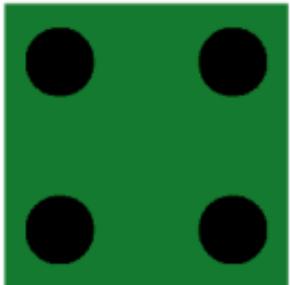
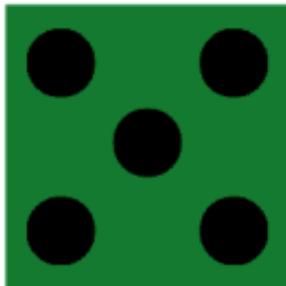
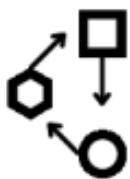
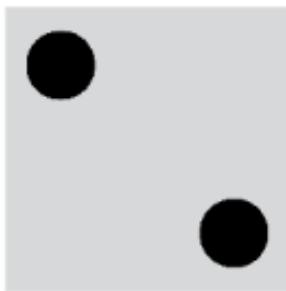
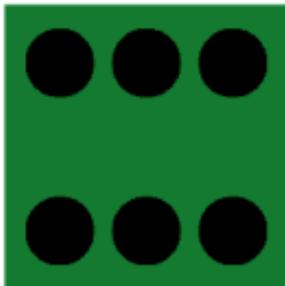
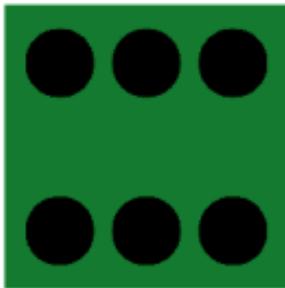
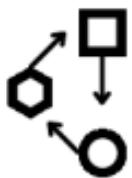


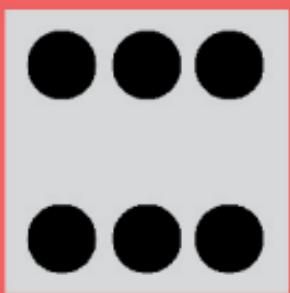
Points

5





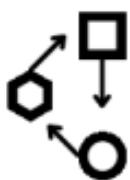
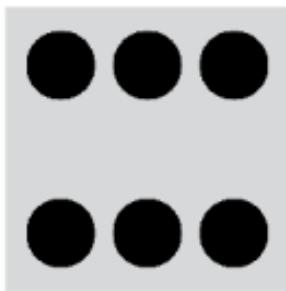


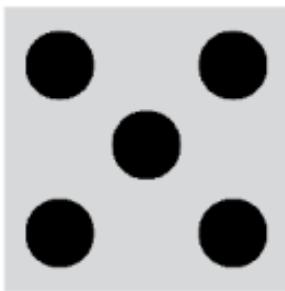


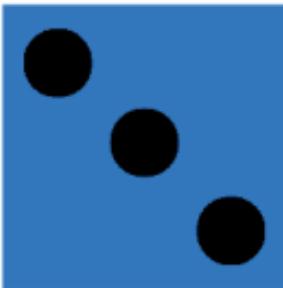
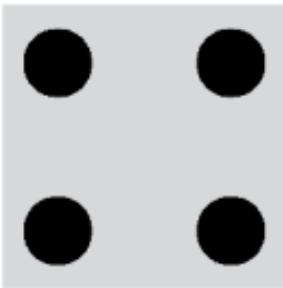
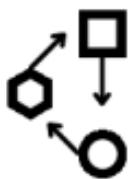
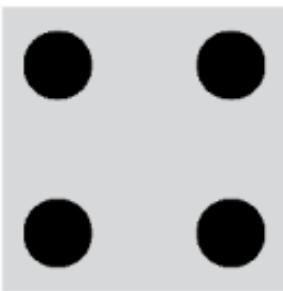
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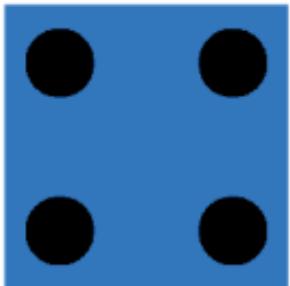
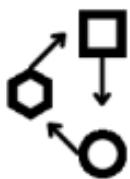
Get 1 value point
for each 6 that you roll

