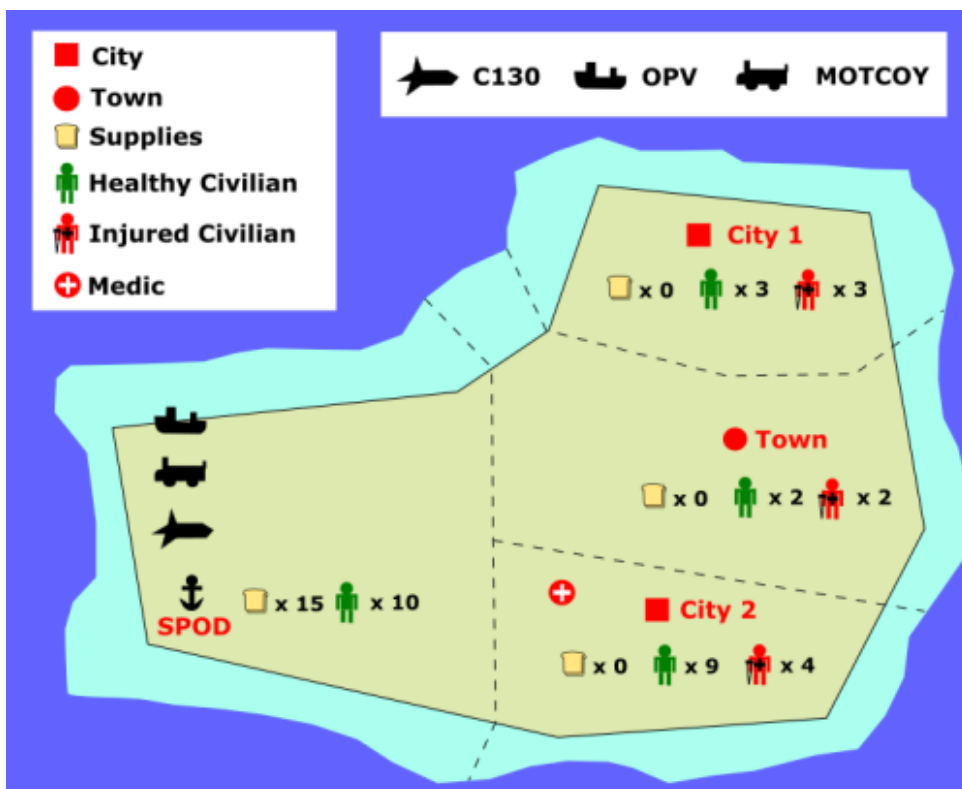# Introduction to the Island of Joadia

A tsunami has hit the tiny pacific nation of the Joadia Islands (450nm NE of Vanuatu). Much of the infrastructure is out, food stores have been ruined, mudslides have destroyed many of the roads and there are numerous isolated towns and villages with scared, sick and injured people in need of rescue.

Your team will head up a Joint Task Force who will attempt to supply food, water and medical treatment and evacuate as many refugees as possible from the island.

The Island of Joadia has four territories. The left most territory – the SPOD (Sea Port Of Debarkation) – is the location of the Joint Task Force base. This base contains supplies that can be distributed to the disaster affected regions of the island (Cities 1 and 2, and the Town).

As a player, you control the behaviour of several units. These units are located at the SPOD at the start of the game. On each turn, you can select a single activity for each of these units to perform. Alternatively, you may leave a unit at its current location for the duration of the turn. You will control each of the following units in the order listed. You will select and execute an activity for the C130 first. Then you will select and execute an activity for the OPV, and so on. The set of available activities for each unit depends on where the unit is located at the start of the turn.

Note that **the C130, MOTCOY, and OPV can only transport *healthy* civilians**.

	Units and their available actions during a turn
C130 (Aircraft) ✈	*If the **C130** is **located** at the **SPOD** at the start of the turn:* - Evacuate up to 8 healthy civilians (👤 x 8) from the SPOD out of the Island of Joadia. Note that the C130 must *start* its turn at the SPOD in order to evacuate civilians. *OR* - Carry up to 5 supplies (🟨🟨🟨🟨🟨) to a Town or City from the SPOD. *If the **C130** is **located** at a **Town or City** at the start of the turn:* - Carry up to 5 healthy civilians (👤👤👤👤👤) from the Town or City to the SPOD.
OPV (Offshore Patrol Vessels) ⛴	*If the **OPV** is **located** at the **SPOD** at the start of the turn:* - Carry up to 3 supplies (🟨🟨🟨) to a Town or City from the SPOD. *If the **OPV** is located at a **Town or City** at the start of the turn:* - Carry up to 3 healthy civilians (👤👤👤) from the Town or City to the SPOD.
MOTCOY (Motorised Companies) 🚚	*If **MOTCOY** is **located** at the **SPOD** at the start of the turn:* - Carry up to 2 supplies (🟨🟨) to a Town or City from the SPOD. *If the **MOTCOY** is **located** at a **Town or City** at the start of the turn:* - Carry up to 2 healthy civilians (👤👤) from the Town or City to the SPOD.
MEDIC ➕	Travel to a Town or City and heal up to 2 injured civilians (👤👤). The MEDIC remains at that location for the rest of the turn. Healed civilians are not eligible for transport to the SPOD until the *next turn*. *OR* Remain in the current Town or City and heal up to 2 injured civilians (👤👤).

Turns and Game Events

There are **seven (7) turns** in a game of Island of Joadia.

Consumption

At the end of every second turn (**Turns 2, 4, and 6**), the civilians in a Town or City will consume supplies. The following events occur in the order stated:

- One **supply** will be **consumed** for every 3 civilians (healthy and injured) in the Town or City (rounded up).
    - 👤👤👤 --> ☒
    - For example, a Town or City with 5 civilians will consume 2 supplies.
- If there are **injured civilians** present in the Town or City, one of these injured civilians will **die**.
    - 👤 --> 👤
- If there is **not enough food** for the civilians to eat in a Town or City, one healthy civilian will **die**.
    - 👤 --> 👤

Note that *supplies are not consumed at the SPOD, and healthy civilians will not die at the SPOD. Healthy civilians can remain at the SPOD indefinitely without the consumption of supplies.*

Resupply

At the end of every third turn (**Turns 3, and 6**), an **additional 15 supplies** (☐x15) will be added to the stores in the SPOD.

Game score

Your score at any point in the game is equal to:

(2 x Total number of evacuated civilians) - Total number of Deaths

Your objective is to maximize your score by the end of the game.

Download Introduction to the game

You can download a PDF of the game introduction from here: Island of Joadia Game Rules

We have designed a set of training scenarios to help you learn certain tasks in the game of Joadia.

The training task has been divided into four phases. The first three will train you to effectively perform a certain task in the game, for example, how to use the different vehicles effectively, and then test your ability at the task (e.g. how well you are able to use the different vehicles). We will train you on three different tasks.

Each of the three training and test phases will proceed as follows. You will be presented with two training scenarios related to a particular task. In each scenario, a specific game state will be presented to you. The game state will be described both in tabular and text form, and as an image. A potential course of action will then be presented, together with an image of the state of the game after that course of action is performed. This course of action is an example of a move that could be made by a player. It may or may not be the most appropriate move to make in the given game state. After the two training scenarios, you will receive two test scenarios. The test scenarios are for us to know how well you have understood the task.

Finally, in the fourth phase, we will present two additional scenarios.

Let's get started with the first task!

$\rightarrow$

Our study has two conditions: in the first one, we provide participants explanations generated by an AI for decisions taken by a Joadia player (explanation group); and the second one where we only provide the decisions taken by a Joadia player and no explanations (control group).

You have been randomly added to the **explanation group.** Together with the decisions, you will receive an analysis of the player's decisions performed by an AI and explanations generated by the AI. You will be asked to analyze and rate the explanations based on a set criteria.

→

Introduction

In this study, you will be introduced to a disaster management game called Island of Joadia. The rules of this game, and potential strategies that can be used when determining what to do on each turn, will be provided.

This study consists of two phases -- a *training* phase; and a *testing* phase.

Training

You will be presented with a series of *scenarios*. In each scenario, a specific game state will be presented to you. The game state will be described both in tabular and text form, and as an image.
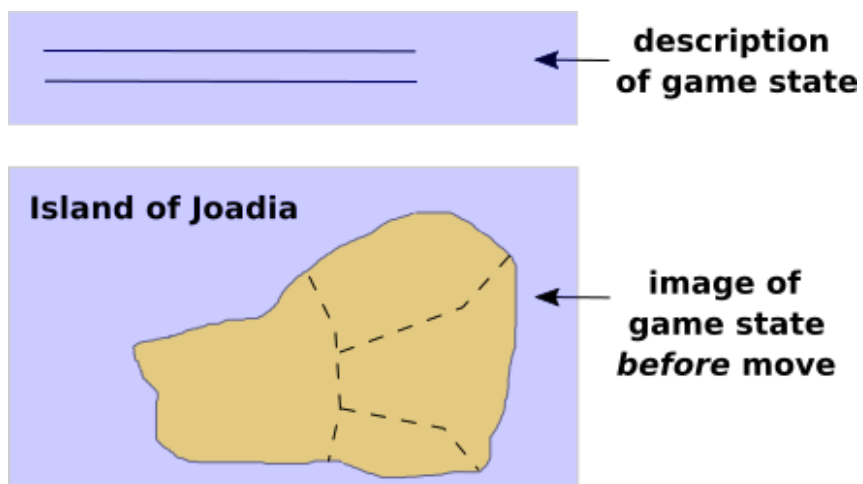
A potential course of action will then be presented, together with an image of the state of the game after that course of action is performed. This course of action is an example of a move that could be made by a player. It may or may not be the most appropriate move to make in the given game state.

description
of chosen move
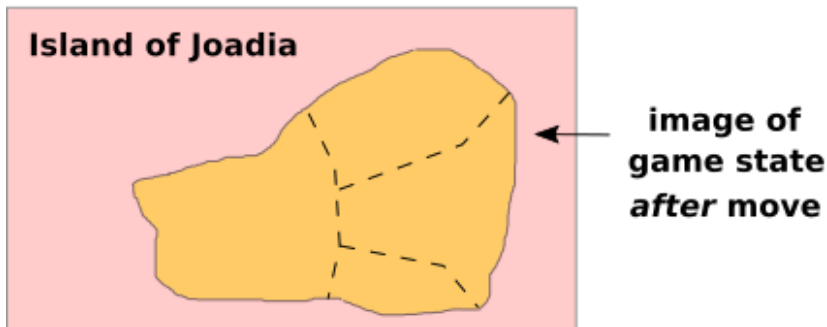
Island of Joadia

image of
game state
after move

An explanation of why the chosen move was either a good or a sub-optimal course of action will be provided.

explanation

At the conclusion of the training phase, you will be asked several questions. These questions will ask you how satisfied you were with the explanations provided in the set of training scenarios.

Testing

After the training phase, you will be presented with a series of example game states. For each state, you will be given a set of potential moves you could make at this point in the game. Based on your understanding of the game, you will select which move you think is the most appropriate.

Next...

You will now be presented with a series of training scenarios. In each scenario, a specific game state will be presented to you. The game state will be described both in tabular and text form, and as an image.

A potential course of action will then be presented, together with an image of the state of the game after that course of action is performed. This course of action is an example of a move that

could be made by a player. It may or may not be the most appropriate move to make in the given game state.

Please note that the game states can be from the same or DIFFERENT games.

An explanation of why the chosen move was either a good or a sub-optimal course of action will then be provided.

Download Introduction to the game
Game Rules: [Island of Joadia Game Rules](#)

→

Vehicle Use

In the this phase, we will train you on how to effectively use the different vehicles during the early turns of the game.

You will get two training scenarios, followed by two test scenarios.

Please note that the game states can be from the same or DIFFERENT games.

