

Event: Team member gets sick

Penalty:

Remove one DEVELOPER dice for 2 rounds

Event: New team member

Penalty:

One dice only counts $\frac{1}{2}$ for 2 rounds (penalty for introducing the new team member, who is not able to do any work yet)

Gain:

After two rounds you get the new dice of the type you want (now the new team member is able to do some work)

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