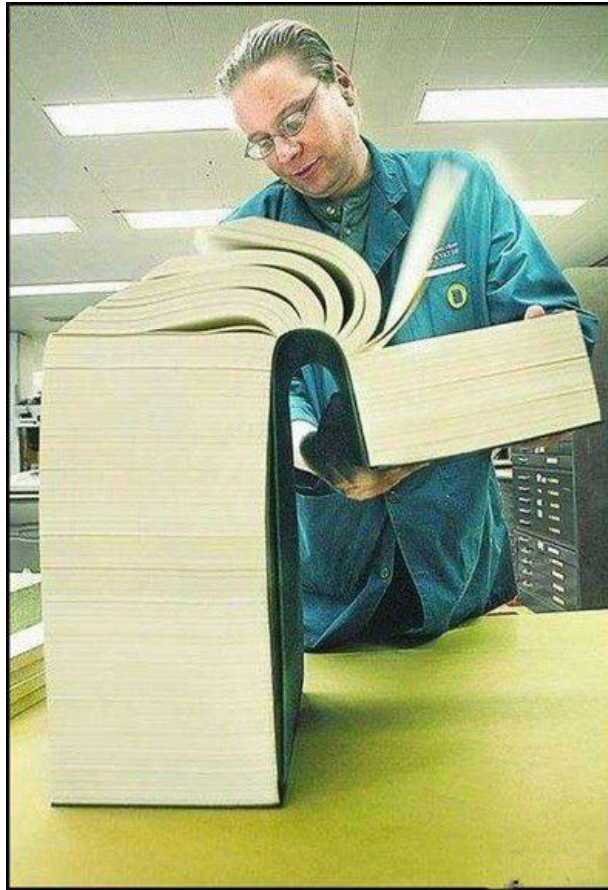


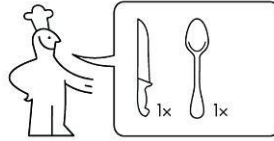
An aerial photograph of the New York City skyline at sunset. The sky is a mix of blue and orange, with clouds catching the low light. The city below is a dense collection of skyscrapers, with the Empire State Building prominently visible in the center. The water of the harbor is visible in the distance.

Promoting Technical Writing: What to Talk about and How

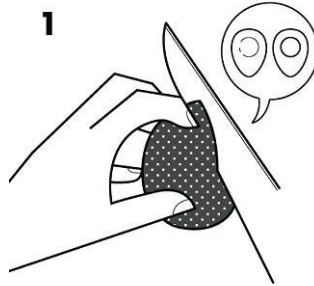
Milan Navrátil
Senior Technical Writer
Oracle NetSuite



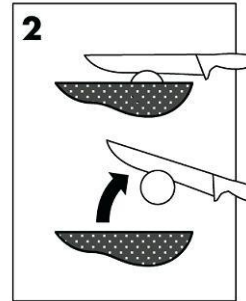
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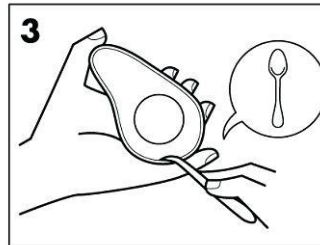
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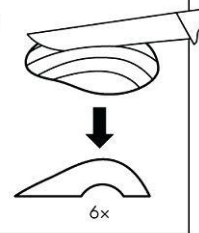
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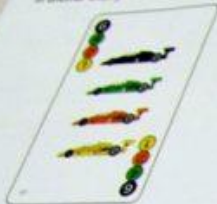
BON APPETIT!



2

3

In another example, Sam plays card #17.



moves the black car six spaces; next he moves the orange car four spaces; then he moves the green car two spaces; and, finally, he moves the yellow car one space. The cars must be moved in the order listed from top to bottom.