$\rightarrow$

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.
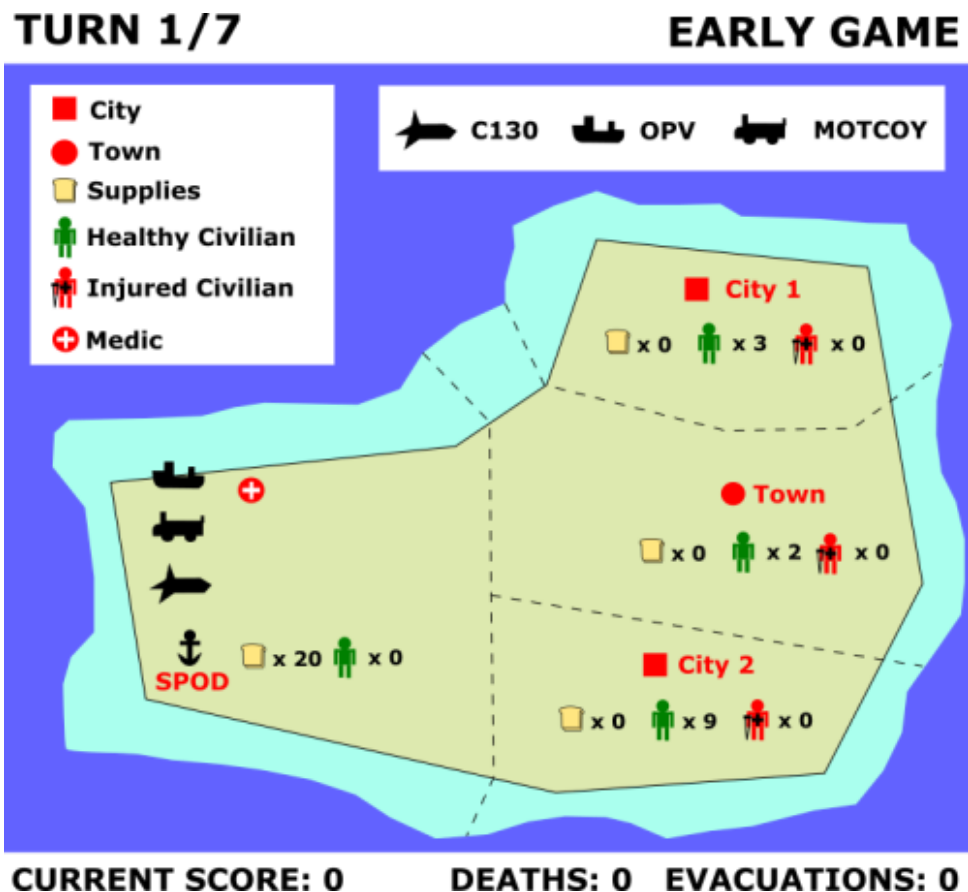
▼ Textual and tabular description: click to read

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, MOTCOY, 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*	0
CITY 1	0	3	0	*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:

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:

TURN 1/7   EARLY GAME

CURRENT SCORE: 0   DEATHS: 0   EVACUATIONS: 0

▾ 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

ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS	
SPOD	10	0	N/A	*SCORE*	0
CITY 1	3	3	0	*DEATHS*	0
CITY 2	2	9	0	*EVACUATIONS*	0
TOWN	5	2	0		

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

ALTERNATIVE BEHAVIOUR AND EXPLANATION

Notes:

1. To show that a unit was not used, we use asterisks (*). For example, the medic was not used by the player in the current turn.
2. The columns on the right show actions performed in an alternative plan formed by an AI. This alternative may be better or worse than the course of action chosen by the player. In the case of the C130, the AI is suggesting the C130 should be moved from the SPOD to City 2 rather than the Town to deliver five supplies.
3. The green cells and the green tick in the Alternative Behaviour column indicate that the AI simulations show that the suggested alternative behaviour results in a better outcome than the current behaviour chosen by the player. These cells will be highlighted in red and a red cross will be present if the Alternative Behaviour results in a worse outcome than what the player has achieved.
4. The grey cells in the Alternative Behaviour columns indicate what specifically is different between the player's current behaviour and what the AI suggests would have been a better action. For example, the suggested alternative was different from the player's actions. The player used the C130 to deliver 5 supplies to the Town but the suggested alternative is different: the supplies should be delivered to City 2. Therefore, the "To" in the Alternative Behaviour column has been highlighted in grey. Similarly, MOTCOY is delivering supplies to the Town instead of City 2. Therefore, "Town" is highlighted in grey.
5. The dash (-) in the Alternative Behaviour columns indicates that the AI suggested the same action as what the player had performed in the turn. For example, in the case of the Medic, the player did not use the medic and the AI suggests that the alternative behaviour should keep that action, that is, the AI suggests that the Medic should remain at the SPOD (same as what the player did).
6. To understand the different icons, please look at the LEGEND after the table.

ASSET	CURRENT BEHAVIOUR			✅ALTERNATIVE BETTER BEHAVIOUR		
	From	To	Action	From	To	Action
C130	SPOD	Town	Deliver 🟨🟨🟨🟨🟨	SPOD	City 2	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	City 1	Deliver 🟨🟨🟨	SPOD	City 1	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 2	Deliver 🟨🟨	SPOD	Town	Deliver 🟨🟨
MEDIC	*	*	*	-	-	-
SPOD			*			-

	SIMULATED SCORE DIFFERENCE (END OF GAME)		
SCORE	25		⬆ 3 28

LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- - : denotes that the unit/medic performs the same action in the alternative behaviour, that is, there is no change to what the unit/medic did in the current turn.
- Light grey cells: denotes the difference between the current and alternative behaviours.
- Black cells: not applicable; the SPOD does not move.
- ⬇ : signals reduction in some value and this reduction is a good outcome, e.g. reducing the number of deaths is a good outcome.
- ⬆ : signals an increase in some value and this increase is a good outcome, e.g. increasing the number of evacuations could be a good outcome.
- ⬇ : signals reduction in some value and this reduction is a bad outcome, e.g. reducing the number of evacuations could be a bad outcome.
- ⬆ : signals an increase in some value and this increase is a bad outcome, e.g. increasing the number of deaths is a bad outcome.

▼ Textual explanation: click to read more

The chosen behaviour in Turn 1 leads to a score of 25, on average, when future turns are simulated.

The following alternative was a better choice, where:

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

This alternative behaviour results in an increase in score of 3, on average, when future turns are simulated.

→

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

TURN 1/7   EARLY GAME

CURRENT SCORE: 0   DEATHS: 0   EVACUATIONS: 0
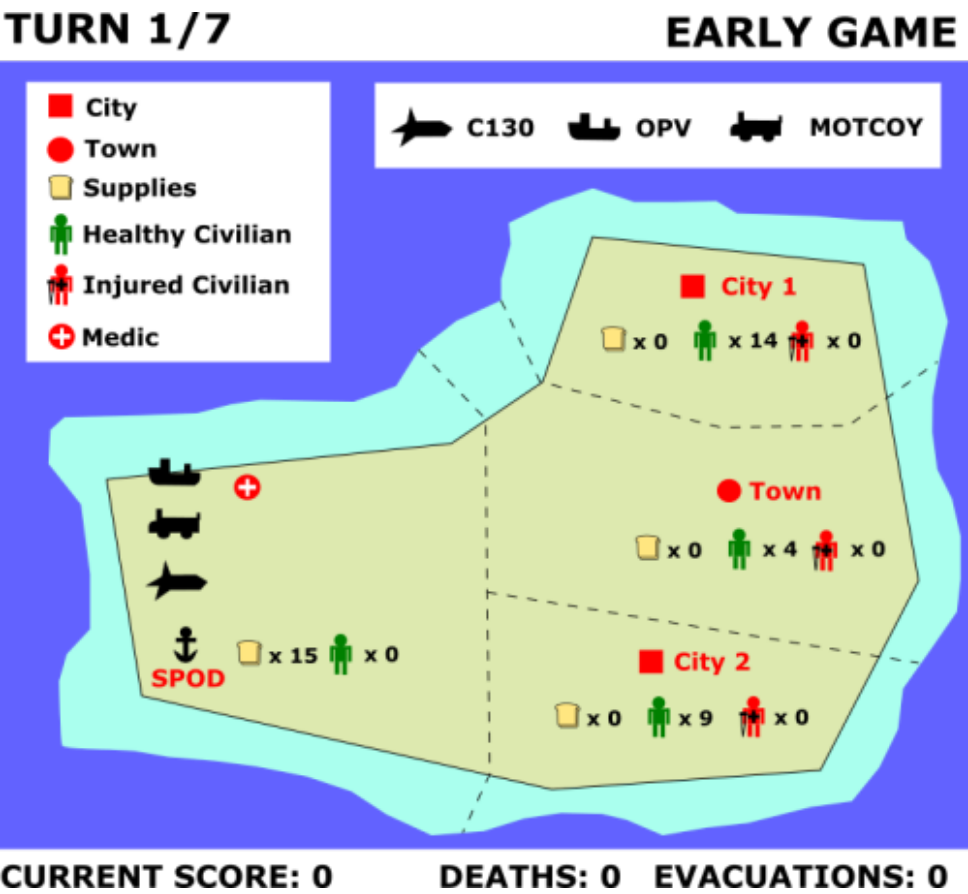
▾ Textual and tabular description: click to read

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					
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS	
SPOD	15	0	N/A	*SCORE*	0
CITY 1	0	14	0	*DEATHS*	0
CITY 2	0	9	0	*EVACUATIONS*	0
TOWN	0	4	0		

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:

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.

ALTERNATIVE BEHAVIOUR AND EXPLANATION

	TURN 1/7 EARLY GAME					
ASSET	**CURRENT BEHAVIOUR**				🔴 **ALTERNATIVE WORSE BEHAVIOUR**	
	From	**To**	**Action**	**From**	**To**	**Action**
C130	SPOD	City 1	Deliver 🟨🟨🟨🟨🟨	SPOD	City 1	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	City 2	Deliver 🟨🟨🟨	SPOD	Town	Deliver 🟨🟨🟨
MOTCOY	SPOD	Town	Deliver 🟨🟨	SPOD	City 2	Deliver 🟨🟨
MEDIC	*	*	*	-	-	-
SPOD			*			-
	SIMULATED SCORE DIFFERENCE (END OF GAME)					
SCORE	48			🔽 1		47

LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- - : denotes that the unit/medic performs the same action in the alternative behaviour, that is, there is no change to what the unit/medic did in the current turn.
- Light grey cells: denotes the difference between the current and alternative behaviours.
- Black cells: not applicable; the SPOD does not move.
- 🟩⬇: signals reduction in some value and this reduction is a good outcome, e.g. reducing the number of deaths is a good outcome.
- 🟩⬆: signals an increase in some value and this increase is a good outcome, e.g. increasing the number of evacuations could be a good outcome.
- 🔻⬇: signals reduction in some value and this reduction is a bad outcome, e.g. reducing the number of evacuations could be a bad outcome.
- 🔺⬆: signals an increase in some value and this increase is a bad outcome, e.g. increasing the number of deaths is a bad outcome.

🔻 Textual explanation: click to read more

The chosen behaviour in Turn 1 leads to a score of 48, on average, when future turns are simulated.

The following alternative was a **worse** choice, where:

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

This alternative behaviour results in a decrease in score of 1, on average, when future turns are simulated.

→

You have completed the training for this task.

You will now be presented with two different game states. For each state, you will be given a set of potential moves you could make at the given point in the game. Based on your understanding of the game, you will select which move you think is the most appropriate.

