



### **Game Rules:**

- The game may be played by 2, 3, or 4 people.
- A player can move in any direction and may even change directions in a single turn.
- The first player to reach END gets 5 points, second gets 3 points, third gets 1 point.
- When a player reaches End, he or she also gets 1 point for each tool card.
- To enter the "Finish" cell the player should roll anything equal or greater than the remaining squares.
- The game ends when there is 1 player remaining on the board.
- The player with the most points at the end of the game WINS.

### **Hard Choices Squares**

When a player crosses a "hard choices" square, he or she must decide whether to go over the shortcut bridge or whether to go the long way and try to collect one or more tool cards.

### **Hard Choices—Bridges and Tool Cards**

- Bridges count as one movement, similar to squares.
- A player who chooses to go over a shortcut bridge must collect a bridge card. Each bridge card subtracts 1 from subsequent rolls of the die.
- A player may get rid of a bridge card by skipping a turn anytime during the game.
- If a player lands on a tool square:
  - If the player does not already have a tool card, the player gets a tool card.
  - If the player already has a tool card, the player may play the tool card and get a free a turn OR collect another tool card.

### **Credits:**

The Hard Choices game is adapted from the *Short Cut: Game About Speed and Risk* game by Quality Tree Software Inc.

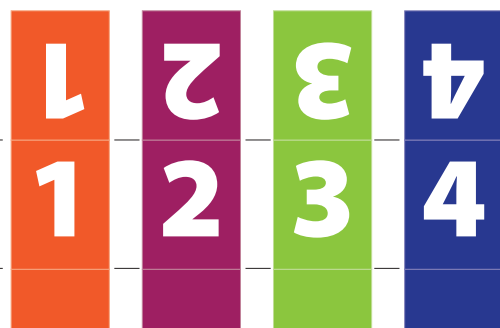
It is developed as part of the Carnegie Mellon Software Engineering Institute Independent Research and Development Project Communicating the Benefits of Architecting with Agile Development in collaboration with University of British Columbia.

For information about the project visit <http://www.sei.cmu.edu/architecture/tools/hardchoices/>

Before cutting the markers out, score the player markers.



Fold like a tent card and tape



score here

score here

score here

score here



-1 movement



-1 movement



-1 movement



-1 movement



-1 movement



-1 movement



-1 movement



-1 movement



-1 movement



-1 movement



-1 movement



-1 movement



+1 point



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