

<div>PROBLEM</div> <p>Your workstation broke down... and so work has to be done again!</p> <p>You lose 2 📄.</p>	<div>DAILY</div> <p>The coffee machine you brought to the office for your team is very useful!</p> <p>Your team earns 1 📄 per member.</p>	<div>REVIEW</div> <p>Users have found a blocking bug during the presentation of the increment!</p> <p>The team cumulates 5 🐛.</p>
<div>PROBLEM</div> <p>Oops, you broke the build!</p> <p>Your team loses 1 📄 per member.</p>	<div>DAILY</div> <p>Your efforts in TDD are finally paying off!</p> <p>You are immunized against all problems of failing tests in the game from now on.</p>	<div>REVIEW</div> <p>Users appreciate your work at its true value and a well thought addition.</p> <p>The team removes 3 📄 from a User Story for the next Sprint.</p>
<div>PROBLEM</div> <p>A test is extemporaneously failing and requires some investigation.</p> <p>You lose 2 📄.</p>	<div>DAILY</div> <p>Would you like to help a colleague with a difficult task?</p> <p>If so, skip your next turn while earning 3 📄 and sparing 1 🐛.</p>	<div>REVIEW</div> <p>"You sure have a great artistic talent. This new logo is beautiful with the product name written in Comic Sans! Well done!"</p> <p>- A satisfied user</p>
<div>PROBLEM</div> <p>A test is extemporaneously failing and requires some investigation.</p> <p>You lose 2 📄.</p>	<div>DAILY</div> <p>"How many 📄 did we achieve yesterday?"</p> <p>Remember, the Daily Scrum informs the team about the completed activities since the last meeting.</p>	<div>REVIEW</div> <p>Users have found a major bug in the increment during the Review!</p> <p>The team cumulates 4 🐛.</p>
<div>PROBLEM</div> <p>A significant test erratically and repeatedly fails. You must investigate and fix it.</p> <p>You lose 3 📄 and cumulate 1 🐛.</p>	<div>DAILY</div> <p>"Remember to keep your stock of sticky notes up for your Scrum board!"</p> <p>Yes, it's running out fast!</p>	<div>REVIEW</div> <p>The customer sends a business expert to assist you during the next Sprint!</p> <p>The team spares 2 🐛 and removes 5 📄 from a User Story for the next Sprint.</p>
<div>PROBLEM</div> <p>A critical test fails for no apparent reason. A meticulous inspection is required.</p> <p>You lose 4 📄 and cumulate 2 🐛.</p>	<div>DAILY</div> <p>Only one impediment is discussed at the Daily Scrum today.</p> <p>Cross your fingers and pick a Problem card.</p>	<div>REVIEW</div> <p>Users have detected a minor bug while testing the increment at the Review!</p> <p>The team cumulates 2 🐛.</p>



REVIEW



DAILY



PROBLEM



REVIEW



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REVIEW



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PROBLEM

PROBLEM

A minor bug is reported by one of the users. Nothing too serious but still, it is a bug!

You cumulate 2 🐛 .

DAILY

An involved user has approached the Product Owner for an individual product review.

Pick a Review card.

REVIEW

Users have detected a minor bug while testing the increment at the Review!

The team cumulates 2 🐛 .

PROBLEM

In your inbox today, a bug report! Snap!

You cumulate 3 🐛 .

DAILY

Today's Daily Scrum was fast and clear! Needless to make it last 15 minutes.

This saved time makes your team earn 1 📄 .

REVIEW

Users appreciate your work at its true value and a well thought addition.

The team removes 3 📄 from a User Story for the next Sprint.

PROBLEM

"Technical debt is like baldness. It settles very quickly."

You cumulate 20% more 🐛 !
Caution!

DAILY

You advanced faster than expected, today. Choose your progress.

Earn as many 📄 as the result of a dice roll or spare 2 🐛 .

REVIEW

One of the users was absent to the Review. His feedbacks were expected and you will have to deal with it later.

Add 10 📄 to a User Story for the next Sprint.

PROBLEM

"More code, more problems. More problems, less functionality. Wait a second..."

You cumulate 20% more 🐛 !
Caution!

DAILY

You finished your work early today. Choose an initiative.

Earn 3 📄 or spare 1 🐛 .

