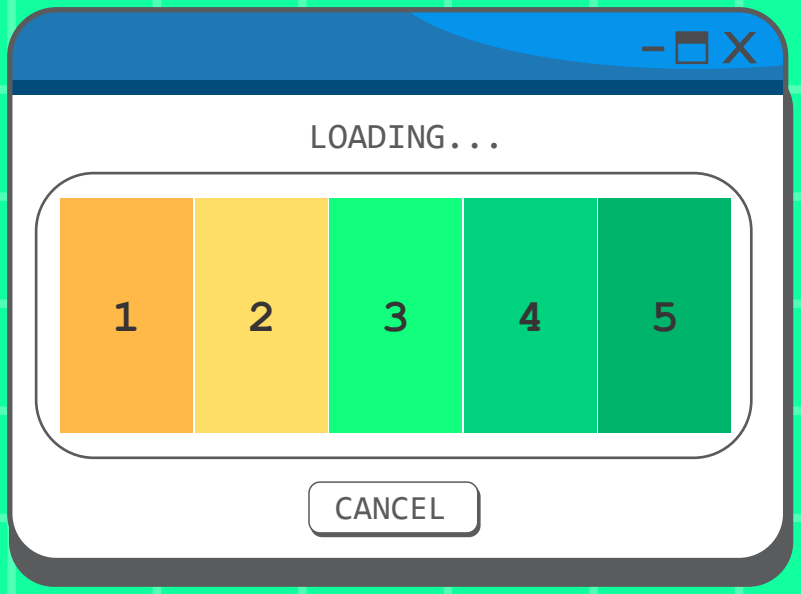
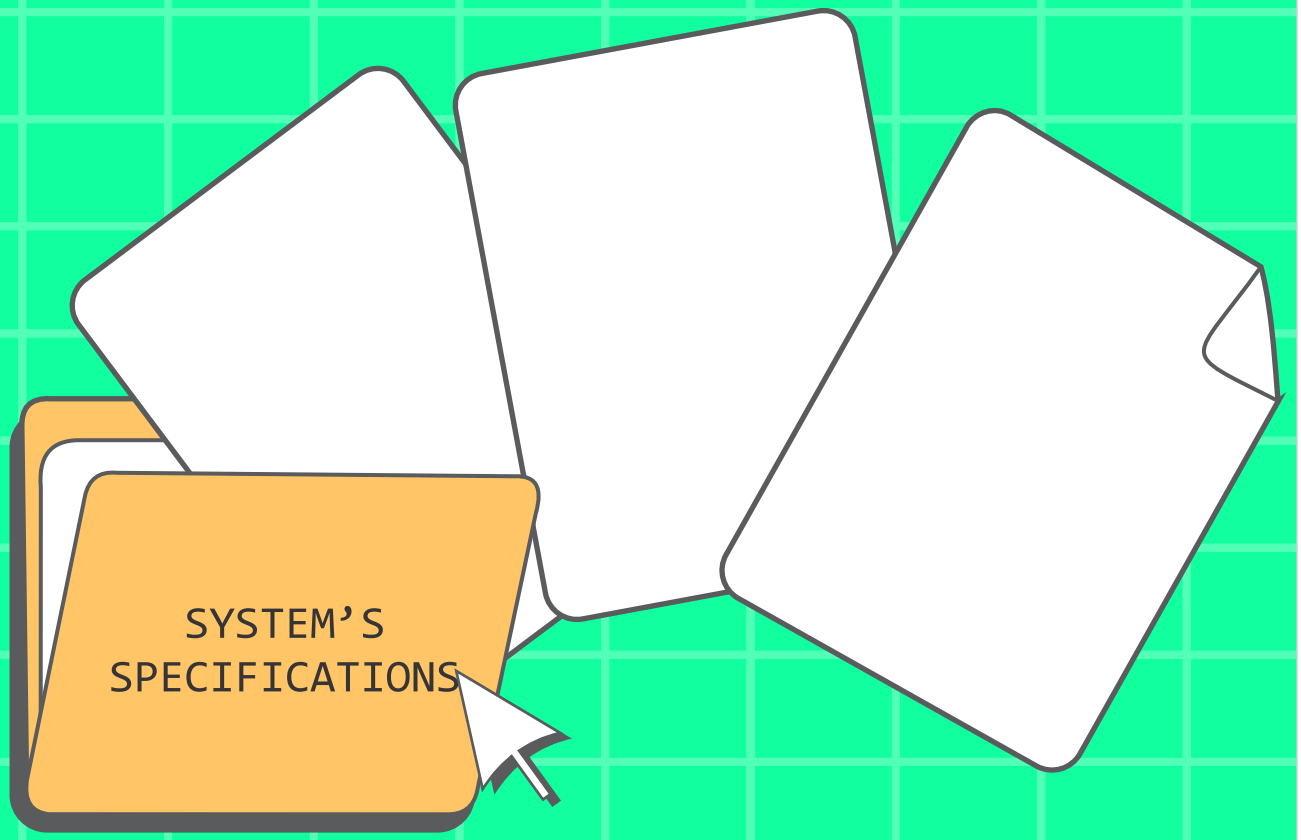
<system overload>





