

**The Isle of Ted Record Sheet**  
**ALPHA**

**Names of ALPHA teammates:**

Turn	Cost of Roads	Gains from Trade	Fishing Boats (1-4)	Gains from Fish	Cost of Defense	Loss from Pirates	Current Resources
START	0	0/+2	0	?	0	0	10
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

**The Isle of Ted Record Sheet**  
**BETA**

**Names of BETA teammates:**

Turn	Cost of Roads	Gains from Trade	Fishing Boats (1-4)	Gains from Fish	Cost of Defense	Loss from Pirates	Current Resources
START	0	0/+1	0	?	0	0	10
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

**The Isle of Ted Record Sheet**  
**CAIN**

**Names of CAIN teammates:**

Turn	Cost of Roads	Gains from Trade	Fishing Boats (1-4)	Gains from Fish	Cost of Defense	Loss from Pirates	Current Resources
START	0	0/+1	0	?	0	0	10
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

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**DELTA**

**Names of DELTA teammates:**

Turn	Cost of Roads	Gains from Trade	Fishing Boats (1-4)	Gains from Fish	Cost of Defense	Loss from Pirates	Current Resources
START	0	0/+1	0	?	0	0	10
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

**The Isle of Ted Record Sheet**  
**EAGLE**

**Names of EAGLE teammates:**

Turn	Cost of Roads	Gains from Trade	Fishing Boats (1-4)	Gains from Fish	Cost of Defense	Loss from Pirates	Current Resources
START	0	0/+2	0	?	0	0	10
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

**The Isle of Ted Record Sheet**  
**FROST**

**Names of FROST teammates:**

Turn	Cost of Roads	Gains from Trade	Fishing Boats (1-4)	Gains from Fish	Cost of Defense	Loss from Pirates	Current Resources
START	0	0/+1	0	?	0	0	10
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							