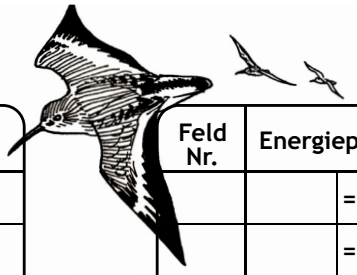
BEISPIEL

Feld Nr.	Energiepunkte		Ereignis-Stichwort
Start	+10	= 10	Startkapital
2	-2	= 8	schlechtes Wetter
5	—	= 8	losfliegen



Feld Nr.	Energiepunkte		Ereignis-Stichwort
Start	+10	= 10	Startkapital
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	

Feld Nr.	Energiepunkte		Ereignis-Stichwort
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	
		=	