REVIEW

Users have found a major bug in the increment during the Review!

The team cumulates 4 🐛 .

PROBLEM

What does look like a bug, but is more annoying than a bug? Yes, a very big bug.

You cumulate 4 🐛 .

DAILY

" Do we have some technical debt to pay? Who can deal with it and when?"

Remember to keep an eye on the indicator!

REVIEW

The invited users to the Review are very active!

Pick 3 other Review cards.

PROBLEM

Automated unit tests no longer work. You should definitely check this out and solve the problem.

You lose 5 📄 .

DAILY

" Will we achieve the Sprint goal?"

A valuable question for your Daily Scrums, approaching the Review.

REVIEW

A bug inadvertently appeared during the Review. Beware of the demo effect!

The team cumulates 3 🐛 .



REVIEW



DAILY



PROBLEM



REVIEW



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REVIEW



DAILY



PROBLEM

<div>PROBLEM</div> <p>All your BDD tests curiously fail. Solving this issue becomes a priority.</p> <p>You lose 3 📄.</p>	<div>DAILY</div> <p>"How many 📄 could we complete today?"</p>	<div>REVIEW</div> <p>Users have detected a minor bug while testing the increment at the Review!</p> <p>The team cumulates 2 🐛.</p>
<div>PROBLEM</div> <p>After several discussions with the team, you feel the need to clarify the definition of Done!</p> <p>You cumulate 2 🐛.</p>	<div>DAILY</div> <p>How many roles are there in a Scrum team?</p> <p>Earn as many 📄 as roles. Do not cheat: validate the answer with the help of the Scrum Master.</p>	<div>REVIEW</div> <p>"What will happen if I click this big red button?"</p> <p>- A very curious user</p>
<div>PROBLEM</div> <p>New standards require the revision of the definition of Done... and some unexpected work!</p> <p>You cumulate 5 🐛.</p>	<div>DAILY</div> <p>Do you want to install a continuous integration server?</p> <p>If so, skip 4 turns. Then each member will earn 1 more 📄 per dice roll.</p>	<div>REVIEW</div> <p>"This product is sooo sexy!"</p> <p>- A happy user</p>
<div>PROBLEM</div> <p>New major standards deeply impact your work being done so far!</p> <p>You cumulate 10 🐛.</p>	<div>DAILY</div> <p>Take a minute to list some criterias fitting a definition of Done.</p> <p>Spare as many 🐛 as given criterias. Do not cheat: ask the Scrum Master to count.</p>	<div>REVIEW</div> <p>Users informed you about a cosmetic bug during the Review.</p> <p>The team cumulates 1 🐛.</p>
<div>PROBLEM</div> <p>Oh, someone did not write the unit tests for a new class!</p> <p>You cumulate 2 🐛.</p>	<div>DAILY</div> <p>The Scrum Master has set up a wide board to view and manage your sticky notes.</p> <p>The team wins 2 📄.</p>	<div>REVIEW</div> <p>Users informed you about a cosmetic bug during the Review.</p> <p>The team cumulates 1 🐛.</p>
<div>PROBLEM</div> <p>Automated unit tests no longer work. You should definitely check this out and solve the problem.</p> <p>You lose 5 📄.</p>	<div>DAILY</div> <p>The team has decided to create and maintain a Burndown chart.</p> <p>You spare 2 🐛.</p>	<div>REVIEW</div> <p>"Excuse me. Do you know where the review is taking place exactly?"</p> <p>- A roaming user</p>



REVIEW



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PROBLEM

PROBLEM

You notice the absence of critical tests. Do you want to write them?

If so, choose to lose 10 📄.
Otherwise cumulate 5 🍷.

DAILY

You are pair programming today.

The next encountered effect from a Problem card will be ignored or positive one from a Daily will be doubled!

REVIEW

The team presents a BDD tests report during the Review. The users are delighted.

The team spares 4 🍷.

PROBLEM

You notice the absence of some tests. Do you want to write them?

If so, choose to lose 8 📄.
Otherwise cumulate 4 🍷.

DAILY

You are pair programming today.

The next encountered effect from a Problem card will be ignored or positive one from a Daily will be doubled!

REVIEW

You show some indicators about the functional code coverage at the Review.

