

The Debian Developer Board Game

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July 12, 2005

Contents

1	Idea of the Game	2
2	Material	2
3	Start of the game	2
4	The Player's Turn	3
5	The Fields	3
5.1	Start field	3
5.2	Lost your GPG key / Sign the GPG key	3
5.3	Idle on IRC	3
5.4	Lose your GPG key	3
5.5	ITP	3
5.6	Event Card	4
5.7	NMU	4
5.8	Mailing list fields	4
5.9	Take over a package	4
5.10	You start a flamewar	4
5.11	Licence Problems	4
5.12	Become a DD	4
5.13	Become a Cabal member	4
6	Flamewars	5
7	The Debian Project Leader	5
8	Release	5
9	End of the game	5
10	Credits	5

1 Idea of the Game

This game is a bit similar to Monopoly, especially the board and the way of moving are of the same kind. But in this game, no one cares about money: It is popularity you are after! To win the game, you have to be the most popular Debian developer, and for that, everything is fine for you.

But there is a problem: You, like everyone else, have only a limited amount of time available, and that has to be used sensibly, otherwise people will complain and – beware – you will actually lose popularity!

2 Material

for n players.

- The game board
- 24 package cards
- 24 event cards
- 12 mailing list cards
- 6 task cards
- a lot of chip-like things to stand for “hours of time”
- n “Debian Developer” markers
- $n/3$ “Cabal Member” markers
- one figurine of any suitable per player

3 Start of the game

Put each player on the start field, and hand each player 24h of time. The packages are put face down on the package pile, the events and the task – shuffled together – on the event card pile. You can put the mailing list cards beneath their appropriate field or have one player manage them.

The player with the highest real-life RC bug count begins. If that is currently unavailable, the player with the longest hair, that is not wearing a black t-shirt, begins. Take turns clockwise.

In the reverse playing order, beginning player last, take the top package from the package pile. You maintain it, priority restrictions do not apply.

4 The Player's Turn

Anywhen during your turn, you can trade properly maintained packages and hours of time with any other player. You can also adopt any orphaned package, but you have to invest the time given on the package card for that.

You start your turn by rolling a dice and moving that number of fields forward and do what that field requires you to do. If you land on, or step over, the Start field, you have to maintain your packages before you do what the fields requires you.

Maintaining your packages and tasks means: You go through your task and pay the amount of time specified on the card and gain the popularity you deserve for that, turing each card straight. If there is a card you can't fully maintain, you stop. For this package and the following, you get half the popularty from that card substracted, and you have to turn any of these cards sideways, if they are straight ($\hat{=}$ properly maintained), and orphan them, if they are already turned sideways ($\hat{=}$ badly maintained). If you have sucessfully maintained 4 packages, and you still have 5h left, you become a Debian Developer.

5 The Fields

5.1 Start field

See Start of the Game and The Player's Turn

5.2 Lost your GPG key / Sign the GPG key

If you for any reason lose your GPG key, put your figurine here. You can't move or trade time until you either roll a 6 or someone else lands on the "Sign the GPG key" field

5.3 Idle on IRC

Lose 10 popularity points if you actually look this field up in here. Not really. But you should.

5.4 Lose your GPG key

You lost your GPG key. Go there.

5.5 ITP

You have the chance to maintain a new package. Have a look a the top package card. If you want it, take it, that is: put it in front of you. Beware that you can not trade it until you have really maintained it once, i.e., the end of this round.

5.6 Event Card

Draw the top event card and follow the instructions. If it is a one shot card, put it below the pile again. If it has permanent effect, put it in front of you. If it is a task, put it in front of you, and treat it like a package, but you may not trade it.

5.7 NMU

Have a look at the top package card. If you want and have enough time, do an NMU: This costs you double the time, if you are not an DD, or regular time, if you are an DD. You get twice the popularity from that card and put it below the pile again.

5.8 Mailing list fields

If you land on a mailing list field and the mailing list was not taken yet, you can “buy” it by investing that amount of time. If it is already taken, you have to give the stated amount of time to the owner. You can't pay? You just started a flamewar! Note that if you are not a DD, the debian-private list field is a noop to you.

5.9 Take over a package

If you want, you can try to take over a package. Pick one of your opponent's package, and pay the amount of time required by the package. If the package is badly maintained, it is now your's, but still badly maintained. If it is properly maintained, both of you roll a dice: You have to match or surpass him to have the package. Usual priority restrictions apply.

5.10 You start a flamewar

See the section about flamewars.

5.11 Licence Problems

The player on your right blindly picks one of your packages. This package is remove from the game altogether, since it turned out to be non-free.

5.12 Become a DD

If you can invest 5h of your precious time for the New Maintainer process, you are a DD now.

5.13 Become a Cabal member

If you are a Debian Developer, have four properly maintained packages and the Cabal is not yet full, you are a part of the cabal now.

6 Flamewars

If someone starts a flame war, all players can show their trolling skillz. Every player puts one hand as a fist over the table. On three, everybody shows any amount of fingers, indicating the amount of time in hours they invest in the flamewar. The flamewar starter has to spend at least one hour for the flame war, the other can just show none, meaning that they did not take part in the flamewar. The hours are immediately payed, and of course nobody can invest more hours than he has.

First, you see who lost the flame war. Every player whose invested time was invested by someone else, too loses. That means, he loses 2*the number of hours he invested as popularity points.

Of the other players, the one with the most hours invested wins the flamewar. Add up all invested time, double it: This is his popularity gain. The one with the fewest hours invested could show how cool he is: He gets the winner's doubled invested hours as popularity points.

7 The Debian Project Leader

If you pick the DPL event card, and you are a DD, you are the Project Leader. This means for you:

- You become a member of the Cabal, if there is room left
- You lose all tasks. Put them under the pile
- You can not move while you are DPL
- For any popularity points someone else gets, you get 10% of the points (though they don't get less)
- If Debian releases while you are DPL, you get 100 popularity points.

8 Release

Not yet defined.

9 End of the game

There is none. Yet. Just play until you are hungry.

10 Credits

Thanks go to Erik, Yann, Ema and Barbarossa for valuable suggestions and ideas.