Some cards have a white car on them, which allows the player to choose which color car to move; however, restrictions on which color car can be moved as the white car:

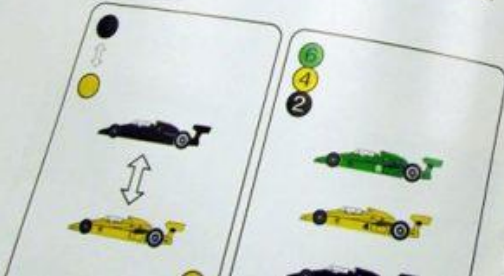
1. The white car can move the full number of spaces indicated on the card, even if that would move the car beyond the finish line, provided the car has not yet completed the race.

2. The white car can appear elsewhere on the track.

spaces; next he would move the black car four spaces; then he chooses to move either the red car, blue car, or green car two spaces; and, finally, he would move the yellow car one space.



The switch cards cause the two colors shown on the card to be switched until the end of the player's next turn. For example, Peg plays card #47 that switches black and yellow. Until the end of Peg's next turn, any time the black car appears on a movement card, the yellow car is moved; any time the yellow car appears on a movement card, the black car is moved. The two colors need not both appear on a movement card for the color switch to take effect. For example, card #7 normally moves green six spaces, yellow four spaces, and black two spaces. When this switch is in effect, it still moves green six spaces, but moves black four spaces and yellow two spaces.



RUNNING THE RACE

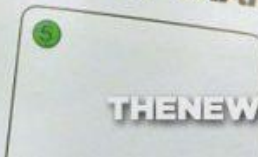
The player who owns the car in the #1 position plays the first card. Play then continues clockwise around the table until all cars have finished the race or all cards have been played, whichever occurs first. The following rules govern the playing of cards:

- A player must play a card every turn, even after all his cars have crossed the finish line. If a player feels he has no playable card, he must reveal his cards to evidence that fact. If a playable card is found, it must be played; otherwise, play proceeds to the left.
- Cards are played face-up in a discard pile in the center of the game board.
- The player playing the card moves each of the cars shown on the card the number of spaces indicated. The cars are moved in the order they appear on the card (top to bottom). Each car must be moved the full number of spaces, if possible. The owner of a car can suggest, but may not dictate how to move his car.
- When using the white car to move a car, that car must be able to move the full amount. If that is not possible with the selected car, another car must be chosen or the player must play another card.
- All cars must move forward one space at a time, either diagonally from lane to lane or straight ahead. Cars cannot be moved sideways, backwards or over other cars. Two cars may not occupy the same space, nor may a car move through a space occupied by another car.