$\rightarrow$

Consider the following game state, at the start of Turn 1/7 EARLY GAME.
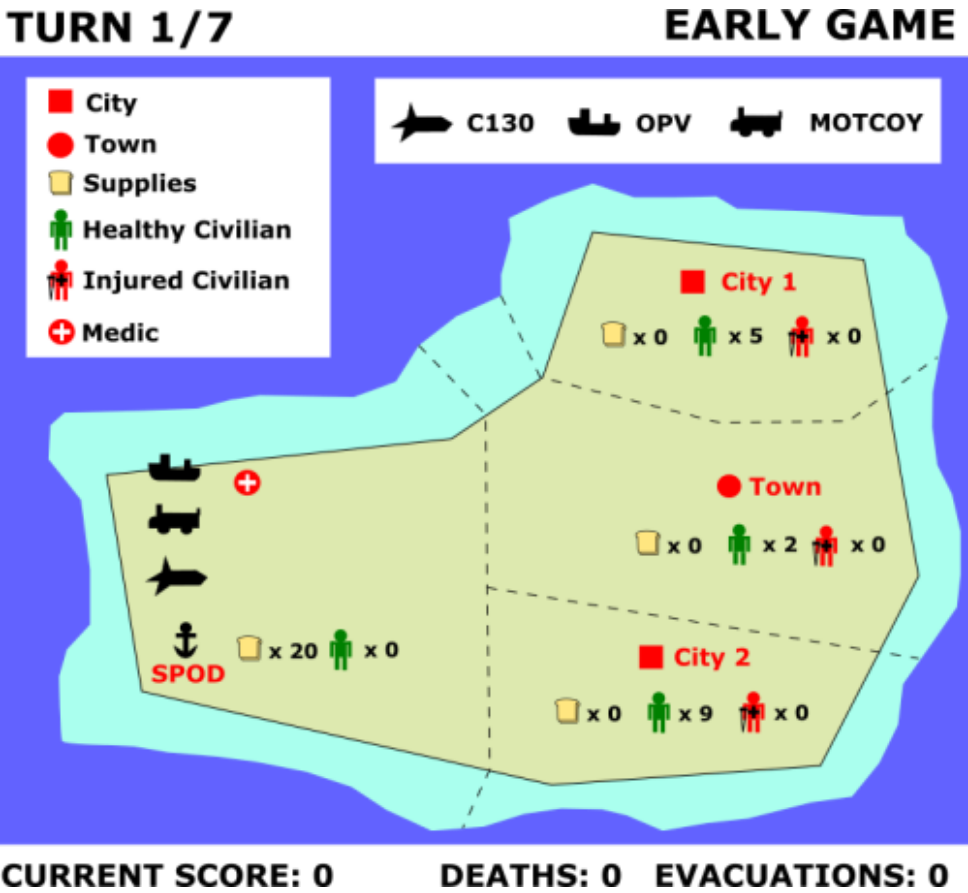
▼ Textual and tabular description: click to read

In this state, the SPOD has 0 healthy civilians, 20 supplies; City 1 has 5 healthy and 0 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 1/7) EARLY GAME					
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS	
SPOD	20	0	N/A	*SCORE*	0
CITY 1	0	5	0	*DEATHS*	0
CITY 2	0	9	0	*EVACUATIONS*	0
TOWN	0	2	0		

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

Which of the following courses of action do you think is the most appropriate on this turn?

○ Send the C130 to City 2 with 5 supplies; OPV to City 1 with 3 supplies; and MOTCOY to the Town with 2 supplies

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	City 2	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	City 1	Deliver 🟨🟨🟨
MOTCOY	SPOD	Town	Deliver 🟨🟨
MEDIC	*	*	*

○ Send the C130 to City 2 with 5 supplies; OPV to City 2 with 3 supplies; and MOTCOY to City 1 with 2 supplies

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	City 2	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	City 2	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 1	Deliver 🟨🟨
MEDIC	*	*	*

○ Send the C130 to City 2 with 5 supplies; OPV to City 1 with 3 supplies; and MOTCOY to City 1 with 2 supplies

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	City 2	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	City 1	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 1	Deliver 🟨🟨
MEDIC	*	*	*

○ Send the C130 to City 1 with 5 supplies; OPV to the Town with 3 supplies; and MOTCOY to City 2 with 2 supplies

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	City 1	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	Town	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 2	Deliver 🟨🟨
MEDIC	*	*	*

Please state the reason(s) for your chosen course of action above. Did you use any tactics or rules of thumb in your selection? If so, please list and briefly describe them.
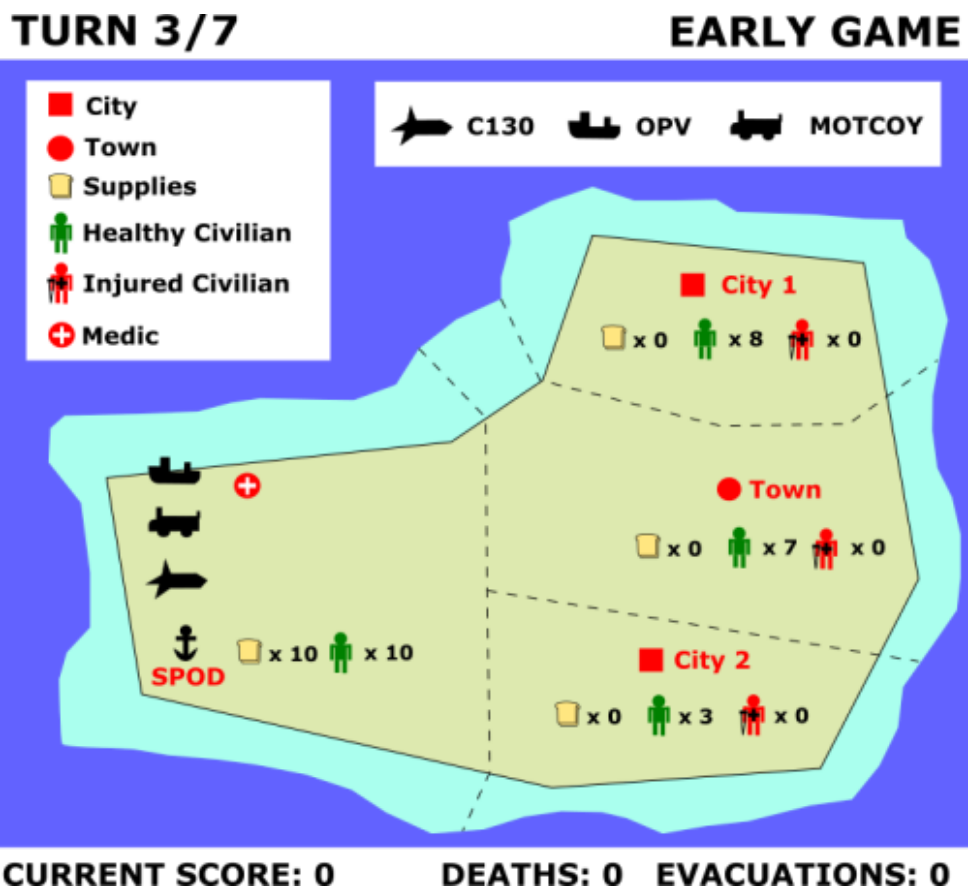
How confident are you that your choice above will result in the best score **by the end of the GAME**?

not confident at all								completely confident	
0	10	20	30	40	50	60	70	80	90	100

How confident are you with your choice of course of action selected above?

$\rightarrow$

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

TURN 3/7   EARLY GAME

Legend:
- City
- Town
- Supplies
- Healthy Civilian
- Injured Civilian
- Medic

C130   OPV   MOTCOY

City 1: ☐ x 0 🧍 x 8 🧍 x 0
Town: ☐ x 0 🧍 x 7 🧍 x 0
City 2: ☐ x 0 🧍 x 3 🧍 x 0
SPOD: ☐ x 10 🧍 x 10

CURRENT SCORE: 0   DEATHS: 0   EVACUATIONS: 0

▸ Textual and tabular description: click to read

Game Rules: Island of Joadia Game Rules

Which of the following courses of action do you think is the most appropriate on this turn?

○ Send the C130 to City 1 with 5 supplies, the OPV to City 1 with 3 supplies, and the MOTCOY to the Town with 2 supplies.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	City 1	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	City 1	Deliver 🟨🟨🟨
MOTCOY	SPOD	Town	Deliver 🟨🟨
MEDIC	*	*	*

○ Send the C130 to City 2 with 5 supplies, the OPV to City 1 with 3 supplies, and MOTCOY to the Town with 2 supplies.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	City 2	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	City 1	Deliver 🟨🟨🟨
MOTCOY	SPOD	Town	Deliver 🟨🟨
MEDIC	*	*	*

○ Send the C130 to City 1 with 5 supplies; OPV to the Town with 3 supplies; and MOTCOY to City 1 with 2 supplies

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	City 1	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	Town	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 1	Deliver 🟨🟨
MEDIC	*	*	*

○ Send the C130 to City 1 with 5 supplies, OPV to the Town with 3 supplies, and MOTCOY to City 2 with 2 supplies.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	City 1	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	Town	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 2	Deliver 🟨🟨
MEDIC	*	*	*

Please state the reason(s) for your chosen course of action above. Did you use any tactics or rules of thumb in your selection? If so, please list and briefly describe them.

How confident are you that your choice above will result in the best score **by the end of the GAME**?

How confident are you with your choice of course of action selected above?

→

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How confident are you with your choice of course of action selected above?

Using the Medic

In the this phase, we will train you on how to effectively use the medic on even turns (turns 2, 4, and 6) where consumption occurs.

You can refer to the game rules to learn what happens during a consumption turn: [Introduction to the island of joadia](#)

You will get two training scenarios, followed by two test scenarios.

Please note that the game states can be from the same or DIFFERENT games.

$\rightarrow$

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
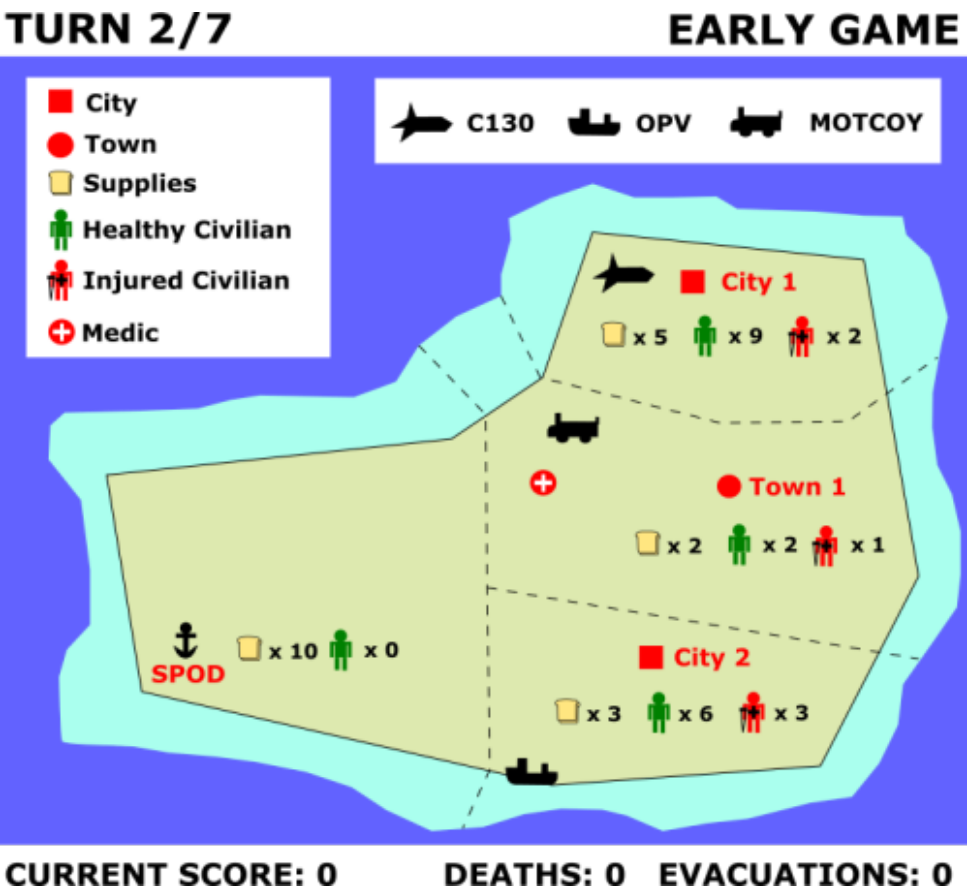
▼ Textual and tabular description: click to read

