







































Result sheet

Play at least 10 games.

Record the outcomes of the games. If the machine loses, remove the color of the last turn from the situation card and the move overview. If all the colors on a situation card are crossed out, remove it from the game.

Also, if the machine loses, write down which colors were crossed out of which situation cards (e.g. “Red/C2” ...).

Game round	Winner		The following color was removed
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

11			
12			
13			
14			
15			
16			
17			
18			
19			
20	