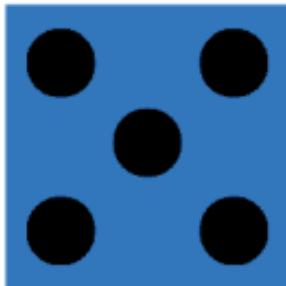
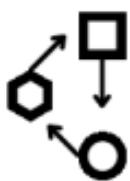
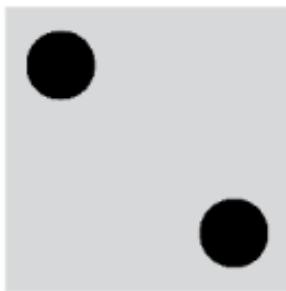
*This side project may turn out valuable!
Or not.*

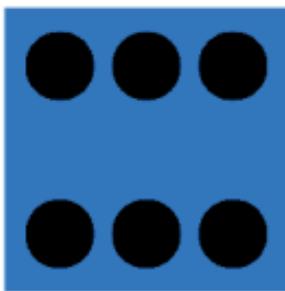
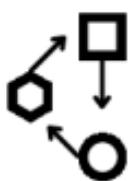
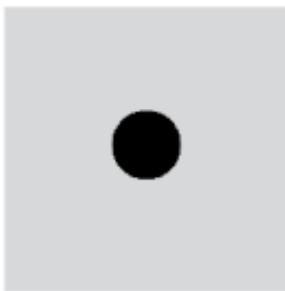




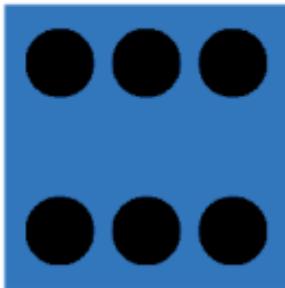


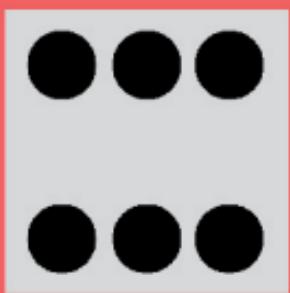






10
Points

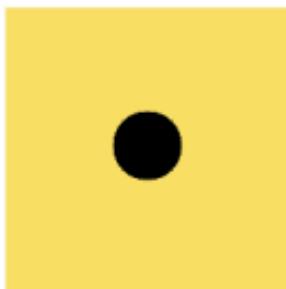
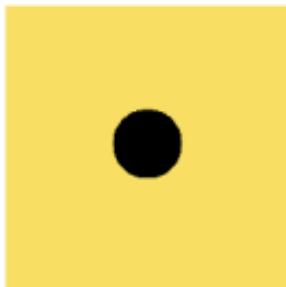
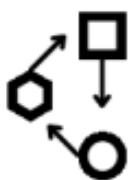
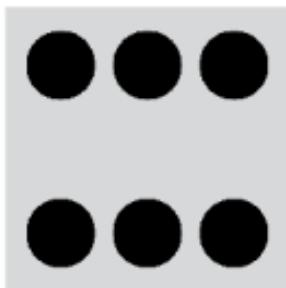
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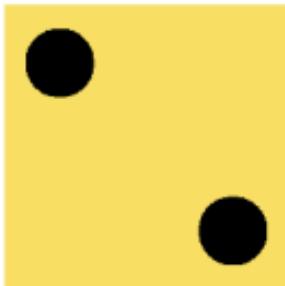