The team spares 2 🍷.

PROBLEM

You notice some awful code redundancies. Do you want to refactor?

If so, choose to lose 5 📄.
Otherwise cumulate 3 🍷.

DAILY

Who must necessarily be present at the Daily Scrums?

Check your answer with the help of the Scrum Master and spare 3 🍷.

REVIEW

The quality of this increment is quite poor.

The team cumulates as many 🍷 as the Product Owner's die roll.

PROBLEM

A badly `rm -f` executed command causes the loss of your work... without any backup!

You lose 5 📄.

DAILY

The team decides to schedule all meetings at the same place and hour. It is very effective!

Earn 5 📄 to distribute, each new Sprint.

REVIEW

The users have some trouble to understand the product documentation and require a quick training.

The team cumulates 3 🍷.

PROBLEM

Unplanned minor technical tasks are identified. They are essential.

You lose 2 📄.

DAILY

This Daily Scrum consisted of long technical discussions, engaging the team more than 15 minutes.

You spare 2 🍷 but also lose 6 📄.

REVIEW

Users informed you about a cosmetic bug during the Review.

The team cumulates 1 🍷.

PROBLEM

Unplanned minor technical tasks are identified. They are essential.

You lose 2 📄.

DAILY

The Daily Scrum prevented just in time two of your teammates to do the same job in double.

You spare 1 🍷 and earn 3 📄.

REVIEW

The users provided you with some valuable tips on their business for the next Sprint.

The team spares 5 🍷.



REVIEW



DAILY



PROBLEM



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PROBLEM



REVIEW



DAILY



PROBLEM

PROBLEM

You spotted a bug. After five attempts to reproduce it, you had no success to do so...

This misadventure makes you lose 1 🟡.

DAILY

This Daily Scrum consisted of long technical discussions, engaging the team more than 15 minutes.

You spare 2 🍷 but also lose 6 🟡.

REVIEW

"This new feature is absolutely brilliant! Nice job!"

- A surprised user

PROBLEM

Your code should be commented and documented. Do you want to take care of this?

If so, choose to lose 4 🟡. Otherwise cumulate 2 🍷.

DAILY

The Daily Scrum prevented just in time two of your teammates to do the same job in double.

You spare 1 🍷 and earn 3 🟡.

REVIEW

The users made many remarks during this Review.

The team spares as many 🍷 as the Product Owner's dice roll.

PROBLEM

You notice a few code redundancies. Do you want to refactor?

If so, choose to lose 3 🟡. Otherwise cumulate 1 🍷.

DAILY

The team re-evaluated its way to the Sprint goal and informed the Product Owner.

This action makes you spare 2 🍷.

REVIEW

The users made many remarks during this Review.

The team spares as many 🍷 as the Product Owner's dice roll.

PROBLEM

You spotted a bug. After five attempts to reproduce it, you had no success to do so...

This misadventure makes you lose 1 🟡.

DAILY

The next steps were effectively planned at this Daily Scrum.

You earn 3 🟡.

REVIEW

The users have some trouble to understand the product documentation and require a quick training.

The team cumulates 3 🍷.

PROBLEM

New technical tasks are required to complete a User Story.

You lose 4 🟡.

DAILY

Sticky notes strangely disappeared since the last Daily Scrum, leaving no trace...

You lose 1 🟡.

REVIEW

Users informed you about a cosmetic bug during the Review.

The team cumulates 1 🍷.

PROBLEM

New technical tasks are required to complete a User Story.

You lose 4 🟡.

DAILY

Sticky notes strangely disappeared since the last Daily Scrum, leaving no trace...

You lose 1 🟡.

REVIEW

During the review, the team realizes that some planned work has actually already been done!

The team earns 5 🟡 for the next Sprint.



