

Category: Deduction, Educational
 Mechanic: Pattern Recognition, Worker Placement
 Players: 2-6
 Time: 30 minutes
 Age: 14+
 Components: 1 board, 51 pawns, 6 bags, 72 chits, 38 bugs

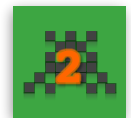
What is the game about?

You play an IT professional responsible for finding bugs in an application. The analysis helps you identify areas where bugs are likely to be found and the testing will tell you if you were right. The game can be used to teach testing but also works without its theme as a seek-and-find game.



How do you win?

The player who finds the most bugs wins.



How do you play?

The application is represented by squares on a game board and the bugs by tiles drawn from bags. There is one bag for each column and one for each row. The players take turns to allocate testers to one of three tasks to find as many bugs as possible:



1. Analysis: Check if a bag contains many bugs or high value bugs (as indicated by a colored gem; green, yellow or red)



2. Test: Place a tester on a square on the game board and draw tiles from the bags connected to that square



3. Build a tool: Place a tester on a column or a row for use for the retest phase of the game (see below)



When all testers have been placed, the found bugs are placed in a bag and used in the retest phase. The more bugs found in a column or row during the test, the likelier it is that bugs will be found there during the retest. A tester building a tool will find all bugs along that column or row in the retest phase. However, a tool can only be placed there when all the bugs in the test phase have been found. If they are built too early and another bug is found in the test phase, the work is lost and the tester removed.

The challenge of Find the Bug! is to use the information acquired through the analysis tasks to place testers on the right squares at the right time.

What makes the game special?

The unique mechanism of Find the Bug! is the two-level hidden information. At the first level, the location of the bugs is hidden. However, the location is not random but follow a distribution pattern ranging from low density (green) to high (red). This distribution is also hidden so the players must work their way through both levels to find the bugs.