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					
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS	
SPOD	10	0	N/A	*SCORE*	0
CITY 1	5	9	2	*DEATHS*	0
CITY 2	3	6	3	*EVACUATIONS*	0
TOWN	2	2	1		

Game Rules: Island of Joadia Game Rules

The following behaviour was chosen in this game state:

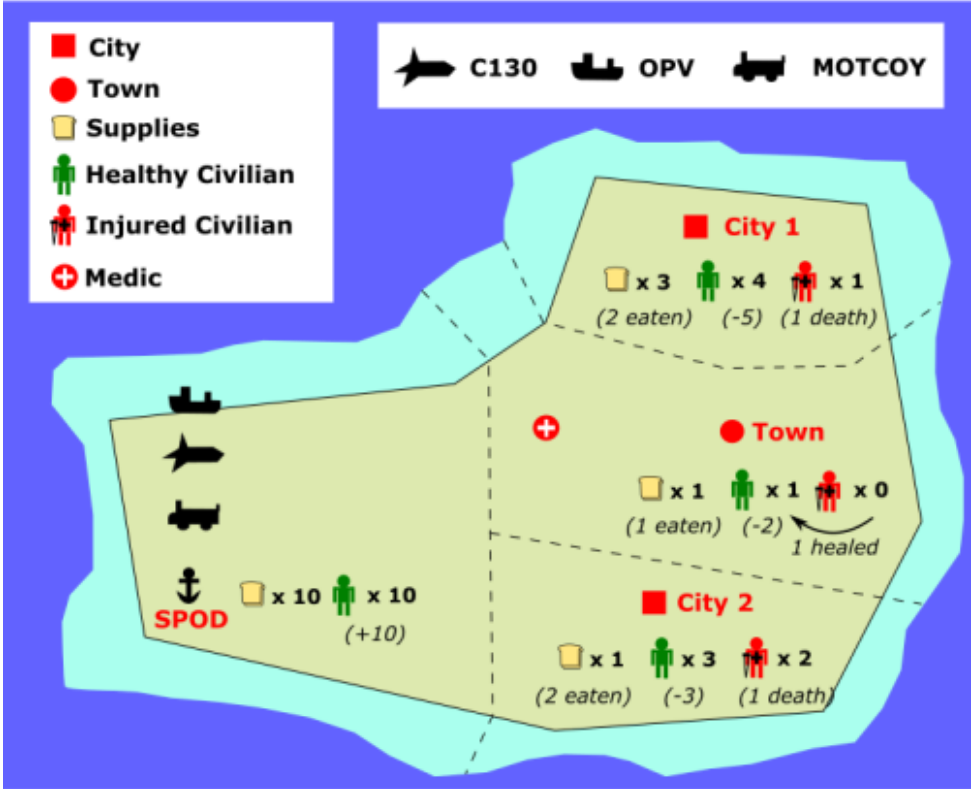| ASSET	From	To	Action
C130	City 1	SPOD	Transport 👷👷👷👷👷
OPV	City 2	SPOD	Transport 👷👷👷
MOTCOY	Town	SPOD	Transport 👷👷
MEDIC	Town	Town	Heal 🧍 --> 🧍 [No injured left in the Town]
SPOD			*

▼ **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:

EARLY GAME

Legend
- ■ City
- ● Town
- ▯ Supplies
- Healthy Civilian
- Injured Civilian
- ✚ Medic

Assets: C130, OPV, MOTCOY

City 1
▯ x 3 x 4 x 1
(2 eaten) (-5) (1 death)

✚

● Town
▯ x 1 x 1 x 0
(1 eaten) (-2) 1 healed

SPOD
▯ x 10 x 10
(+10)

■ City 2
▯ x 1 x 3 x 2
(2 eaten) (-3) (1 death)

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					
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS	
SPOD	10	10	N/A	SCORE	-2
CITY 1	3	4	1	DEATHS	2
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.

ALTERNATIVE BEHAVIOUR AND EXPLANATION

	TURN 2/7 EARLY GAME					
ASSET	**CURRENT BEHAVIOUR**			⊗ **ALTERNATIVE WORSE BEHAVIOUR**		
	From	**To**	**Action**	**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]	Town	City 2	Heal 🧍🧍 --> 🧍🧍 [1 injured left in City 2]
SPOD			*			-
	SIMULATED SCORE DIFFERENCE (END OF GAME)					
SCORE	40			⬇ 3		37

▾ **LEGEND (click to expand):**

- * : denotes no action taken; the player did not use the unit/medic
- - : denotes that the unit/medic performs the same action in the alternative behaviour, that is, there is no change to what the unit/medic did in the current turn.
- Light grey cells: denotes the difference between the current and alternative behaviours.
- Black cells: not applicable; the SPOD does not move.
- ⬇ : signals reduction in some value and this reduction is a good outcome, e.g. reducing the number of deaths is a good outcome.
- ⬆ : signals an increase in some value and this increase is a good outcome, e.g. increasing the

number of evacuations could be a good outcome.

- ⬇: signals reduction in some value and this reduction is a bad outcome, e.g. reducing the number of evacuations could be a bad outcome.
- ⬆: signals an increase in some value and this increase is a bad outcome, e.g. increasing the number of deaths is a bad outcome.

▼ Textual explanation: click to read more

The chosen behaviour in Turn 2 leads to a score of 40, on average, when future turns are simulated.

The following alternative was a **worse** choice, where:

- MEDIC travels to City 2 from the Town and heals 2 civilians
- Other units keep their planned behaviour

This alternative behaviour results in a decrease in score of 3, on average, when future turns are simulated.

→

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
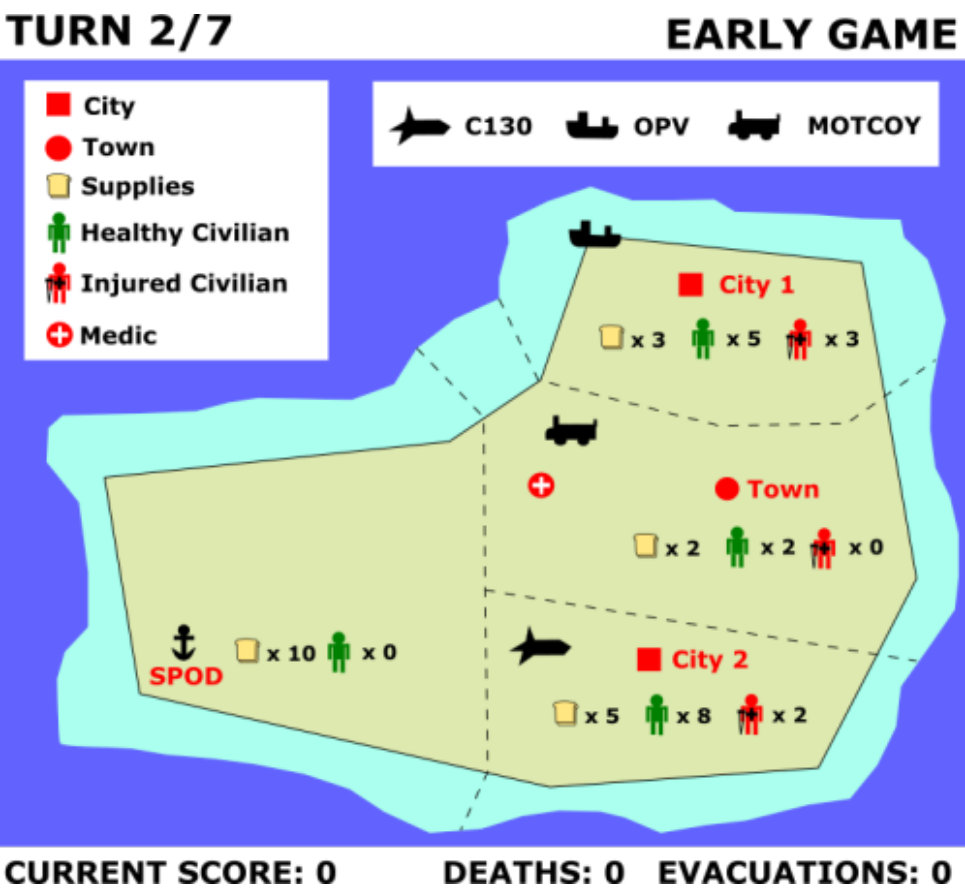
▾ Textual and tabular description: click to read

In this state, 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					
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS	
SPOD	10	0	N/A	SCORE	0
CITY 1	3	5	3	DEATHS	0
CITY 2	5	8	2	EVACUATIONS	0
TOWN	2	2	0		

Game Rules: Island of Joadia Game Rules

The following behaviour was chosen in this game state:

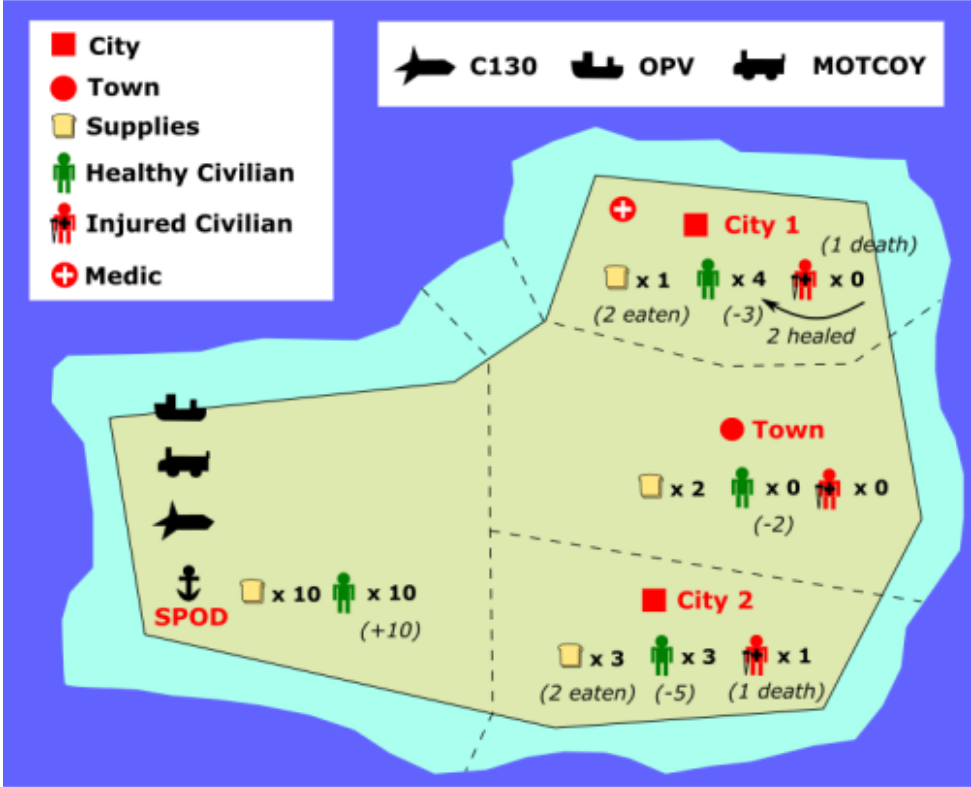| ASSET	From	To	Action
C130	City 2	SPOD	Transport 🧍🧍🧍🧍🧍
OPV	City 1	SPOD	Transport 🧍🧍🧍
MOTCOY	Town	SPOD	Transport 🧍🧍
MEDIC	Town	City 1	Heal 🧍🧍 --> 🧍🧍 [1 injured left in City 1]
SPOD			*

▼ **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:

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					
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS	
SPOD	10	10	N/A	SCORE	-2
CITY 1	1	4	0	DEATHS	2
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.

