

### 1. Confirm the plan for the iteration

Decide whether to reduce outstanding defects.

Fixing a defect requires 1 story point per defect. To identify the number of defects to be fixed, place a defect counter with the appropriate number in the “defects to fix” box for the iteration.

Next, confirm the stories to be attempted before the start of the iteration. You are not allowed to work on stories that were not placed on the game board within the iteration, but you are allowed to defer stories that were chosen if you do not have the points to complete them.

### 2. Determine the actual velocity

The expected velocity for the iteration is the same as the velocity actually achieved last time.

To find the actual velocity, roll two dice to and consult the velocity change table on the game board.

Add (or subtract) the amount shown in the table to calculate the actual velocity for this iteration. This number will also be the expected velocity for the next iteration.

### 3. Deal with existing defects

If defects exist, then you will need to cope with them in production. This involves patching holes, using workarounds, rebooting systems and so forth.

This will distract the team from both creating new features or even repairing the defects themselves. This is referred to as “technical debt” – the complexity caused by the work done in previous iterations.

Determine how many outstanding defects you have from prior iterations and consult the “Drain due to technical debt” table on the

game board. The number shown represents the amount of effort you must spend coping with existing defects in production.

This number is subtracted from your velocity before it can be spent fixing defects or building stories.

### 4. Allocate the remaining velocity

If you committed to fixing defects during the iteration then these need to be completed before work begins on stories.

You can then choose which stories to complete with the remaining points. Incomplete stories must be deferred until a later iteration and any points that cannot be allocated to complete a story will be wasted.

### 5. Identify new defects

To determine if any defects slipped through your testing this iteration, roll two dice and consult the new defects table on the game board.

This represents the number of defects that will carry forward into the next iteration, in addition to any outstanding defects that you have not repaired this iteration.

### 6. Make scientific discoveries

Being on Mars gives you the opportunity to be one of the greatest science expeditions of your age ... or to be a mere footnote in history.

If you have built any science labs, then for each one, roll two dice and consult the “New discoveries” table.

In addition, the first time a 10 or more is rolled for the life research project, the team discover life. And they gain 10 kudos points instead of 2.

### 7. Update the status reporting sheet

The team update the status report to reflect what has occurred during the iteration.