TASK 1

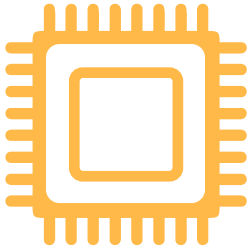
TASK 2

TASK 3

TASK 4

TASK 5

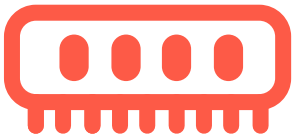
CPU.png



CPU

You are the computer's brain.

RAM.png



RAM

A good memory brings agility.

NETWORK.png

NETWORK

You allow there to be a connection.

STORAGE.png

STORAGE

The more space, the better.

SPE_01.txt

Limited storage capacity: when receiving storage resources, you always receive one fewer token than the amount indicated on the resource card.

SPE_02.txt

Cutting-edge technology: The CPU receives one additional token than the amount indicated on the resource card.

SPE_03.txt

Automatic backup: This card can be used only once. If there is an overload in the system, revert to the previous turn, discard the used task cards, and play again.

SPE_04.txt

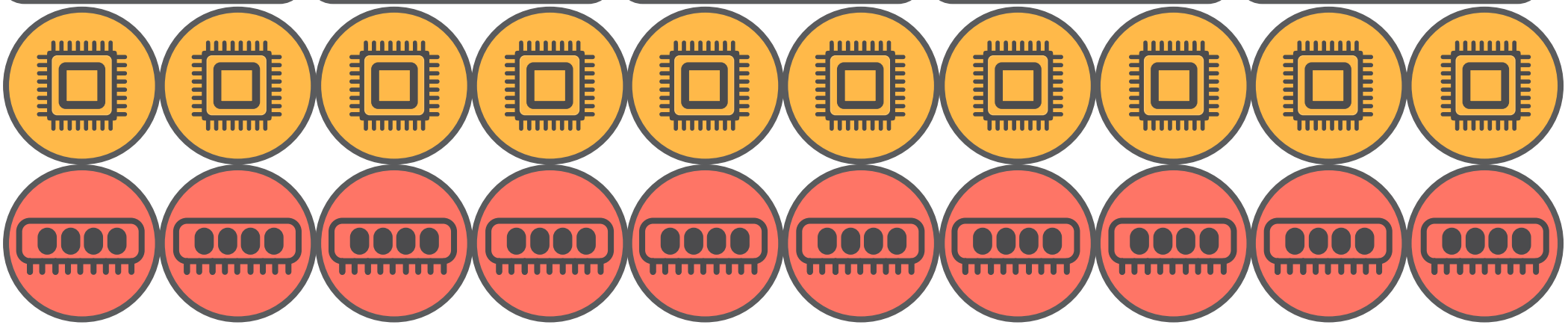
Excellent connection: When receiving network resources, you always receive one additional token than the amount indicated on the resource card.