ALTERNATIVE BEHAVIOUR AND EXPLANATION

TURN 2/7 EARLY GAME						
ASSET	**CURRENT BEHAVIOUR**			✅ **ALTERNATIVE BETTER BEHAVIOUR**		
	From	**To**	**Action**	**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]	Town	City 2	Heal 👫 --> 👫 [No injured left in City 2]
SPOD			*			-
SIMULATED SCORE DIFFERENCE (END OF GAME)						
SCORE	34			⬆ 3		37

▾ **LEGEND (click to expand):**

- * : denotes no action taken; the player did not use the unit/medic
- - : denotes that the unit/medic performs the same action in the alternative behaviour, that is, there is no change to what the unit/medic did in the current turn.
- Light grey cells: denotes the difference between the current and alternative behaviours.
- Black cells: not applicable; the SPOD does not move.
- ⬇ : signals reduction in some value and this reduction is a good outcome, e.g. reducing the number of deaths is a good outcome.
- ⬆ : signals an increase in some value and this increase is a good outcome, e.g. increasing the number of evacuations could be a good outcome.

- ⬇: signals reduction in some value and this reduction is a bad outcome, e.g. reducing the number of evacuations could be a bad outcome.
- ⬆: signals an increase in some value and this increase is a bad outcome, e.g. increasing the number of deaths is a bad outcome.

▾ Textual explanation: click to read more

The chosen behaviour in Turn 2 leads to a score of 34, on average, when future turns are simulated.

The following alternative was a **better** choice, where:

- MEDIC travels to City 2 from the Town and heals 2 civilians
- Other units keep their planned behaviour

This alternative behaviour results in an increase in score of 3, on average, when future turns are simulated.

→

You have completed the training for this task.

You will now be presented with two different game states. For each state, you will be given a set of potential moves you could make at the given point in the game. Based on your understanding of the game, you will select which move you think is the most appropriate.

→

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

▸ Textual and tabular description: click to read

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

In this scenario:

- **The C130 will transport 5 healthy civilians from City 1 to the SPOD;**
- **The OPV will transport 3 healthy civilians from City 2 to the SPOD;**
- **The MOTCOY will transport 2 healthy civilians from the Town to the SPOD.**

ASSET	FROM	TO	BEHAVIOUR
C130	City 1	SPOD	Transport 🧍🧍🧍🧍🧍
OPV	City 2	SPOD	Transport 🧍🧍🧍

MOTCOY	Town	SPOD	Transport
			🧍🧍

Which action do you think is the most appropriate FOR THE MEDIC on this turn?

○ The medic goes to City 1 to heal 2 civilians.

ASSET	FROM	TO	BEHAVIOUR
MEDIC	Town	City 1	Heal 🧍🧍 --> 🧍🧍

○ The medic stays in the Town to heal 2 civilians.

ASSET	FROM	TO	BEHAVIOUR
MEDIC	Town	Town	Heal 🧍🧍 --> 🧍🧍

○ The medic goes to City 2 to heal 1 civilian.

ASSET	FROM	TO	BEHAVIOUR
MEDIC	Town	City 2	Heal 🧍 --> 🧍

Please state the reason(s) for your chosen course of action above. Did you use any tactics or rules of thumb in your selection? If so, please list and briefly describe them.

How confident are you that your choice above will result in the best score **by the end of the**

GAME?

not confident at all   completely confident

0	10	20	30	40	50	60	70	80	90	100

How confident are you with your choice of course of action selected above?

Consider the following game state, at the start of Turn 4/7 MID GAME.

‣ Textual and tabular description: click to read

Game Rules: Island of Joadia Game Rules

In this scenario:

- **The C130 will transport 5 healthy civilians from City 1 to the SPOD;**
- **The OPV will transport 3 healthy civilians from the Town to the SPOD;**
- **The MOTCOY will transport 2 healthy civilians from City 1 to the SPOD.**

That is:

ASSET	FROM	TO	BEHAVIOUR
C130	City 1	SPOD	Transport 👨👨👨👨👨
OPV	Town	SPOD	Transport 👨👨👨

MOTCOY	City 1	SPOD	Transport

Which action do you think is the most appropriate FOR THE MEDIC on this turn?

○ The medic stays in the Town to heal 2 civilians.

ASSET	FROM	TO	BEHAVIOUR
MEDIC	Town	Town	Heal -->

○ The medic goes to City 2 to heal 1 civilian.

ASSET	FROM	TO	BEHAVIOUR
MEDIC	Town	City 2	Heal -->

○ The medic goes to City 1 to heal 1 civilian.

ASSET	FROM	TO	BEHAVIOUR
MEDIC	Town	City 1	Heal -->

Please state the reason(s) for your chosen course of action above. Did you use any tactics or rules of thumb in your selection? If so, please list and briefly describe them.

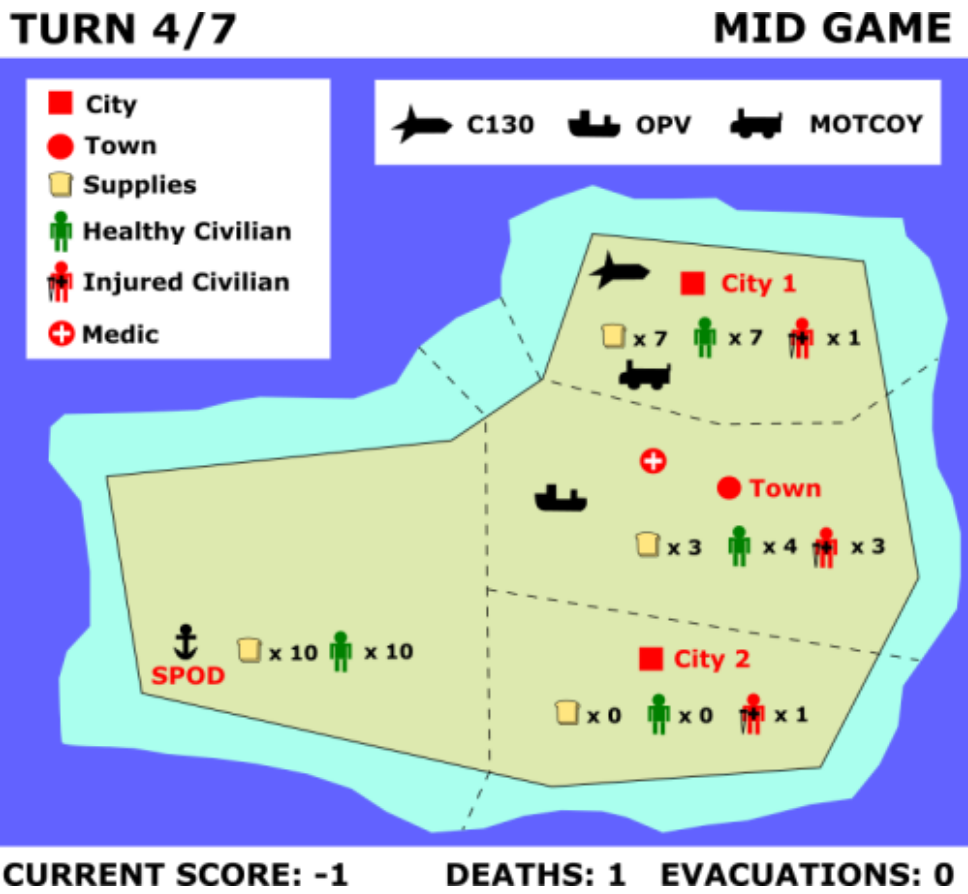How confident are you that your choice above will result in the best score **by the end of the GAME**?

not confident at all								completely confident
0	10	20	30	40	50	60	70	80	90	100

How confident are you with your choice of course of action selected above?

Using the C130

The C130 can perform different tasks at different times. In the this phase, we will train you on how to effectively use the C130.

You will get two training scenarios, followed by two test scenarios.

Please note that the game states can be from the same or DIFFERENT games.

→

Consider the following game state, at the start of Turn 3/7 EARLY GAME.
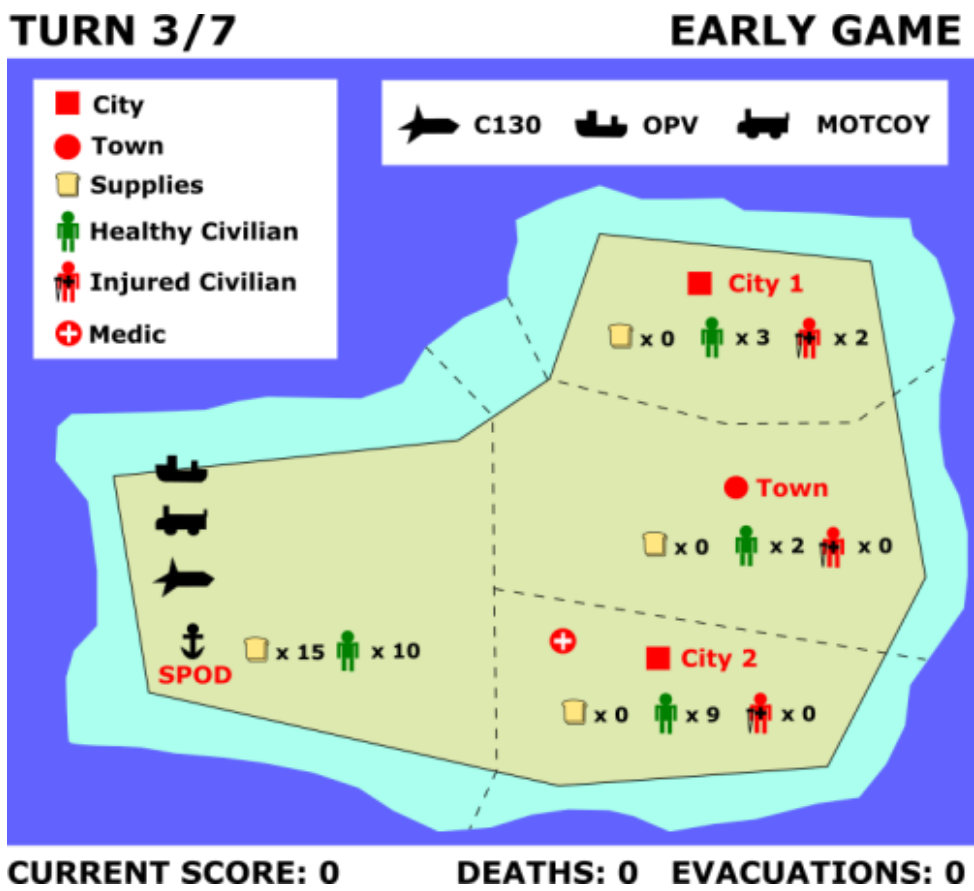
▼ Textual and tabular description: click to read

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		
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS	
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:

