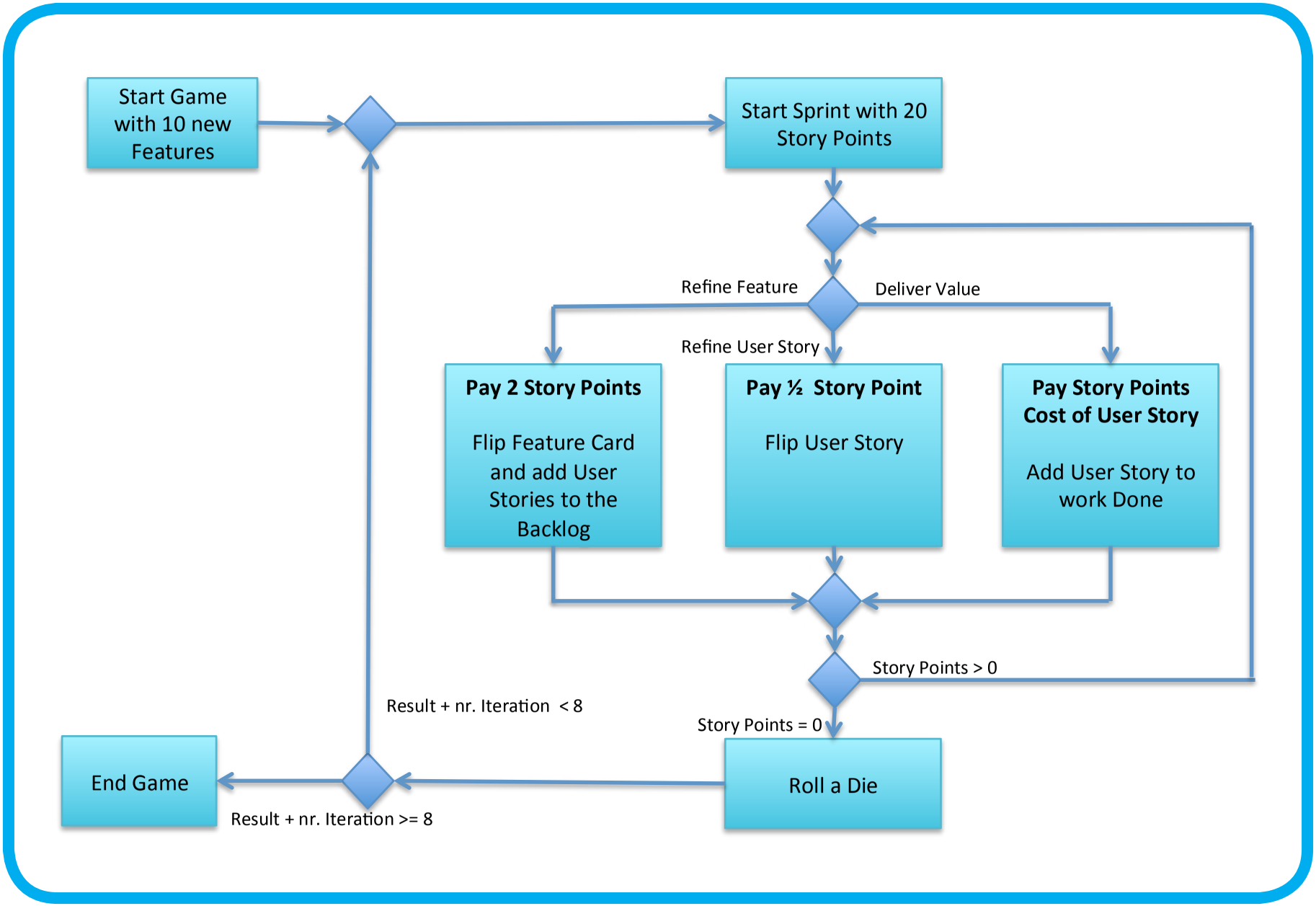
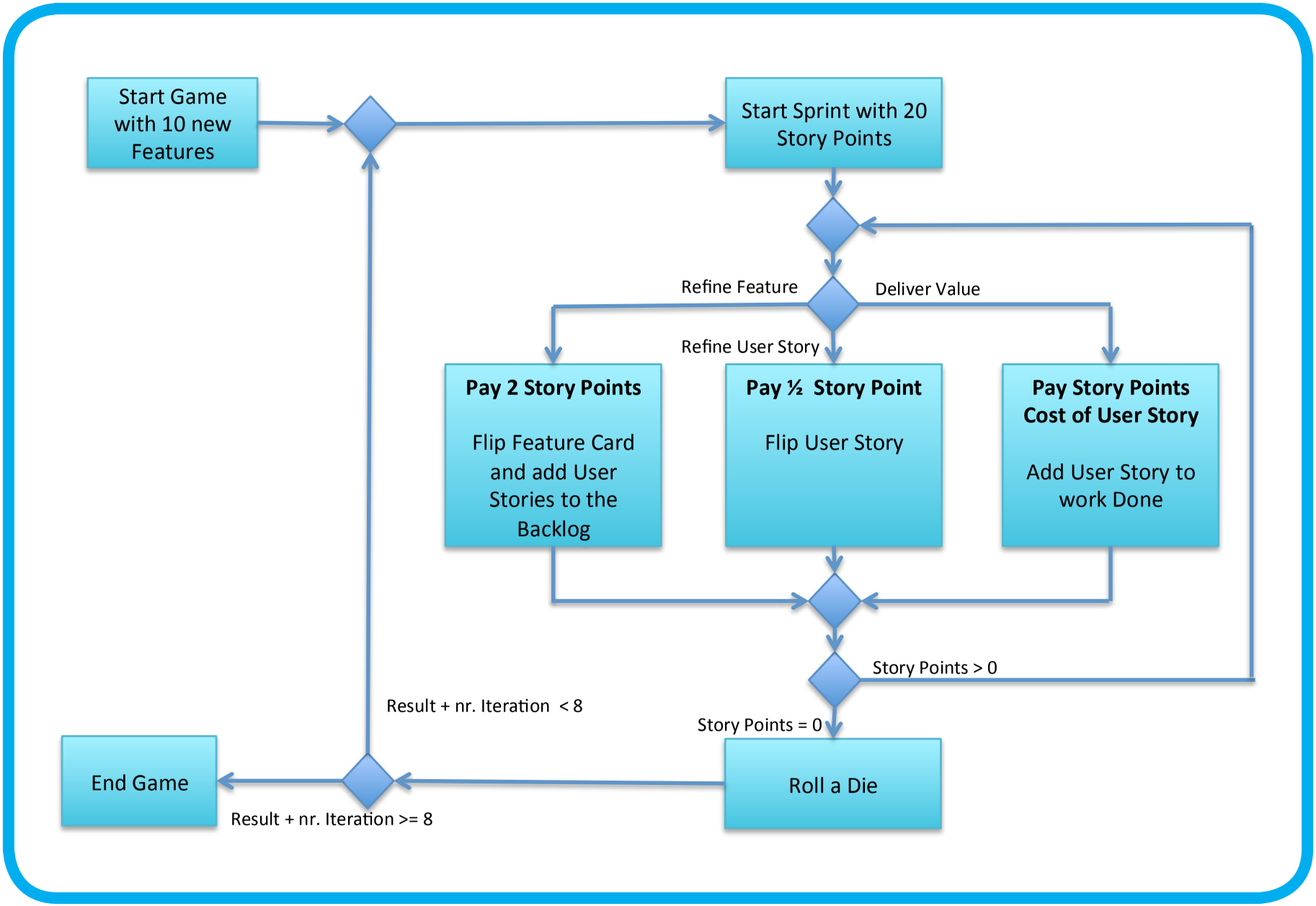

Start Game with 10 new Features
Start Sprint with 20 Story Points
Refine Feature
Deliver Value
