

SPARKDRAWN

PLAYTEST LOG

CYCLE _____ DATE _____ SOURCE _____
SPREAD ♠ _____ ♥ _____ ♦ _____ ♣ _____

T T turn · B blank · O oracle · X threat · P pressure arrival **SPK** +1 taken · -f flip · -b bump · -o overrule **H** Harm box filled

One row per deal. Write every card you flipped, and circle the one you kept — keeping the highest is a choice, not a rule, and this log exists to find out how often you don't. Only **T** rows tick the Pressure Die.

#	T	AXIS	FLIPPED	KEPT	SPK	H	NOTE
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A 3/2/2/1 cycle runs about 24 turns, so this page should hold one. A 1/1/1/1 character runs nearer 47 — print two and keep numbering.

CYCLE CLOSE

Last row used _____ Deck ran out on row _____

Quiet taken on turn _____ ☐ never used it Pressure landed on turns _____

Out on turn _____ ☐ didn't go Out Scar — dropped _____

Spread at cycle end ♠ _____ ♥ _____ ♦ _____ ♣ _____ only differs if you took a Scar

These are the numbers the table above can't be trusted to imply. Everything else — turn count, wrong-band rate, how often you kept the highest, Spark income against Spark spent — is read back off the rows.

AFTER THE CYCLE

Answer at the table, before you stand up. These catch what the numbers can't see.

Where did you stall, and for how long?

What did you look up on the sheet twice?

What did you house-rule without noticing you'd done it?

When did Spark feel wasted? When did it feel starved?

Did the Quiet arrive too late to matter?

What did you want the sheet to say, that it didn't?
