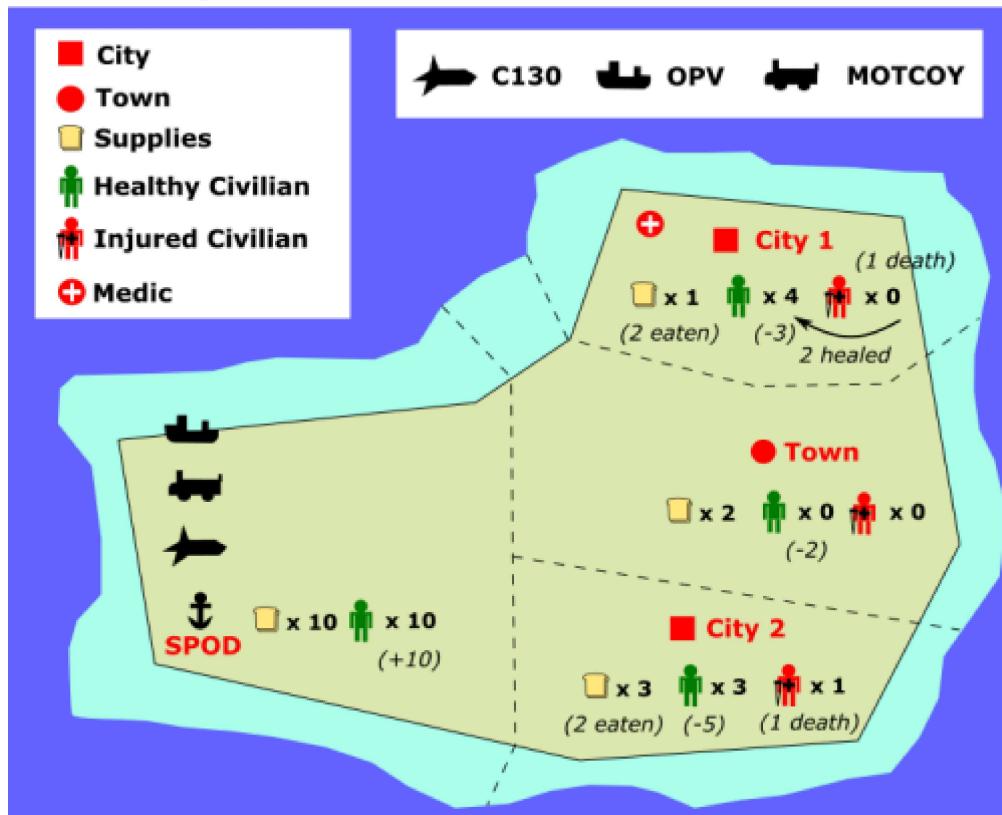
▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- Black cells: not applicable; the SPOD does not move.

The state of the game at the end of Turn 2/7 EARLY GAME is shown below:

TURN 2/7

EARLY GAME



CURRENT SCORE: -2

DEATHS: 2

EVACUATIONS: 0

▼ Textual and tabular description: click to read more

- C130 transports 5 healthy civilians from City 2 to the SPOD
- MOTCOY transports 2 healthy civilians from the Town to the SPOD
- OPV transports 3 healthy civilians from City 1 to the SPOD
- MEDIC moves to City 1 (from the Town) and heals 2 civilians

Consumption and deaths:

- 2 supplies eaten in City 1
- 2 supplies eaten in City 2
- 1 injured civilian dies in City 1
- 1 injured civilian dies in City 2

GAME STATE (END OF TURN 2/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	DEATHS
SPOD	10	10	N/A	-2	2
CITY 1	1	4	0		

CITY 2	3	3	1	EVACUATIONS	0
TOWN	2	0	0		

At the end of the turn, the player's score is -2 with 2 deaths and 0 evacuations.