CURRENT SCORE: 0   DEATHS: 0   EVACUATIONS: 0
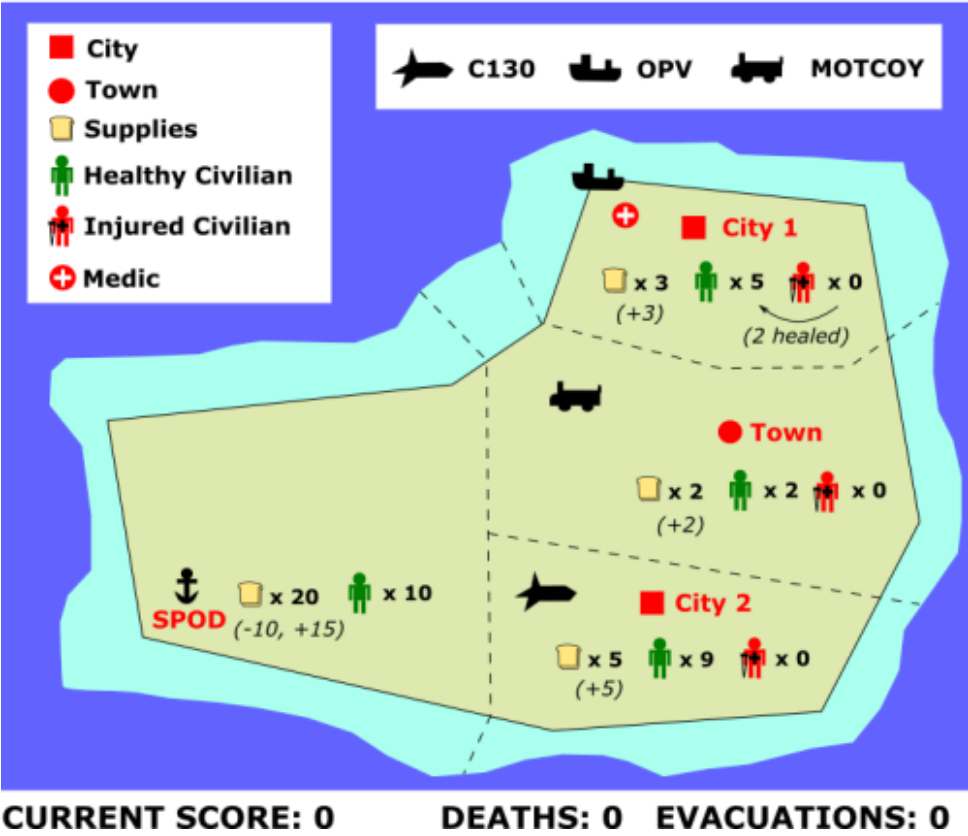
▾ Textual and tabular description: click to read more

- 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					
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS	
SPOD	20	10	N/A	SCORE	0
CITY 1	3	5	0	DEATHS	0
CITY 2	5	9	0	EVACUATIONS	0
TOWN	2	2	0		

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

ALTERNATIVE BEHAVIOUR AND EXPLANATION

ASSET	CURRENT BEHAVIOUR			⊗ ALTERNATIVE WORSE BEHAVIOUR		
	From	To	Action	From	To	Action
C130	SPOD	City 2	Deliver 🟨🟨🟨🟨	SPOD	Out of Island	Evacuate 🧍x 8
OPV	SPOD	City 1	Deliver 🟨🟨🟨	SPOD	City 2	Deliver 🟨🟨🟨
MOTCOY	SPOD	Town 1	Deliver 🟨🟨	SPOD	City 1	Deliver 🟨🟨
MEDIC	City 1	City 2	Heal 🧍🧍 --> 🧍🧍 [No injured left in City 2]	-	-	-
SPOD			Resupply 🟨 x 15			-

SIMULATED SCORE DIFFERENCE (END OF GAME)

SCORE	48		⬇ 10	38

TURN 3/7   EARLY GAME

▼ **LEGEND (click to expand):**

- * : denotes no action taken; the player did not use the unit/medic
- - : denotes that the unit/medic performs the same action in the alternative behaviour, that is, there is no change to what the unit/medic did in the current turn.
- Light grey cells: denotes the difference between the current and alternative behaviours.
- Black cells: not applicable; the SPOD does not move.
- ⬇ : signals reduction in some value and this reduction is a good outcome, e.g. reducing the number of deaths is a good outcome.
- ⬆ : signals an increase in some value and this increase is a good outcome, e.g. increasing the number of evacuations could be a good outcome.
- ⬇ : signals reduction in some value and this reduction is a bad outcome, e.g. reducing the number of evacuations could be a bad outcome.
- ⬆ : signals an increase in some value and this increase is a bad outcome, e.g. increasing the number of deaths is a bad outcome.

▾ Textual explanation: click to read more

The chosen behaviour in Turn 3 leads to a score of 48, on average, when future turns are simulated.
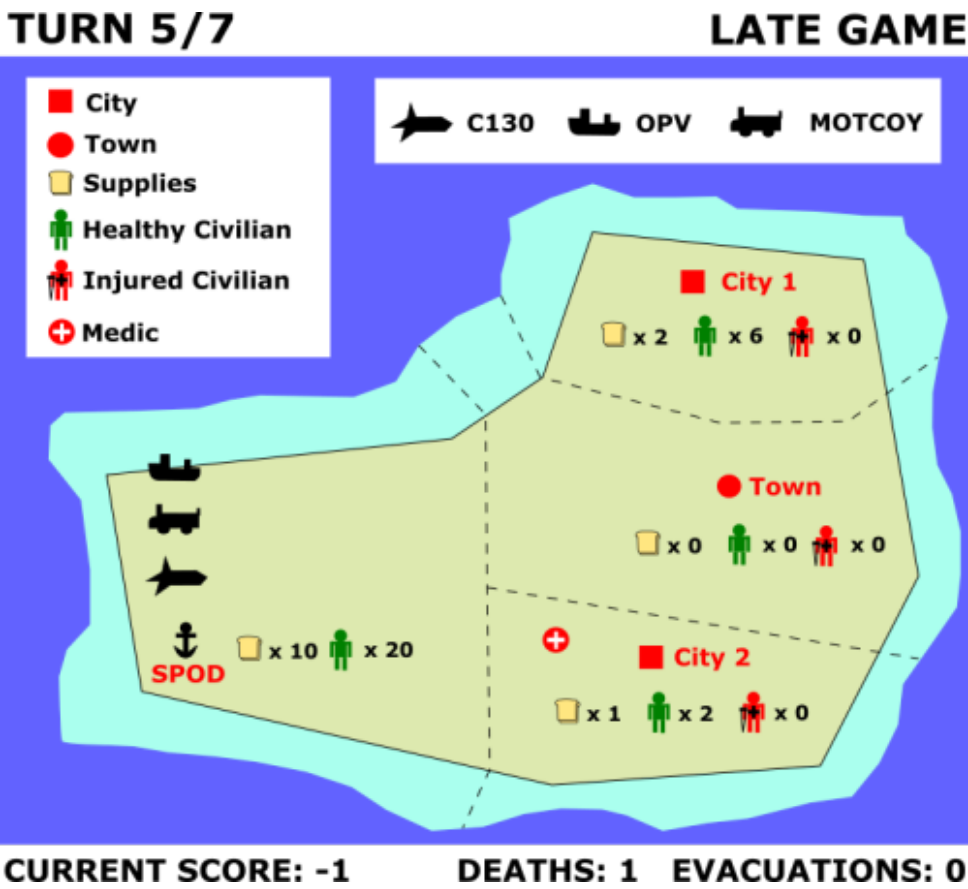
The following alternative was a **worse** choice, where:

- C130 evacuates 8 civilians from the SPOD
- Send OPV with 3 supplies to City 2
- Send MOTCOY with 2 supplies to City 1
- Other units keep their planned behaviour

This alternative behaviour results in a decrease in score of 10, on average, when future turns are simulated.

→

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

TURN 5/7   LATE GAME

- ■ City
- ● Town
- ▢ Supplies
- 👤 Healthy Civilian
- 👤 Injured Civilian
- ➕ Medic

✈ C130   ⛴ OPV   🚚 MOTCOY

■ City 1
▢ x 2 👤 x 6 👤 x 0

● Town
▢ x 0 👤 x 0 👤 x 0

▢ x 10 👤 x 20
SPOD

➕ ■ City 2
▢ x 1 👤 x 2 👤 x 0

CURRENT SCORE: -1   DEATHS: 1   EVACUATIONS: 0

▸ Textual and tabular description: click to read

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):**

The state of the game at the end of Turn 5/7 LATE GAME is shown below:
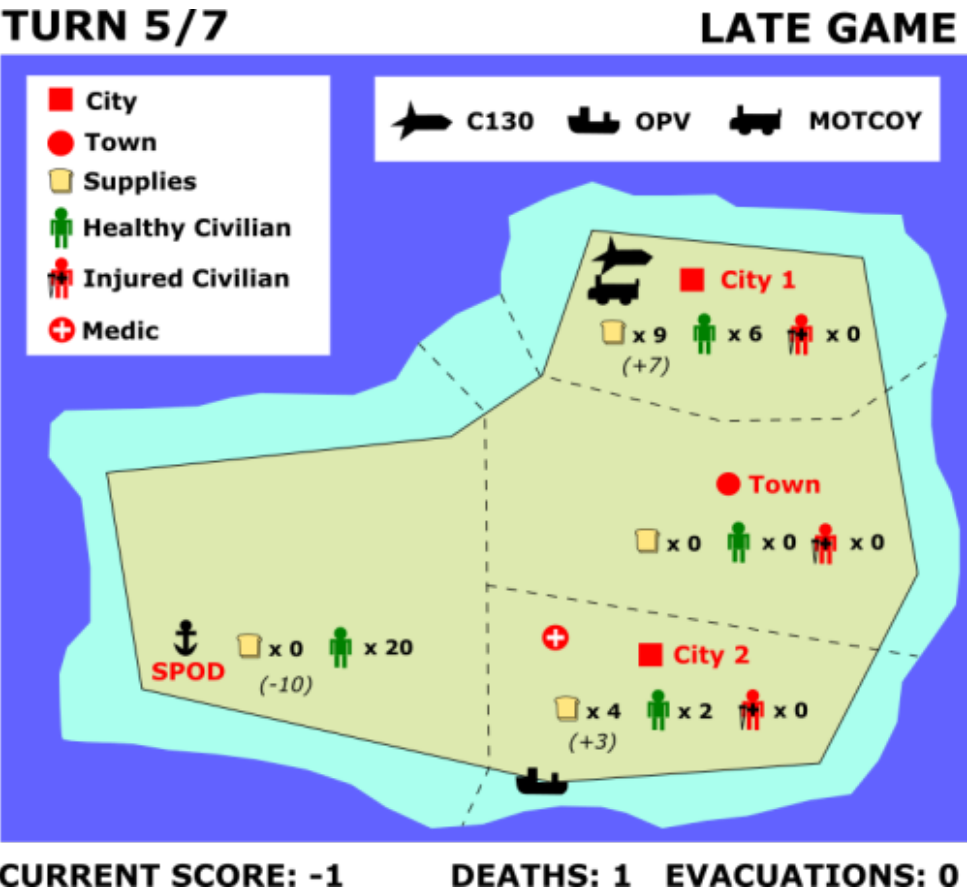
▸ Textual and tabular description: click to read more

ALTERNATIVE BEHAVIOUR AND EXPLANATION

	TURN 5/7 LATE GAME					
ASSET	**CURRENT BEHAVIOUR**			✅ **ALTERNATIVE BETTER BEHAVIOUR**		
	From	**To**	**Action**	**From**	**To**	**Action**
C130	SPOD	City 1	Deliver 📒📒📒📒📒	SPOD	Out of Island	Evacuate 🧍 x 8
OPV	SPOD	City 2	Deliver 📒📒📒	SPOD	City 1	Deliver 📒📒📒
MOTCOY	SPOD	City 1	Deliver	SPOD	City 2	Deliver