Chris plays spaces the beyond it

MOVEMENT EXAMPLES



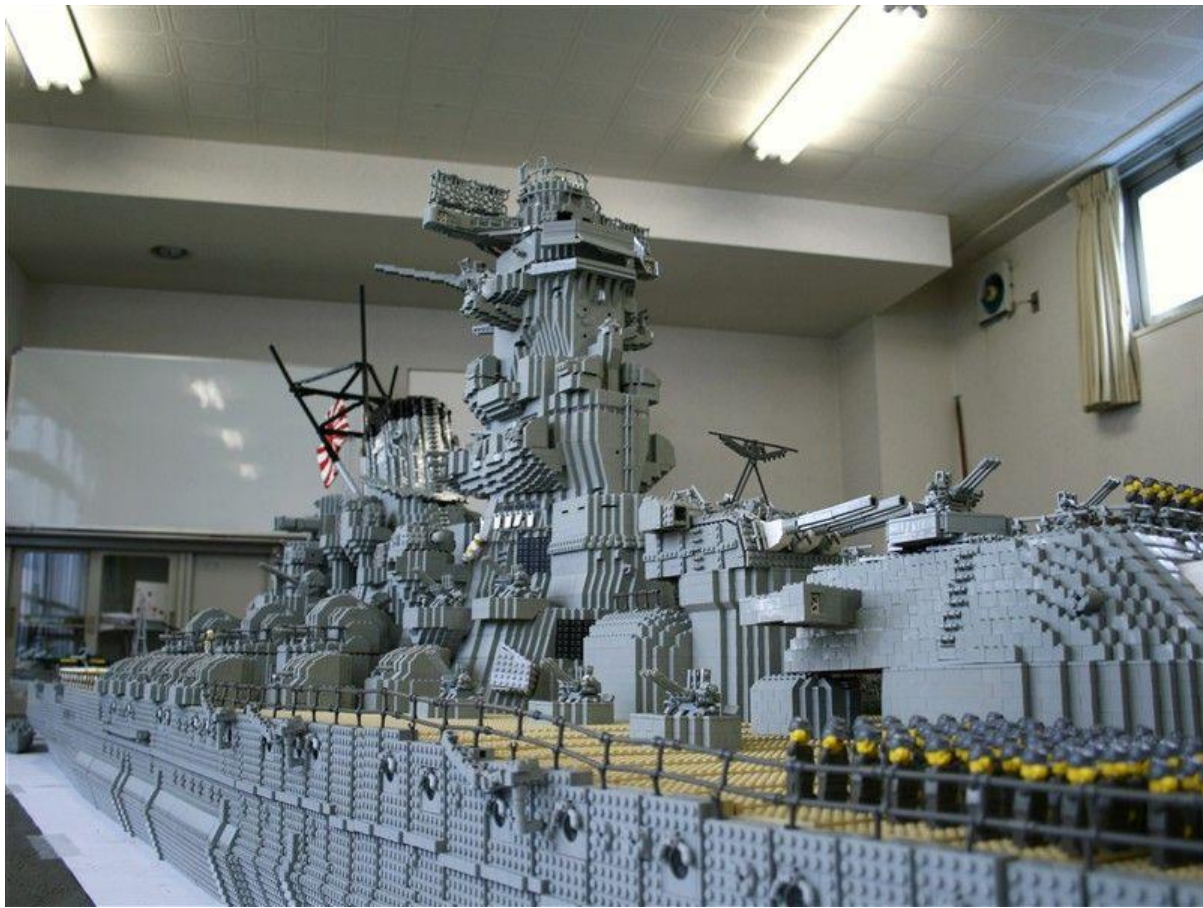
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2.

OK

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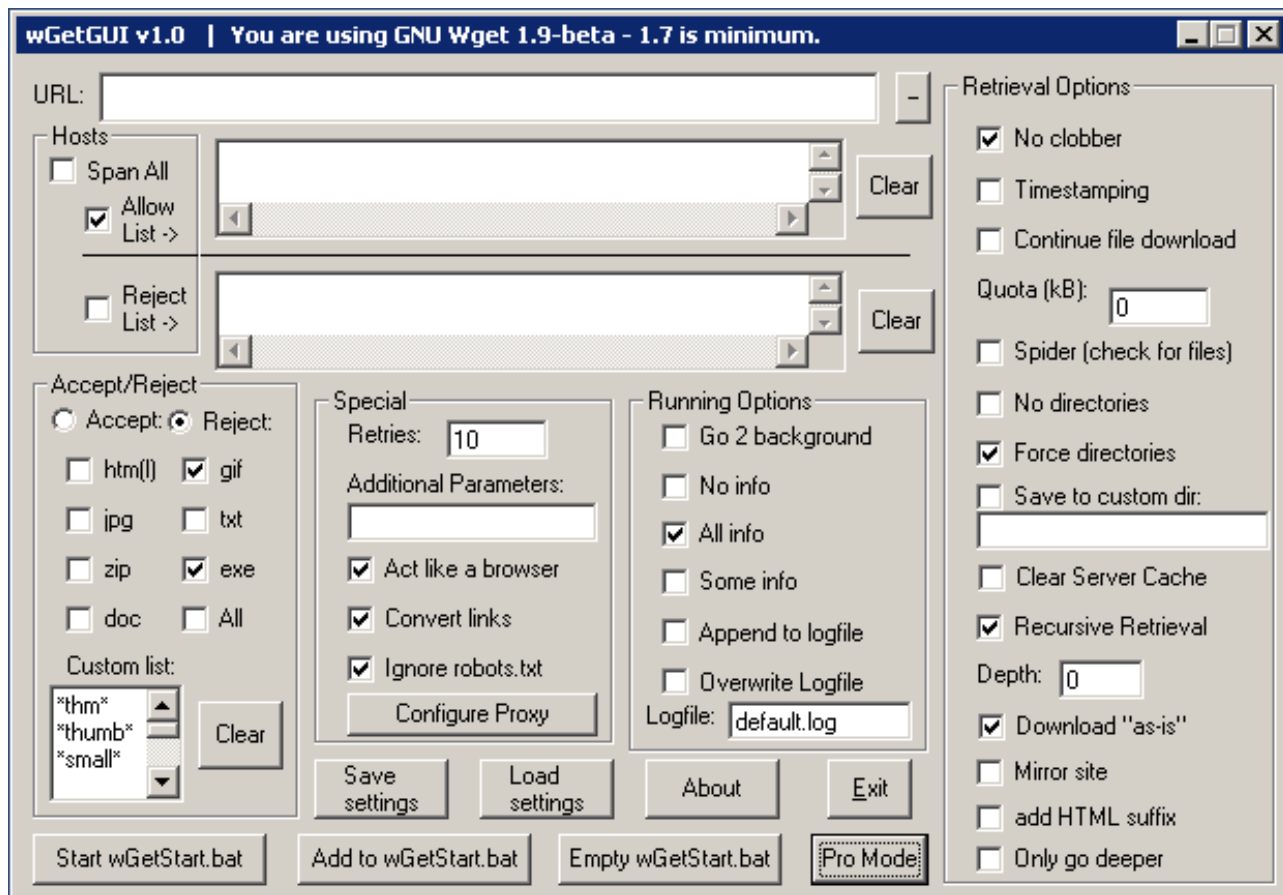