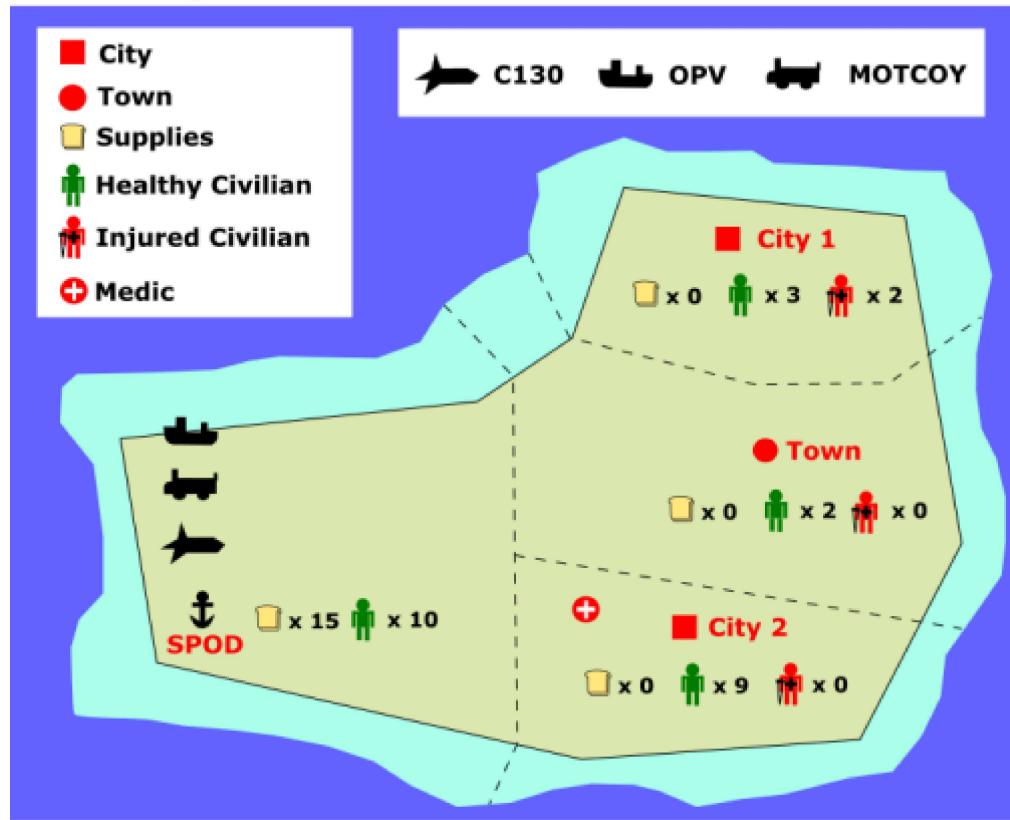


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Consider the following game state, at the start of Turn 3/7 EARLY GAME.

TURN 3/7

EARLY GAME



CURRENT SCORE: 0

DEATHS: 0 EVACUATIONS: 0

▼ Textual and tabular description: click to read

In this state, the SPOD has 10 healthy civilians, 15 supplies; City 1 has 3 healthy and 2 injured civilians, 0 supplies; the Town has 2 healthy and 0 injured civilians, 0 supplies; and City 2 has 9 healthy and 0 injured civilians, 0 supplies. The C130, OPV, MOTCOY, and MEDIC are at the SPOD.

GAME STATE (START OF TURN 3/7) EARLY GAME				GAME SCORE DETAILS
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	
SPOD	15	10	N/A	SCORE 0
CITY 1	0	3	2	DEATHS 0
CITY 2	0	9	0	EVACUATIONS 0
TOWN	0	2	0	

Game Rules: [Island of Joadia Game Rules](#)

The following behaviour was chosen in this game state:

ASSET	From	To	Action
C130	SPOD	City 2	Deliver 
OPV	SPOD	City 1	Deliver 
MOTCOY	SPOD	Town	Deliver 
MEDIC	City 2	City 1	Heal  [No injured left in City 1]
SPOD			Resupply  x 15

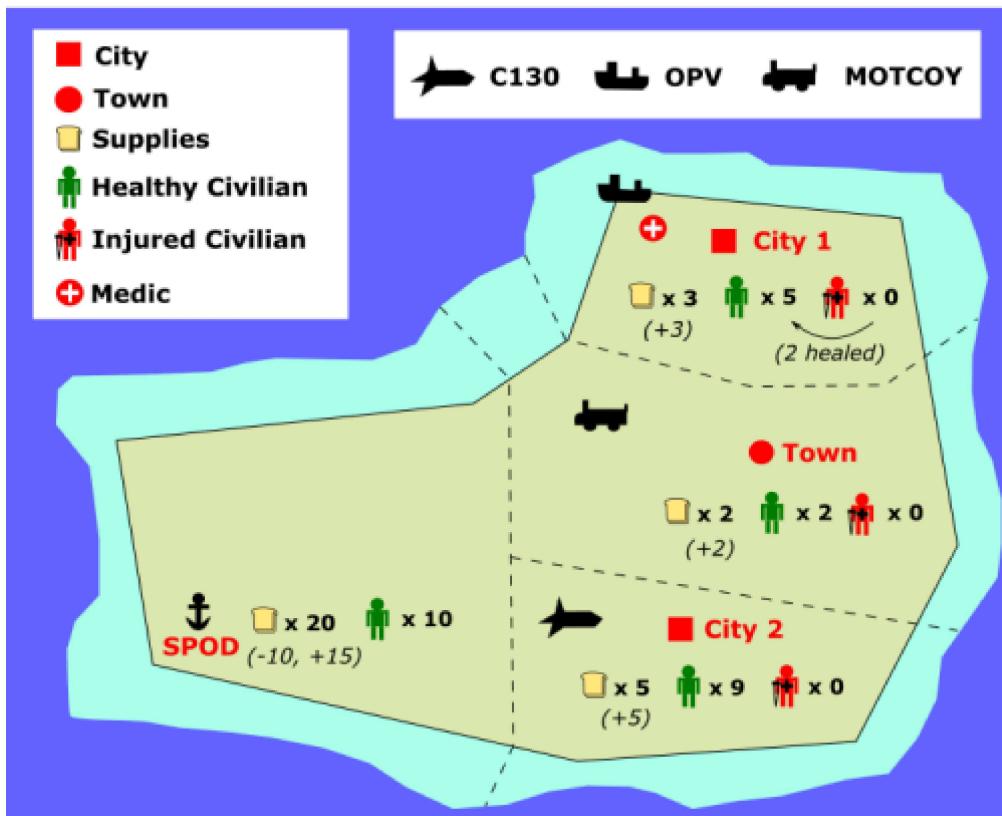
▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- Black cells: not applicable; the SPOD does not move.