REVIEW



DAILY



PROBLEM



REVIEW



DAILY



PROBLEM



REVIEW



DAILY



PROBLEM



REVIEW



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PROBLEM



REVIEW



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PROBLEM



REVIEW



DAILY



PROBLEM

<div>PROBLEM</div> <p>You spilled your coffee on the desk. Does anyone have a towel?</p> <p>You lose 1 📄.</p>	<div>DAILY</div> <p>Would you like to take part to a 5-day Scrum Developer training?</p> <p>If so, skip 5 turns then earn 2 more 📄 each dice roll.</p> <div>PERMANENT</div>	<div>REVIEW</div> <p>The users made many remarks during this Review.</p> <p>The team spares as many 🐛 as the Product Owner's dice roll.</p>
<div>PROBLEM</div> <p>You spilled tea on your keyboard... Oops!</p> <p>You lose 2 📄.</p>	<div>DAILY</div> <p>The Product Owner will consolidate its expertise by participating to a training.</p> <p>Each User Stories now costs 3 📄 less.</p> <div>PERMANENT</div>	<div>REVIEW</div> <p>Users informed you about a cosmetic bug during the Review.</p> <p>The team cumulates 1 🐛.</p>
<div>PROBLEM</div> <p>You notice a few code redundancies. Do you want to refactor?</p> <p>If so, choose to lose 3 📄. Otherwise cumulate 1 🐛.</p>	<div>DAILY</div> <p>You have a lot of information to deal with today.</p> <p>Pick 3 other Daily cards.</p>	<div>REVIEW</div> <p>Users informed you about a cosmetic bug during the Review.</p> <p>The team cumulates 1 🐛.</p>
<div>PROBLEM</div> <p>Your code should be commented and documented. Do you want to take care of this?</p> <p>If so, choose to lose 4 📄. Otherwise cumulate 2 🐛.</p>	<div>DAILY</div> <p>You decide to update your Scrum board meticulously.</p> <p>You spare 2 🐛.</p>	<div>REVIEW</div> <p>Users have found a major bug in the increment during the Review!</p> <p>The team cumulates 4 🐛.</p>
<div>PROBLEM</div> <p>A user told you about some bug, but without detail. You need to contact him.</p> <p>This activity makes you lose 1 📄.</p>	<div>DAILY</div> <p>One of your teammates is absent today due to health reasons. Get well soon!</p> <p>A player has to skip his/her turn.</p>	<div>REVIEW</div> <p>Users have detected a minor bug while testing the increment at the Review!</p> <p>The team cumulates 2 🐛.</p>
<div>PROBLEM</div> <p>A user told you about some bug, but without detail. You need to contact her.</p> <p>This activity makes you lose 1 📄.</p>	<div>DAILY</div> <p>A member of the team arrived late. The alarm clock's fault!</p> <p>You lose 2 📄.</p>	<div>REVIEW</div> <p>A bug inadvertently appeared during the Review. Beware of the demo effect!</p> <p>The team cumulates 3 🐛.</p>



REVIEW



DAILY



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PROBLEM

PROBLEM

Your late stress tests failed.

You cumulate 4 🍷 .

DAILY

What are the three usual questions for the development team at the Daily Scrum?

Give your answer to the Scrum Master. If you are wrong, cumulate 5 🍷 .

REVIEW

One of the users was absent to the Review. His feedbacks were expected and you will have to deal with it later.

Add 10 📄 amongst User Stories for the next Sprint.

PROBLEM

You somewhat neglected the definition of Done recently!

Roll the die and cumulate as many 🍷 .

DAILY

How many weeks maximum does a Sprint last according to Scrum?

Give your answer to the Scrum Master. If you are right, spare as many 🍷 .

REVIEW

After the increment's inspection, discussing with users allowed you to clarify their needs.

The team spares 5 🍷 .

PROBLEM

A colleague is asking for a little help today. You decide to assist him not to create unnecessary debt.

You lose 1 📄.

DAILY

A disaster is foreseen for tomorrow. A strike, a storm or a zombie invasion. Nobody knows.

Everyone skips a turn!

REVIEW

After the increment's inspection, discussing with users allowed you to clarify their needs.

The team spares 5 🍷 .

PROBLEM

A colleague is asking for a little help today. You decide to assist her not to create unnecessary debt.

You lose 1 📄.

DAILY

Your team participated to a meeting about Agile experiences. Inspiring!

You spare 3 🍷 .

REVIEW

The users made many remarks during this Review.

The team spares as many 🍷 as the Product Owner's dice roll.

PROBLEM

One of your teammates is absent today due to health reasons. Get well soon!

A player has to skip his/her turn.

DAILY

The team showed a bit too much optimism when having planned the current activities. You have to reevaluate.