			🎴🎴			🎴🎴
MEDIC	*	*	*	-	-	-
SPOD			*			-
SIMULATED SCORE DIFFERENCE (END OF GAME)						
SCORE	15			🔼 32		47

▸ **LEGEND (click to expand):**

▸ Textual explanation: click to read more

→

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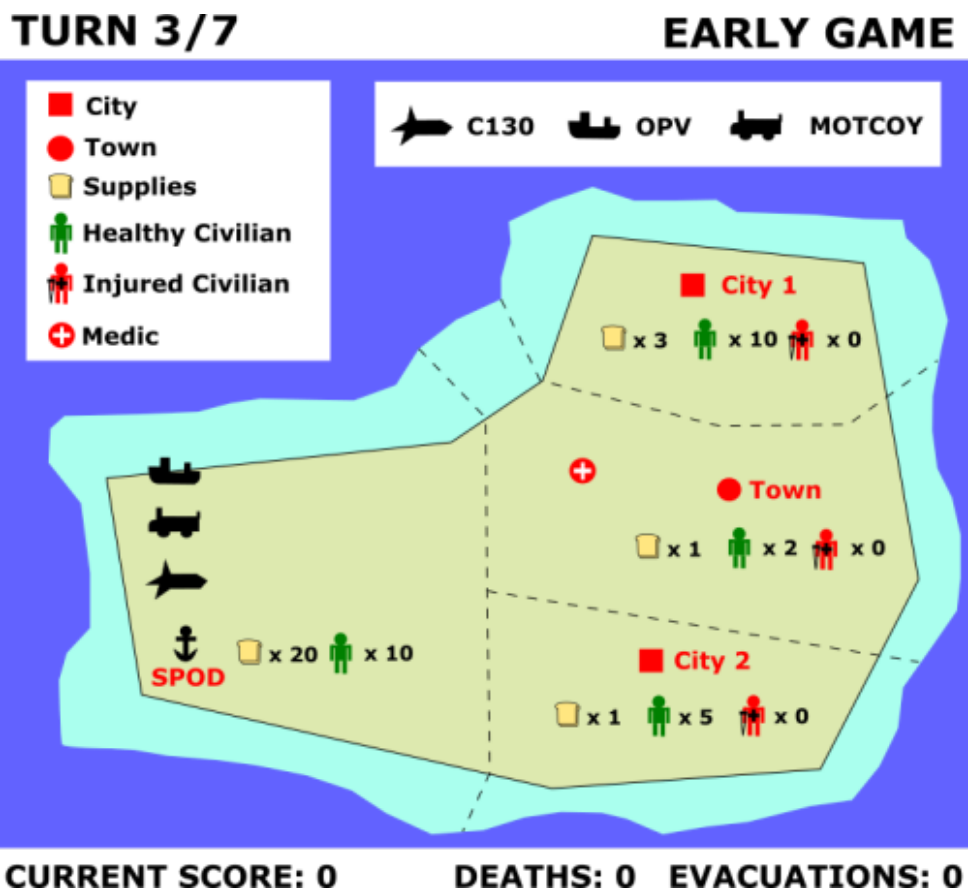You have completed the training for this task.

You will now be presented with two different game states. For each state, you will be given a set of potential moves you could make at the given point in the game. Based on your understanding of the game, you will select which move you think is the most appropriate.

→

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

▸ Textual and tabular description: click to read

Game Rules: Island of Joadia Game Rules

Which of the following courses of action do you think is the most appropriate on this turn?

○ The C130 evacuates 8 civilians from the SPOD. Send the OPV to City 1 with 3 supplies, and MOTCOY to City 1 with 2 supplies.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	Out of Island	Evacuate 👤 x 8
OPV	SPOD	City 1	Deliver 📦📦📦
MOTCOY	SPOD	City 1	Deliver 📦📦
MEDIC	*	*	*

○ Send the C130 with 5 supplies to the Town, OPV with 3 supplies to City 1, and MOTCOY with 2 supplies to City 2.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	Town	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	City 1	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 2	Deliver 🟨🟨
MEDIC	*	*	*

○ Send the C130 with 5 supplies to City 1, OPV with 3 supplies to City 2, and MOTCOY with 2 supplies to the Town

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	City 1	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	City 2	Deliver 🟨🟨🟨
MOTCOY	SPOD	Town	Deliver 🟨🟨
MEDIC	*	*	*

○ The C130 evacuates 8 civilians from the SPOD. Send the OPV to City 1 with 3 supplies, and MOTCOY to City 2 with 2 supplies.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	Out of Island	Evacuate 🧍 x 8
OPV	SPOD	City 1	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 2	Deliver 🟨🟨
MEDIC	*	*	*

Please state the reason(s) for your chosen course of action above. Did you use any tactics or rules of thumb in your selection? If so, please list and briefly describe them.

How confident are you that your choice above will result in the best score **by the end of the GAME**?

not confident at all   completely confident
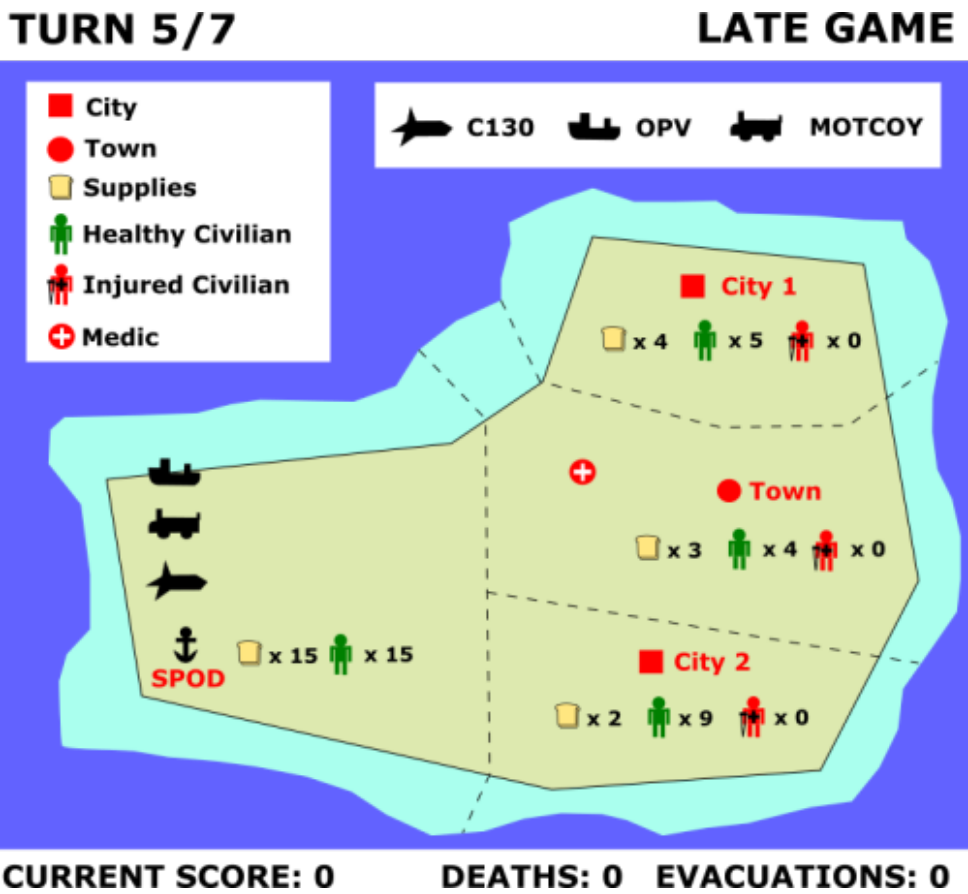
0   10   20   30   40   50   60   70   80   90   100

How confident are you with your choice of course of action selected above?

$\rightarrow$

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

TURN 5/7 — LATE GAME

Legend:
- 🟥 City
- 🔴 Town
- 🟨 Supplies
- 🧍 Healthy Civilian
- 🧍 Injured Civilian
- ➕ Medic

Assets: C130, OPV, MOTCOY

City 1: 🟨 x 4 🧍 x 5 🧍 x 0

Town: 🟨 x 3 🧍 x 4 🧍 x 0

City 2: 🟨 x 2 🧍 x 9 🧍 x 0

SPOD: 🟨 x 15 🧍 x 15

CURRENT SCORE: 0   DEATHS: 0   EVACUATIONS: 0

▸ Textual and tabular description: click to read

Game Rules: Island of Joadia Game Rules

Which of the following courses of action do you think is the most appropriate on this turn?

○ The C130 evacuates 8 civilians from the SPOD. Send the OPV to City 1 with 3 supplies, and MOTCOY to City 1 with 2 supplies.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	Out of Island	Evacuate 🧍 x 8
OPV	SPOD	City 1	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 1	Deliver 🟨🟨
MEDIC	*	*	*

○ Send the C130 with 5 supplies to City 2, OPV with 3 supplies to City 1, and MOTCOY with 2 supplies to the Town.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	City 2	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	City 1	Deliver 🟨🟨🟨
MOTCOY	SPOD	Town	Deliver 🟨🟨
MEDIC	*	*	*

○ Send the C130 with 5 supplies to City 2, OPV with 3 supplies to City 2, and MOTCOY with 2 supplies to City 1.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	City 2	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	City 2	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 1	Deliver 🟨🟨
MEDIC	*	*	*

○ The C130 evacuates 8 civilians from the SPOD. Send the OPV to City 2 with 3 supplies, and MOTCOY to City 1 with 2 supplies.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	Out of Island	Evacuate 🧍 x 8
OPV	SPOD	City 2	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 1	Deliver 🟨🟨
MEDIC	*	*	*

Please state the reason(s) for your chosen course of action above. Did you use any tactics or rules of thumb in your selection? If so, please list and briefly describe them.

[ ]

How confident are you that your choice above will result in the best score **by the end of the GAME**?

not confident at all   completely confident

0   10   20   30   40   50   60   70   80   90   100

How confident are you with your choice of course of action selected above?

$\rightarrow$

not confident at all   completely confident

0   10   20   30   40   50   60   70   80   90   100

How confident are you with your choice of course of action selected above?

The following questions refer to the explanations of why the chosen moves in each training scenario were either good or sub-optimal.

The provided explanations help me understand how to make decisions in the game:

I agree strongly	I agree somewhat	I'm neutral about them	I disagree somewhat	I disagree strongly
○	○	○	○	○

The provided explanations are satisfying:

I agree strongly	I agree somewhat	I'm neutral about them	I disagree somewhat	I disagree strongly
○	○	○	○	○

The provided explanations contain sufficient detail:

I agree strongly	I agree somewhat	I'm neutral about them	I disagree somewhat	I disagree strongly
○	○	○	○	○

The provided explanations seem complete:

I agree strongly	I agree somewhat	I'm neutral about them	I disagree somewhat	I disagree strongly
○	○	○	○	○

The provided explanations are trustworthy:

I agree strongly	I agree somewhat	I'm neutral about them	I disagree somewhat	I disagree strongly
○	○	○	○	○

After the training, how confident do you feel in your ability to make a good decisions in a game of Island of Joadia?

