

Category:	Economic, Educational
Mechanic:	Hand Management, Voting
Players:	3-6
Time:	30-60 minutes
Age:	12+
Components:	120 cards, 135 cubes, 30 discs, 135 chits

What is the game about?

You play an IT project manager responsible for a project team. You recruit and train project members, assign them to development and test tasks, and deliver against time, cost and quality budgets. The game can be used to teach project management but also works without its theme as an economic engine game.

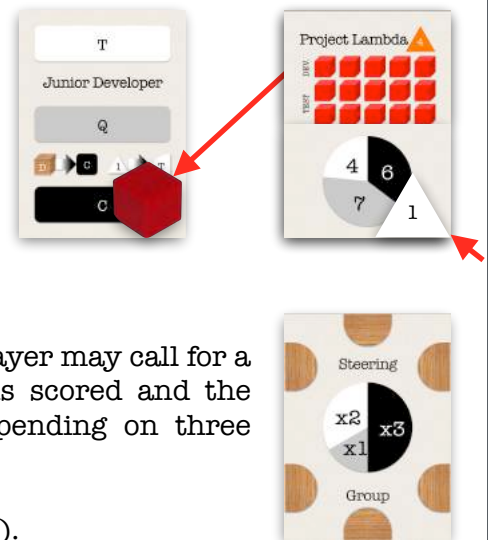
How do you win?

Your tasks earn you victory points. The more you comply with the specific project budgets and priorities, the higher the multiplier. When a number of projects equal to the number of players have been delivered, the player with the most victory points wins.

How do you play?

The game board consists of a tableau of project cards and a tableau of steering group cards. The players take turns to perform one of the following tasks:

1. Recruit: Take one project member card.
2. Train: Flip one project member card to its senior face.
3. Assign: Assign a project member to a project.
 - a) The project member gets an "achievement" depending on the contribution to the project (time, cost or quality).
 - b) The project gets a "budget post" (time or cost).
4. Report status: Return all assigned project members. Then place a "seat" between two steering group cards.



Once all seats around a steering group card are full, the player may call for a go/nogo meeting at a project. If approved, the project is scored and the player with achievements in it earn victory points depending on three factors:

- ✓ The quality of the project (the number of bug free tasks).
- ✓ The budget compliance (actuals vs budgets for time, cost and quality).
- ✓ The steering group priorities (multipliers for time, cost and quality).

The challenge of Find the Bug! - Project is to build a team that is best suited for the tasks while also manipulate the steering group priorities to earn the most victory points.

What makes the game special?

The unique mechanism of Find the Bug! - Project is the tight interaction between all players. They all operate on the same projects and steering groups where one player's achievement may ruin another player's budget, and where even the right achievement may be ignored by the wrong steering group.