

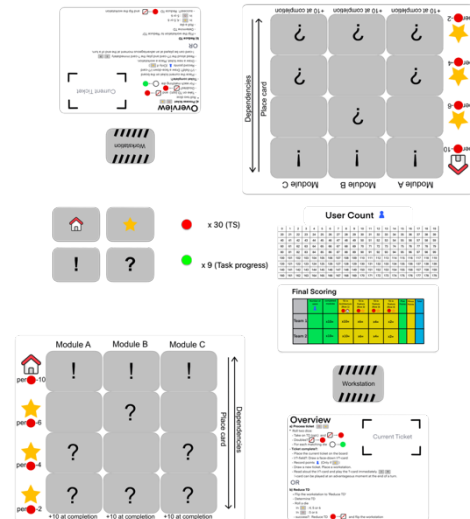
Quick Guide Tech-Debts 4.0

During the game Tech-Debts 4.0, players build software systems. The goal of the game is to earn the most points for your system. Taking on technical debt can both hinder and help your progress. The team who best manages technical debt wins!

System and Tickets:

The system consists of modules where tickets are placed. Modules grow from top to bottom. Architecture tickets 🏠 can open modules, while feature tickets ⭐ generate users 👤. A ticket is dependent on all tickets above it in the same module. Dice blocked by TD 🟠 from dependent tickets can block the processing of the current ticket.

Each ticket consists of several tasks ○ (empty circular fields). A hit die corresponds to a completed task ●. Rolling dice means working.



Action and Event Cards:



- **Action Cards** !: Contain measures that can improve the system and can be played at the end of a turn at a beneficial moment.
- **Event Cards** ?: Represent different events during development and must be executed immediately.

Gameplay:















At the beginning of the game, each team places the workstation where the first architecture ticket 🏠 will be placed (Module A, B, or C). The ticket to be processed is placed as the current ticket on the overview card. On the next turn, you can decide whether to work on processing the ticket or reduce TD 🟠.

1. Process Ticket:




- **Rolling the dice** 🎲
 - Roll two dice. If you roll doubles, you automatically place a TD 🟠 on the number of the double rolled dice.
 - As long as this number is not blocked by a TD 🟠 from a dependent ticket, the rolled doubles can be used directly for processing the current ticket.
 - If the number is blocked, you get a TD 🟠 on the current ticket but no task progress.For each matching die ○ ⇒ ●
- **Take on TD (optional)**
 - No free ○ dice rolled? You can intentionally take on any number of TD 🟠 on locked 🚫 dice of your current ticket, as long as the die is not blocked by TD 🟠 in a dependent ticket.

- Place a TD  on the desired die of a ticket.
- Use this as a free die for processing tasks until the ticket is completed.
Note: Later, other tickets dependent on this ticket can no longer use the dice occupied with TD  for processing the current ticket!

Ticket Complete?



- Remove the game pieces  used for processing the tasks. **The TD  remains on the ticket!**
- If the ticket lands on an event field  or action field , take the corresponding card and set it aside face down.
- If you have implemented a feature , record the generated user count  in the user display or with the counter if you are playing digitally.
- Choose a new current ticket from the center (feature  or architecture ) and place the workstation at a valid position in your system. **Note:** Only architecture tickets  can be placed in the first row, and only feature tickets  can be placed in the 2nd, 3rd, and 4th rows.
- If you have drawn an event  or action card , look at it and read the card aloud.
 - Event cards  must be executed immediately.
 - Action cards  can be played at the end of a turn at a beneficial moment. You can play any number of previously drawn action cards at the end of your turn. Then set the card aside.

2. Reduce TD:

- Turn your workstation to the **Reduce TD** side.
- Choose a specific TD  to reduce.
- Roll one die.
 - To reduce a TD  on a feature, you need to roll a 4, 5, or 6.
 - To reduce a TD  on an architecture, you need to roll a 5 or 6.
- If the roll is successful, remove the corresponding TD from the ticket.
- If the roll fails, you can decide in the next turn whether to process a ticket or reduce TD.

End of the Game:

The game ends when a system has all 12 ticket slots filled or after a predetermined time. Then the points are calculated:

- For each completed module: +10 points
- For each TD  on an architecture: -10 points
- For each TD  on a feature in row 2/3/4: -6/-4/-2 points

The TD and the user count from the current ticket are not included in the final score.

The team with the most points wins the game.