The state of the game at the end of Turn 3/7 EARLY GAME is shown below:

TURN 3/7

EARLY GAME



CURRENT SCORE: 0

DEATHS: 0

EVACUATIONS: 0

▼ Textual and tabular description: click to read more

- Send C130 with 5 supplies to City 2
- Send OPV with 3 supplies to City 1
- Send MOTCOY with 2 supplies to the Town
- 15 supplies added to the SPOD (resupply)

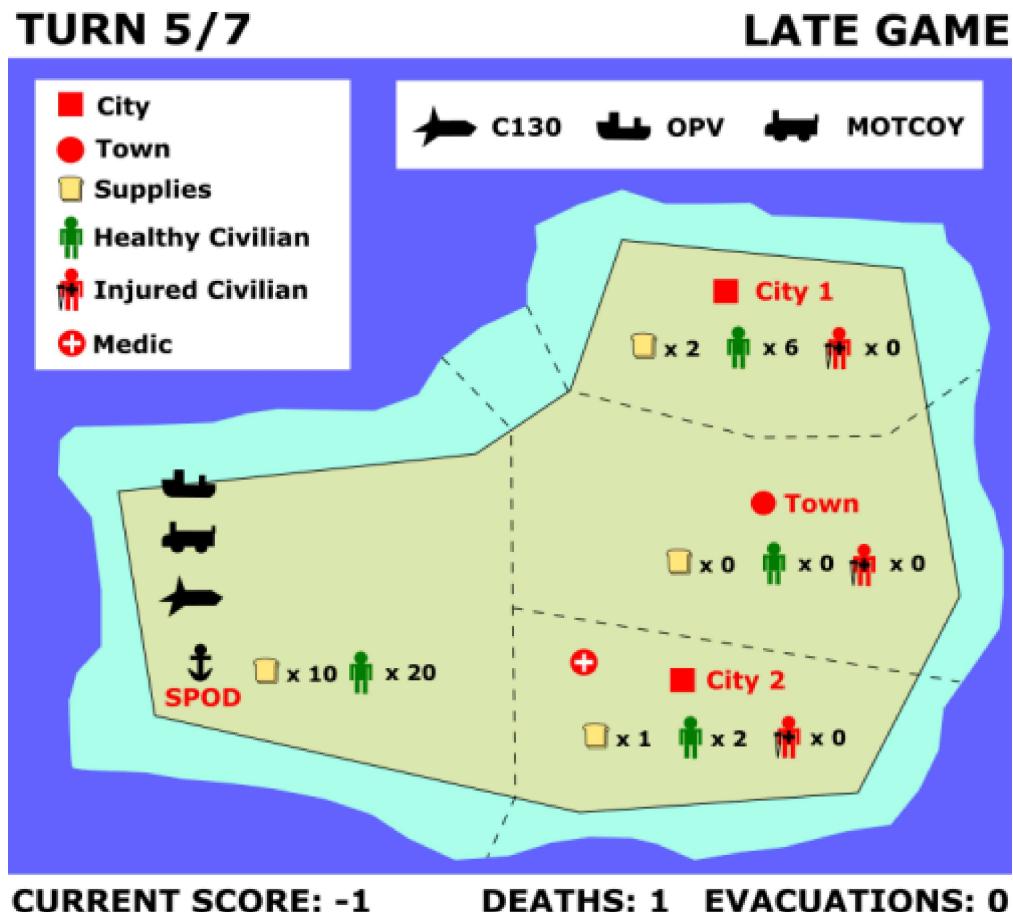
GAME STATE (END OF TURN 3/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	0
SPOD	20	10	N/A	DEATHS	0
CITY 1	3	5	0	EVACUATIONS	0
CITY 2	5	9	0		
TOWN	2	2	0		

At the end of the turn, the player's score is 0 with 0 deaths and 0 evacuations.