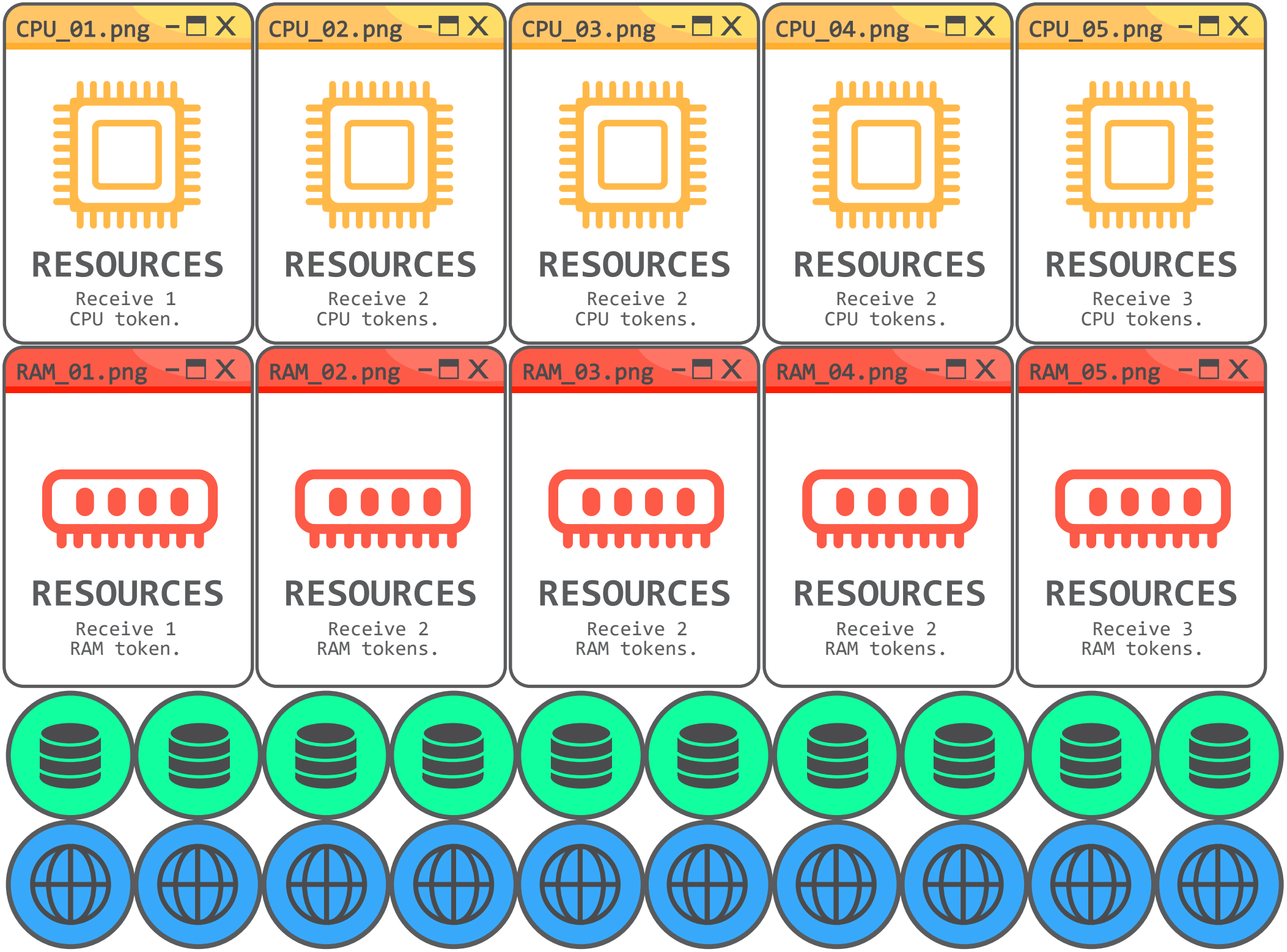
SPE_05.txt

Good memory: The memory player starts the game with 3 resource tokens.

SPE_06.txt

Obsolete system: When receiving resources, all players receive one fewer token than the amount indicated on the resource card.




CPU_01.png
RESOURCES
Receive 1
CPU token.
CPU_02.png
RESOURCES
Receive 2
CPU tokens.
CPU_03.png
RESOURCES
Receive 2
CPU tokens.
CPU_04.png
RESOURCES
Receive 2
CPU tokens.
CPU_05.png
RESOURCES
Receive 3
CPU tokens.
RAM_01.png
RESOURCES
Receive 1
RAM token.
RAM_02.png
RESOURCES
Receive 2
RAM tokens.
RAM_03.png
RESOURCES
Receive 2
RAM tokens.
RAM_04.png
RESOURCES
Receive 2
RAM tokens.
RAM_05.png
RESOURCES
Receive 3
RAM tokens.

NET_01.png

RESOURCES

Receive 1
network token.

NET_02.png

RESOURCES

Receive 2
network tokens.

NET_03.png

RESOURCES

Receive 2
network tokens.

NET_04.png

RESOURCES

Receive 2
network tokens.