You lose as many 📄 as the dice roll.

REVIEW

Sharing with the users at the Review, you get a better understanding of the business domain.

The team spares 1 🍷 per player.

PROBLEM

A user told you about some bug, but without detail. You need to contact him.

This activity makes you lose 1 📄.

DAILY

The team demonstrated a bit too much pessimism when having planned the current activities. You reevaluate.

You earn as many 📄 as the dice roll.

REVIEW

Sharing with the users at the Review, you get a better understanding of the business domain.

The team spares 1 🍷 per player.



REVIEW



DAILY



PROBLEM



REVIEW



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PROBLEM



REVIEW



DAILY



PROBLEM

<div>PROBLEM</div> <p>You confront the famous Murphy's Law. Good luck!</p> <p>Roll the dice. If you get 3 or less, pick as many Problem cards!</p>	<div>DAILY</div> <p>Your team participates to a brown bag presentation about new technologies that are relevant to the project.</p> <p>Choose to spare 5 🍷 or to earn 5 📄.</p>	<div>REVIEW</div> <p>Clarification on the product's expected quality allows you to avoid some magnification of the technical debt.</p> <p>The team spares 4 🍷.</p>
<div>PROBLEM</div> <p>A critical test fails for no apparent reason. A meticulous inspection is required.</p> <p>You lose 4 📄 and cumulate 2 🍷.</p>	<div>DAILY</div> <p>Today is an awful day. Cheer up!</p> <p>Roll the dice. If you get 3 or less, pick as many Problem cards.</p>	<div>REVIEW</div> <p>The Review went quicker than expected. In return you consolidated your work.</p> <p>The team spares 2 🍷.</p>
<div>PROBLEM</div> <p>The management is disturbing the team by imposing meetings that are not related to the Scrum framework.</p> <p>You lose 2 📄 per development team member.</p>	<div>DAILY</div> <p>This Daily Scrum was very profitable for the team.</p> <p>You spare 1 🍷 per player.</p>	<div>REVIEW</div> <p>The Product Owner decided to learn more about the business. This will help the team.</p> <p>His/her knowledge makes the team earn 1 more 📄 each day.</p>
<div>PROBLEM</div> <p>You are stuck and need to ask for help to your teammates.</p> <p>You lose 2 📄.</p>	<div>DAILY</div> <p>You noticed that someone moved a sticky note from "In Progress" to "Done" without any code review!</p> <p>You cumulate 2 🍷.</p>	<div>REVIEW</div> <p>The users made many remarks during this Review.</p> <p>The team spares as many 🍷 as the Product Owner's dice roll.</p>
<div>PROBLEM</div> <p>You are stuck and need to ask for help to your teammates.</p> <p>You lose 2 📄.</p>	<div>DAILY</div> <p>You noticed that someone moved a sticky note from "In Progress" to "Done" without any code review!</p> <p>You cumulate 2 🍷.</p>	<div>REVIEW</div> <p>Sharing with the users at the Review, you get a better understanding of the business domain.</p> <p>The team spares 1 🍷 per player.</p>
<div>PROBLEM</div> <p>A grumpy user came to complain to the team. It hurts your morale.</p> <p>You lose 3 📄.</p>	<div>DAILY</div> <p>An involved user has approached the Product Owner for an individual product review.</p> <p>Pick a Review card.</p>	<div>REVIEW</div> <p>Take a moment and ask yourselves the following question:</p> <p><i>"What makes a good Review?"</i></p>