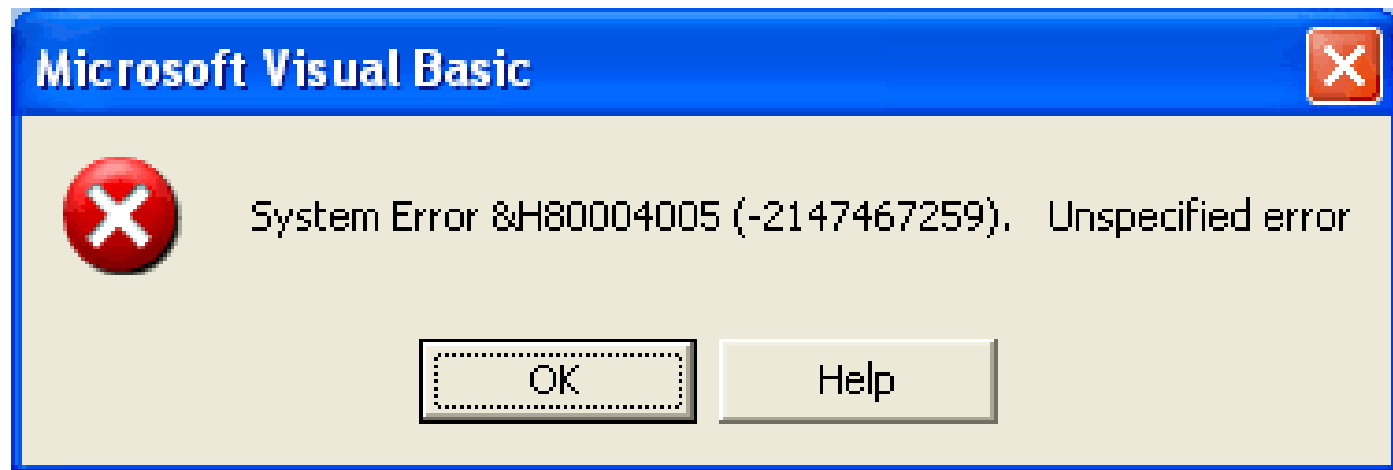
















The more docs the better?

Focus on the feature
or
focus on the task?

We don't read documentation.

We use documentation.



Discussion

Thank you!