

Standard Game End State

Fill this after the first full standard game. Then mark the acceptance gates before changing any costs, payouts, scoring, or card mix.

PLAYER	LP	CAP	SAFE	TRUST	INFL.	REV.	DEPL.	SEV.	AGI
1									
2									
3									
4									
5									

Acceptance Gates

☐ Players can explain Phase 3 after Round 1.

☐ Private Incident Severity can be verified without revealing hidden text.

☐ Capability feels like the central race axis.

☐ Trust and Influence feel distinct.

☐ At least one player makes a meaningful safety or governance choice.

☐ At least one Deployment creates visible Revenue tempo.

☐ No player is action-stuck for two consecutive rounds.

☐ At least one final score lands near the 35-45 LP target band.

Table Report Worksheet

Fill this immediately after the session, then transfer it into the matching staged draft in `docs/evidence-drafts/`. Promote it to `docs/playtests/` only after it passes the matching `--file` validator.

Session

FIELD	VALUE
Date	
Variant	Teaching / Standard / Long Race
Players	
Rounds Completed	
End Trigger	Round limit / AGI certification / stopped early
Print Format	Browser print / physical cards / proxy cards / mixed
Packet or Source Used	

Rules Questions

ROUND	QUESTION OR CONFUSION	RULING USED	RULEBOOK/CAR FIX?

Final Score

PLAYER	PROJECT LP	CAP LP	DEPL. LP	REV. LP	SAFETY/TRUST	AGI	MANDATE	INC. PENALTY	FINAL
1									
2									
3									
4									
5									

Player Feedback

PLAYER	BEST DECISION	MOST CONFUSING RULE	SCARCEST RESOURCE	FORGETTABLE RESOURCE
1				
2				
3				
4				
5				

Single-Category Tune

SINGLE CATEGORY TO TUNE	CHANGE PROPOSED	EVIDENCE FROM THIS SESSION
Costs / Funding / Incidents / Scoring / Card Mix / Round Count		
