According to Rules of Play:

(1 pt) The book claims that “A simulation is a _____________ representation of aspects of ‘reality’”.

(1 pt) Ace of Aces is a dogfighting simulation entirely played with two _________________.

(1 pt) In “Vampire”, what does a vampire do if they bump into someone?

(1 pt) What are the three categories of conflict that the book proposes?

According to Chris Crawford:

(2 pts) What are the three actions a player takes that constitute a “turn” in Gossip?