

## Base Ability & Results

	1	2	3	4	5	6	7	8
<b>Base</b>	10.19	10.18	10.17	10.16	10.15	10.14	10.13	10.12
<b>Training</b>	-.02	-.02	-.02	-.02	-.02	-.02	-.02	-.02
<b>Steroids</b>	-.1	-.1	-.09	-.09	-.08	-.08	-.07	-.07
<b>hGH</b>	-.08	-.07	-.07	-.06	-.06	-.05	-.05	-.04
<b>Health</b>	11	12	11	10	11	10	8	9
	<b>M. Greene</b>	<b>H. Smith</b>	<b>F. Lewis</b>	<b>B. Johns</b>	<b>F.Griff</b>	<b>M. Jones</b>	<b>A. Ander</b>	<b>B. Anthon</b>
	1	2	3	4	5	6	7	8
<b>Base</b>	10.19	10.18	10.17	10.16	10.15	10.14	10.13	10.12
<b>Choice #1</b>								
<i>Health</i>								
<i>Time</i>								
<b>Place / Pts</b>								
<b>Choice #2</b>								
<i>Health</i>								
<i>Time</i>								
<b>Place / Pts</b>								
<b>Choice #3</b>								
<i>Health</i>								
<i>Time</i>								
<b>Place / Pts</b>								
<b>Totals</b>								
<i>Health</i>								
<i>Time</i>								
<i>Pts</i>								

\*ties favor runner in lower # lane

## Actions, Health, and Final State

Your runner has a finite amount of health in the range of 8–12. Before each race you will choose one and only one action: **rest**, use **steroids**, use **hGH**, or **train**. Each of these actions has an impact on your runner's health.

Actions	Effect on Health	Effect on Performance	Final State	# of Health
Rest	+1	None	Healthy	8 or more
Steroids	-5	Varies	Sick	7-8
hGH	-3	Varies	Very Sick	1-6
Training	-1	-.02	Dead	0

## Race Points and Rewards

Place	Points per Race
1 <sup>st</sup>	10pts
2 <sup>nd</sup>	8
3 <sup>rd</sup>	5
4 <sup>th</sup>	3
5 <sup>th</sup>	2
6 <sup>th</sup>	1
7 <sup>th</sup>	0
8 <sup>th</sup>	0

Rewards	
Alive + 25pts	Drop a Pop Quiz
Alive + 20pts	Drop free Quiz Question of <i>your</i> choice
Sick + 18pts	Drop free Quiz Question of <i>my</i> choice
Sick + 16pts	Benefit of Doubt on Quiz question of your choice
Healthy + 14pts	