REVIEW



DAILY



PROBLEM



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PROBLEM



REVIEW



DAILY



PROBLEM

<div>PROBLEM</div> <p>You notice a few code redundancies. Do you want to refactor?</p> <p>If so, choose to lose 3 📄. Otherwise cumulate 1 💰.</p>	<div>DAILY</div> <p>A user group came to meet and congratulate you for your work. This boosts your energy and morale!</p> <p>The team earns 1 📄 per player.</p>	<div>REVIEW</div> <p>Clarification on the product's expected quality allows you to avoid some magnification of the technical debt.</p> <p>The team spares 4 💰.</p>
<div>PROBLEM</div> <p>Your workstation crashed and part of your work is now lost!</p> <p>You lose 3 📄.</p>	<div>DAILY</div> <p>You are proposed a 3-day Scrum Developer training. Do you accept it?</p> <p>If yes, skip 3 turns and then spare 1 💰 at each turn.</p>	<div>REVIEW</div> <p>The Review went quicker than expected. In return you consolidated your work.</p> <p>The team spares 2 💰.</p>
<div>PROBLEM</div> <p>Adjustments are required to the product documentation, which is not complete.</p> <p>You cumulate 2 💰.</p>	<div>DAILY</div> <p>Nothing special today.</p> <p>You get back to your activities. But is everything really fine?</p>	<div>REVIEW</div> <p>The users made many remarks during this Review.</p> <p>The team spares as many 💰 as the Product Owner's die roll.</p>
<div>PROBLEM</div> <p>The team got jinxed!</p> <p>A Problem card is now to be picked as well for any 5 at the dice roll.</p>	<div>DAILY</div> <p>Nothing special today.</p> <p>You get back to your activities. But is everything really fine?</p>	<div>REVIEW</div> <p>Sharing with the users at the Review, you get a better understanding of the business domain.</p> <p>The team spares 1 💰 per player.</p>
<div>PROBLEM</div> <p>Oops, you broke the build!</p> <p>Your team loses 1 📄 per member.</p>	<div>DAILY</div> <p>Your team's luck just turned!</p> <p>Get rid of the "Jinx" permanent card if it is already in your possession.</p>	<div>REVIEW</div> <p>Users have detected a minor bug while testing the increment at the Review!</p> <p>The team cumulates 2 💰.</p>
<div>PROBLEM</div> <p>Oops, you broke the build!</p> <p>Your team loses 1 📄 per member.</p>	<div>DAILY</div> <p>Your team's luck just turned!</p> <p>Get rid of the "Jinx" permanent card if it is already in your possession.</p>	<div>REVIEW</div> <p>Users have detected a minor bug while testing the increment at the Review!</p> <p>The team cumulates 2 💰.</p>



REVIEW



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PROBLEM

PROBLEM

Your Product Backlog needs to be refined. You decide to clarify it for the upcoming Sprints to come.

Your team loses as much 📄 as the technical debt factor.

DAILY

"Is the Daily Scrum a private event?"

Have you ever invited people to observe your daily meetings and progress, with them not intervening?

REVIEW

One of the users was absent to the Review. His feedbacks were expected and you will have to deal with it later.

Add 10 📄 amongst User Stories for the next Sprint.

PROBLEM

Your Product Backlog needs to be refined. You decide to clarify it for the upcoming Sprints to come.

Your team loses as much 📄 as the technical debt factor.

DAILY

How many hours maximum does a Review last for a 2-week Sprint?

Give your answer to the Scrum Master. If you are right, spare as many 🏆 .

REVIEW

Users have detected a minor bug while testing the increment at the Review!

The team cumulates 2 🏆 .

PROBLEM

Someone "borrowed" your sticky notes and tools... Getting them back took some time.

You lose 1 📄.

DAILY

How many hours maximum does a Retrospective last for a monthly Sprint?

Give your answer to the Scrum Master. If you are right, spare as many 🏆 .

REVIEW

Users have detected a minor bug while testing the increment at the Review!

The team cumulates 2 🏆 .

PROBLEM

Oops! Electricity shortage! Ask the Scrum Master to pedal faster!

You lose 3 📄.

DAILY

How many hours maximum does a Planning last for a monthly Sprint?

Give your answer to the Scrum Master. If you are right, win as many 📄.

REVIEW

The users made many remarks during this Review.

The team spares as many 🏆 as the Product Owner's dice roll.

PROBLEM

One of your teammates is absent today due to health reasons. Get well soon!

A player has to skip his/her turn.

DAILY

Today sucks! It might be Monday.

Pick two Problem cards.

REVIEW

A bug inadvertently appeared during the Review. Beware of the demo effect!

The team cumulates 3 🏆 .

PROBLEM

The complexity of any project is technical, functional and human too.

The team cumulates as many 🏆 as developers.

DAILY

Today sucks! It might be Monday.

Pick two Problem cards.

REVIEW

Users informed you about a cosmetic bug during the Review.

The team cumulates 1 🏆 .



REVIEW



DAILY



PROBLEM



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