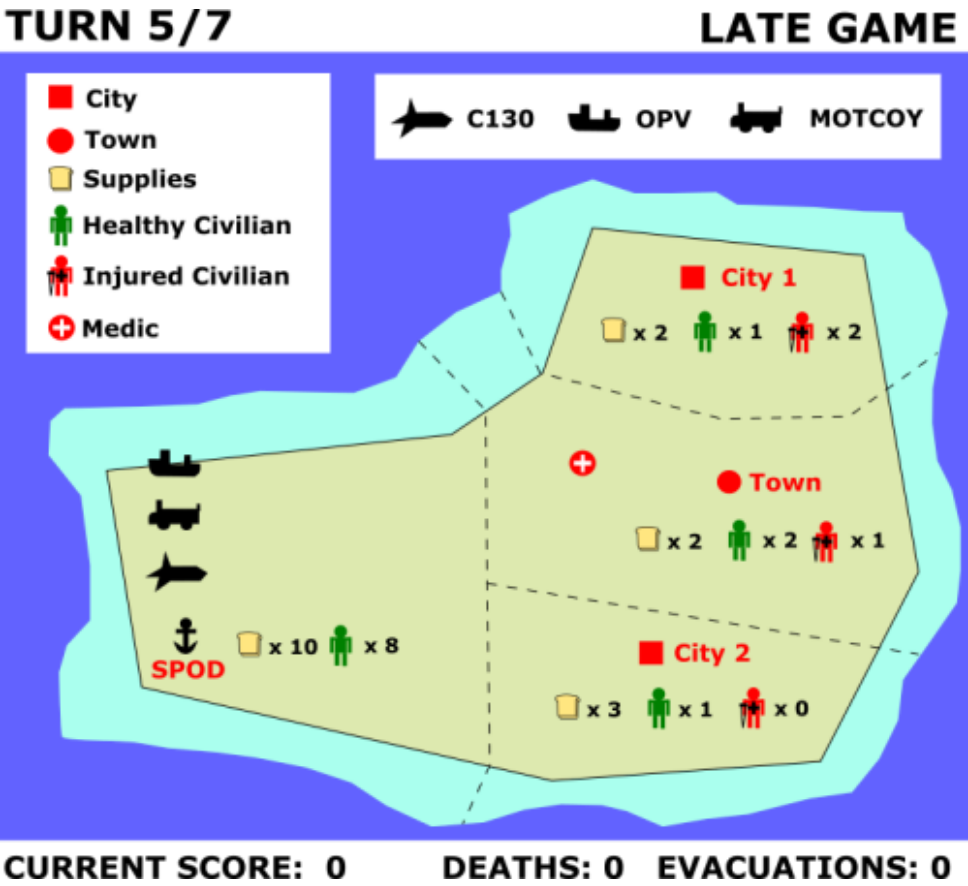| Very confident	Somewhat confident	Neither confident or unconfident	Somewhat unconfident	Very unconfident
○	○	○	○	○

Were the explanations helpful in understanding why the chosen behaviour was good or bad? If yes, why, and if not, why not?

Do you have any additional feedback about the explanations (e.g. on content, structure, presentation)?

→

You are now moving on to the final phase. In this phase you will get two scenarios that test your overall understanding of the three tasks.

→

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

TURN 5/7   LATE GAME

City — City
Town — Town
Supplies — Supplies
Healthy Civilian — Healthy Civilian
Injured Civilian — Injured Civilian
Medic — Medic

C130   OPV   MOTCOY

City 1
□ x 2   🧍 x 1   🧍 x 2

⊕

● Town
□ x 2   🧍 x 2   🧍 x 1

SPOD
□ x 10   🧍 x 8

■ City 2
□ x 3   🧍 x 1   🧍 x 0

CURRENT SCORE: 0   DEATHS: 0   EVACUATIONS: 0

▸ Textual and tabular description: click to read

Game Rules: Island of Joadia Game Rules

Which of the following courses of action do you think is the most appropriate on this turn?

○ The C130 evacuates 8 civilians from the SPOD. Send the OPV to City 1 with 3 supplies, and MOTCOY to the Town with 2 supplies. The MEDIC moves to City 1 and heals 2 civilians.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	Out of Island	Evacuate 🧍 x 8
OPV	SPOD	City 1	Deliver 📦📦📦
MOTCOY	SPOD	Town	Deliver 📦📦
MEDIC	Town	City 1	Heal 🧍🧍 --> 🧍🧍

○ The C130 evacuates 8 civilians from the SPOD. Send the OPV to the Town with 3 supplies, and MOTCOY to City 1 with 2 supplies. The MEDIC remains in the Town and heals 1 civilian.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	Out of Island	Evacuate 👤 x 8
OPV	SPOD	Town	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 1	Deliver 🟨🟨
MEDIC	Town	Town	Heal 🟥 --> 👤

○ The C130 evacuates 8 civilians from the SPOD. Send the OPV to the Town with 3 supplies, and MOTCOY to City 2 with 2 supplies. The MEDIC remains in the Town and heals 1 civilian.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	Out of Island	Evacuate 👤 x 8
OPV	SPOD	Town	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 2	Deliver 🟨🟨
MEDIC	Town	Town	Heal 🟥 --> 👤

○ Send the C130 with 5 supplies to the Town, OPV with 3 supplies to City 1, and MOTCOY with 2 supplies to City 2. The MEDIC moves to City 1 and heals 2 civilians.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	Town	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	City 1	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 2	Deliver 🟨🟨
MEDIC	Town	City 1	Heal 🟥🟥 --> 👤👤

Please state the reason(s) for your chosen course of action above. Did you use any tactics or rules of thumb in your selection? If so, please list and briefly describe them.
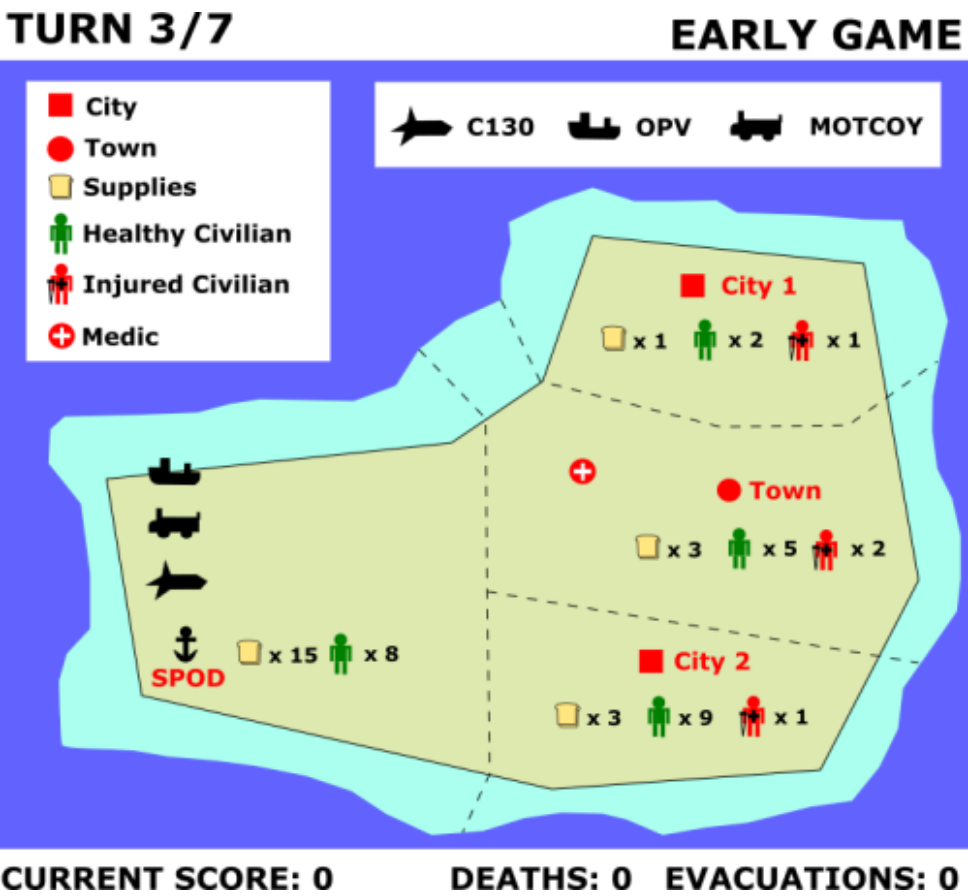
How confident are you that your choice above will result in the best score **by the end of the GAME**?

not confident at all   completely confident

| 0 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |

How confident are you with your choice of course of action selected above?

$\rightarrow$

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

▸ Textual and tabular description: click to read

Game Rules: Island of Joadia Game Rules

Which of the following courses of action do you think is the most appropriate on this turn?

○ Send the C130 with 5 supplies to City 2, OPV with 3 supplies to the Town, and MOTCOY with 2 supplies to City 1. The MEDIC stays in the Town and heals 2 civilians.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	City 2	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	Town	Deliver 🟨🟨🟨
MOTCOY	SPOD	City 1	Deliver 🟨🟨
MEDIC	Town	Town	Heal 🧍🧍 --> 🧍🧍

○ Send the C130 with 5 supplies to City 2, OPV with 3 supplies to City 2, and the MOTCOY with 2 supplies to the Town. The medic stays in the Town to heal 2 civilians.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	City 2	Deliver 🟨🟨🟨🟨🟨
OPV	SPOD	City 2	Deliver 🟨🟨🟨
MOTCOY	SPOD	Town	Deliver 🟨🟨
MEDIC	Town	Town	Heal 🧍🧍 --> 🧍🧍

○ Use the C130 to evacuate 8 civilians. Send the OPV with 3 supplies to City 2, and the MOTCOY with 2 supplies to the Town. The medic stays in the Town to heal 2 civilians.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	Out of Island	Evacuate 🧍x 8
OPV	SPOD	City 2	Deliver 🟨🟨🟨
MOTCOY	SPOD	Town	Deliver 🟨🟨
MEDIC	Town	Town	Heal 🧍🧍 --> 🧍🧍

○ Use the C130 to evacuate 8 civilians. Send the OPV with 3 supplies to City 2, and the MOTCOY with 2 supplies to the Town. The medic moves to City 2 to heal 1 civilian.

ASSET	FROM	TO	BEHAVIOUR
C130	SPOD	Out of Island	Evacuate 🧍x 8
OPV	SPOD	City 2	Deliver 🟨🟨🟨
MOTCOY	SPOD	Town	Deliver 🟨🟨
MEDIC	Town	City 2	Heal 🧍 --> 🧍

Please state the reason(s) for your chosen course of action above. Did you use any tactics or rules of thumb in your selection? If so, please list and briefly describe them.

How confident are you that your choice above will result in the best score **by the end of the GAME**?

not confident at all   completely confident
0   10   20   30   40   50   60   70   80   90   100

How confident are you with your choice of course of action selected above?

→

Thank you for your participation. Here is your random code: ▨▨

Please copy and paste the above code in MTurk.

TABLE I
FISHER'S EXACT TEST RESULTS FOR EACH TEST (T1–T8). THE BOLD FONT INDICATES THE TWO RESULTS DISCUSSED IN THE PAPER.

Test	Comparison	p-value	Odds Ratio	95% CI
T1	C1 vs C2	1.000	0.000	(0.000, 11.653)
	C1 vs C3	1.000	0.000	(0.000, 233.151)
	C2 vs C3	1.000	0.000	(0.000, 175.023)
T2	C1 vs C2	1.000	1.079	(0.017, 18.851)
	C1 vs C3	1.000	0.760	(0.012, 11.603)
	C2 vs C3	0.290	0.000	(0.000, 3.833)
T3	C1 vs C2	0.186	13.077	(0.115, 1460.319)
	C1 vs C3	1.000	0.000	(0.000, 24.611)
	C2 vs C3	1.000	0.000	(0.000, 26.102)
T4	C1 vs C2	1.000	0.000	(0.000, 233.151)
	C1 vs C3	0.549	0.000	(0.000, 8.323)
	C2 vs C3	0.227	Inf	(0.087, Inf)
T5	C1 vs C2	0.387	2.661	(0.346, 25.258)
	C1 vs C3	0.670	0.572	(0.070, 4.226)
	C2 vs C3	0.666	0.516	(0.064, 3.791)
T6	C1 vs C2	0.080	6.087	(0.691, 88.721)
	C1 vs C3	**0.047**	**0.096**	**(0.002, 1.325)**
	C2 vs C3	1.000	1.648	(0.147, 24.591)
T7	C1 vs C2	0.531	3.726	(0.163, 254.709)
	C1 vs C3	0.146	5.009	(0.495, 76.742)
	C2 vs C3	0.565	2.477	(0.143, 43.447)
T8	C1 vs C2	0.361	2.843	(0.294, 41.110)
	C1 vs C3	**0.006**	**0.040**	**(0.001, 0.578)**
	C2 vs C3	0.659	0.467	(0.051, 3.594)

REFERENCES