Refine User Story
Pay 2 Story Points
Flip Feature Card and add User Stories to the Backlog
Pay ½ Story Point
Flip User Story
Pay Story Points Cost of User Story
Add User Story to work Done
Story Points > 0
Story Points = 0
Result + nr. Iteration < 8
Result + nr. Iteration >= 8
End Game
Roll a Die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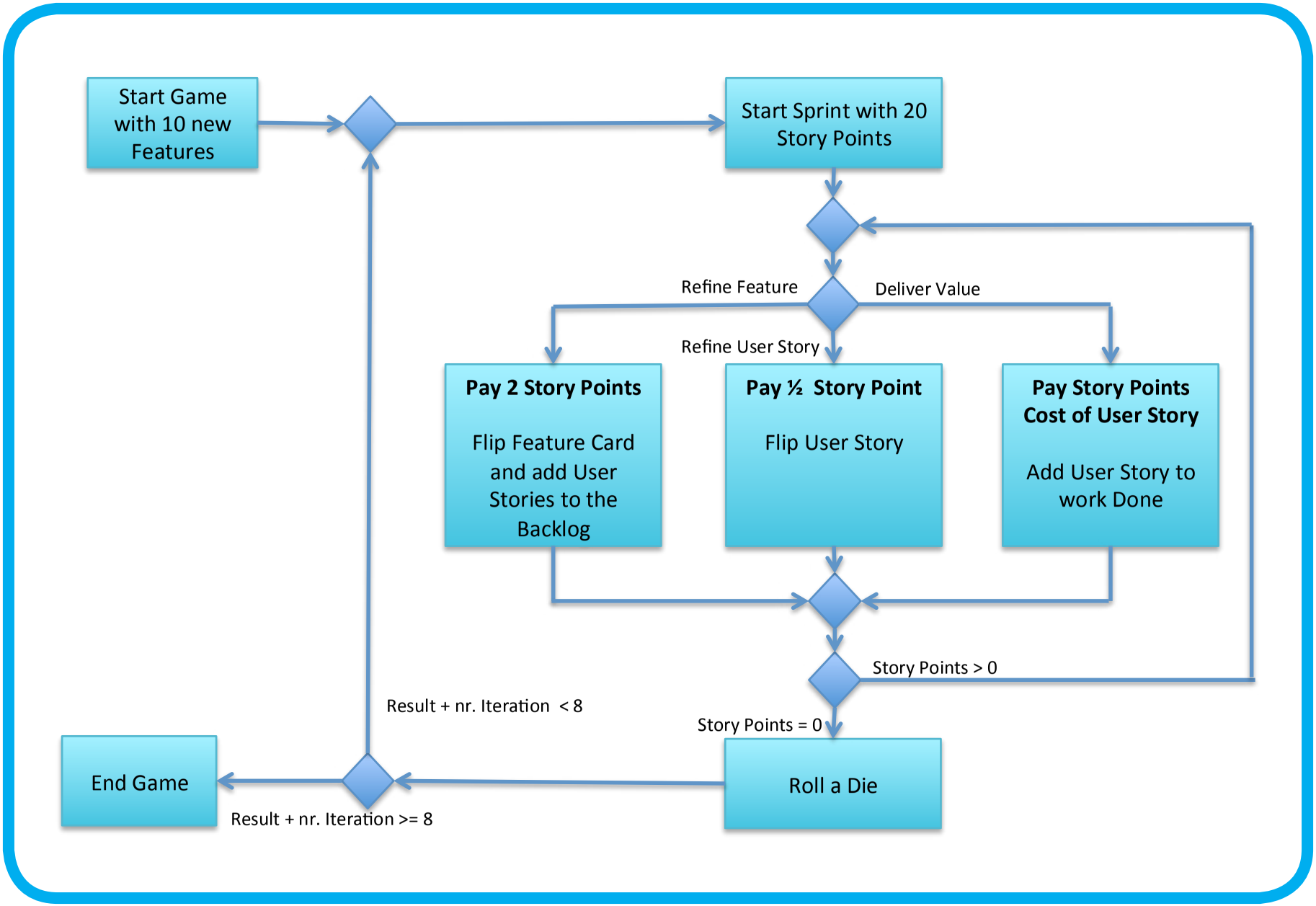
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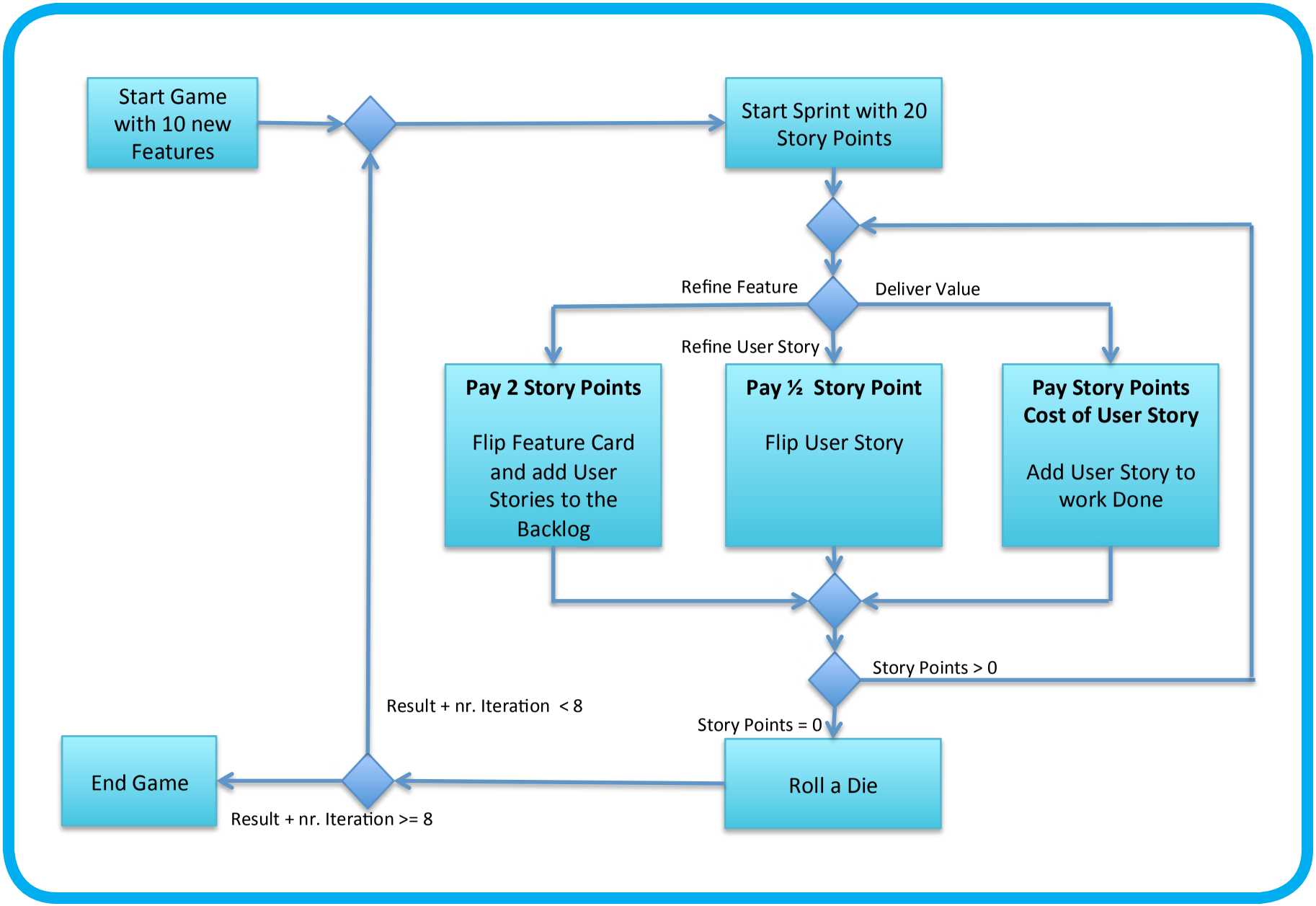
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