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Consider the following game state, at the start of Turn 5/7 LATE GAME.



▼ Textual and tabular description: click to read

In this state, the SPOD has 20 healthy civilians, 10 supplies; City 1 has 6 healthy and 0 injured civilians, 2 supplies; the Town has 0 healthy and 0 injured civilians, 0 supplies; and City 2 has 2 healthy and 0 injured civilians, 1 supplies. The C130, OPV, MOTCOY are at the SPOD, and MEDIC is in City 2.

GAME STATE (START OF TURN 5/7) LATE GAME				GAME SCORE DETAILS	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	DEATHS
SPOD	10	20	N/A	-1	1
CITY 1	2	6	0		
CITY 2	1	2	0		
TOWN	0	0	0		

Game Rules: [Island of Joadia Game Rules](#)

The following behaviour was chosen in this game state:

ASSET	From	To	Action
C130	SPOD	City 1	Deliver 
OPV	SPOD	City 2	Deliver 
MOTCOY	SPOD	City 1	Deliver 
MEDIC	*	*	*
SPOD			*

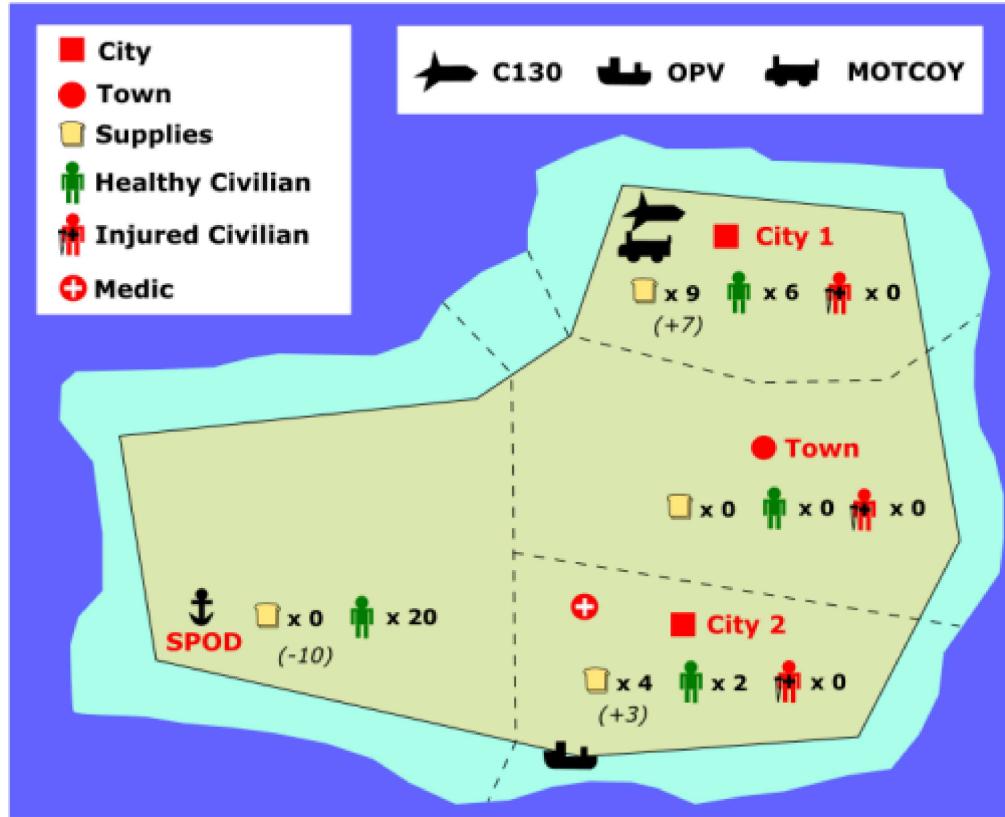
▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- Black cells: not applicable; the SPOD does not move.

The state of the game at the end of Turn 5/7 LATE GAME is shown below:

TURN 5/7

LATE GAME



CURRENT SCORE: -1

DEATHS: 1 EVACUATIONS: 0

▼ Textual and tabular description: click to read more

- Send C130 with 5 supplies to City 1
- Send OPV with 3 supplies to City 2
- Send MOTCOY with 2 supplies to City 1

GAME STATE (END OF TURN 5/7)				LATE GAME	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS	
SPOD	0	20	N/A	SCORE DEATHS EVACUATIONS	-1
CITY 1	9	6	0		1
CITY 2	4	2	0		0
TOWN	0	0	0		

At the end of the turn, the player's score is -1 with 1 deaths and 0 evacuations.

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