NET_05.png

RESOURCES

Receive 3
network tokens.

STO_01.png

RESOURCES

Receive 1
storage token.

STO_02.png

RESOURCES

Receive 2
storage tokens.

STO_03.png

RESOURCES

Receive 2
storage tokens.

STO_04.png

RESOURCES

Receive 2
storage tokens.

STO_05.png

RESOURCES

Receive 3
storage tokens.

EMAIL.exe

E-MAIL APPLICATION

Requires 1 CPU,
1 RAM, 1 network

NAV.exe

BROWSER APPLICATION

Requires 1 CPU,
2 RAM, 2 network

GAME.exe

GAME APPLICATION

Requires 2 CPU,
3 RAM,
1 storage

EDITOR.exe

IMAGE EDITION APPLICATION

Requires 3 CPU,
2 RAM,
2 storage

STREAM.exe

VIDEO STREAMING APPLICATION

Requires 1 CPU,
1 RAM, 3 network

STREAM.exe

AUDIO STREAMING APPLICATION

Requires 1 CPU,
1 RAM, 1 network

UPDATE.exe

UPDATE PROCESS

Requires 2 CPU,
1 RAM,
2 storage

PROCESS.exe

DISK CLEAN UP PROCESS

Requires 1 CPU,
2 RAM,
2 storage

SYNC.exe

SYNCHRONIZATION PROCESS

Requires 2 CPU,
2 RAM, 2 network

BACKUP.exe

BACKUP PROCESS

Requires 1 CPU,
2 RAM,
3 storage

DISC.exe

DISK WRITING

Requires 1 CPU,
2 RAM,
1 storage

NETWORK.exe

NETWORK READ

Requires 1 CPU,
2 RAM, 2 network

UPDATE.exe

SOFTWARE UPDATE

Requires 1 CPU,
2 RAM, 2 network

MONITOR.exe

NETWORK MONITORING

Requires 1 CPU,
1 RAM, 2 network

SECURITY.exe

SECURITY VERIFICATION

Requires 1 CPU,
1 RAM, 1 network

<system overload> Instrucciones

El juego **System Overload** simula el comportamiento de un sistema operativo. Es un juego colaborativo en el que los jugadores pierden si hay una sobrecarga en el sistema y ganan si logran pasar 5 turnos sin causar una sobrecarga. Cada jugador asume un rol: CPU, RAM, Almacenamiento o Red.

El juego incluye: un tablero, 4 cartas de jugador, 6 cartas de especificaciones, 15 cartas de tarea, 20 cartas de recurso y 41 fichas (10 para cada rol de jugador y una para marcar el turno en el tablero).

Cómo jugar:

1. Cada jugador selecciona un rol y recibe la carta correspondiente.
2. Baraja las cartas de tarea y de recurso, creando montones separados para cada una.
3. Baraja y coloca las 3 cartas de especificaciones del sistema en el tablero.

Para cada turno:

1. Cada jugador roba una carta de recurso.
2. Los jugadores reciben fichas correspondientes a los recursos obtenidos.
3. Coloca la carta de tarea para el turno actual en el tablero.
4. Coloca los recursos requeridos sobre la carta de tarea.
5. Si no hay suficientes recursos, el sistema se sobrecarga y el juego termina.
6. Si los recursos son suficientes, marca el turno como exitoso y pasa al siguiente turno. Si se completan 5 turnos sin sobrecarga, los jugadores ganan el juego.

<system overload> Instructions

The game **System Overload** simulates the behavior of an operating system. It is a collaborative game where players lose if there is an overload in the system and win if they pass 5 turns without causing an overload. Each player takes on a role: CPU, RAM, Storage, or Network.

The game includes: A game board, 4 player cards, 6 specification cards, 15 task cards, 20 resource cards, and 41 tokens (10 for each player role and one for tracking the turn on the board).

How to play:

1. Each player selects a role and receives the corresponding card.
2. Shuffle the task and resource cards, creating separate piles for each.
3. Shuffle and place the 3 system specification cards on the board.

For each turn:

1. Each player draws a resource card.
2. Players receive tokens corresponding to the resources obtained.
3. Place the task card for the current turn on the board.
4. Place the required resources on top of the task card.
5. If there are not enough resources, the system overloads and the game ends.
6. If resources are sufficient, mark the turn as successful and proceed to the next turn. If 5 turns are completed without overload, the players win the game.