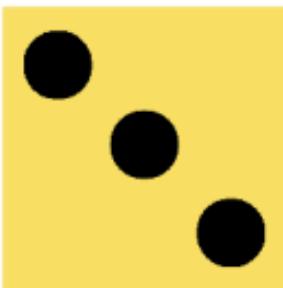
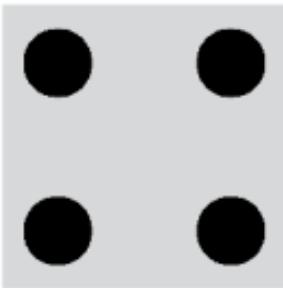
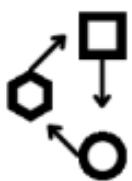
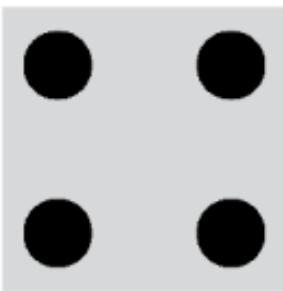
1 Point

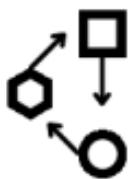
Get 1 value point
for each 6 that you roll

*This side project may turn out valuable!
Or not.*

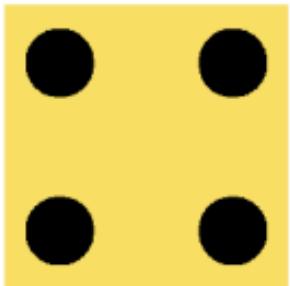


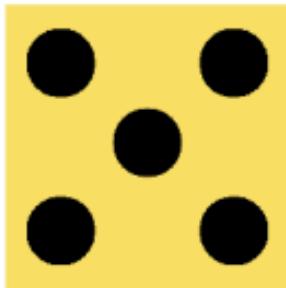
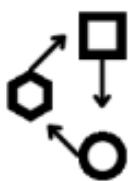
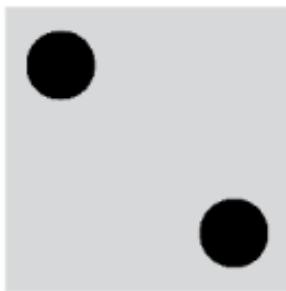


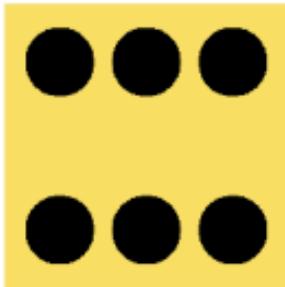
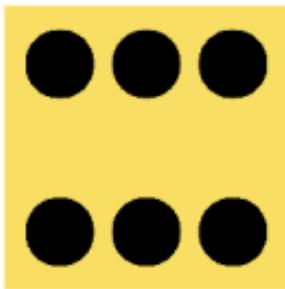
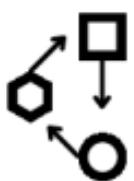
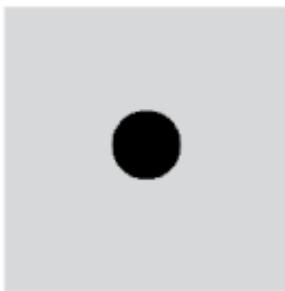




Points
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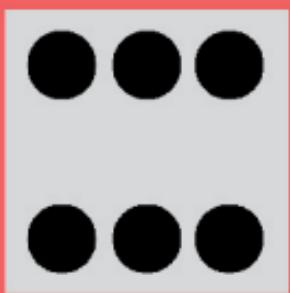






Points

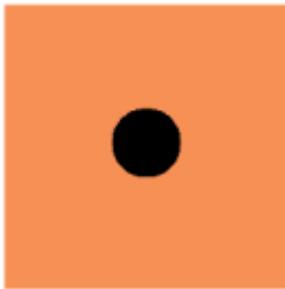
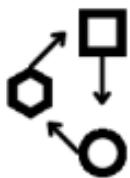
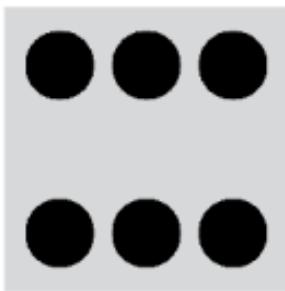
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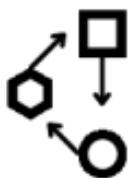
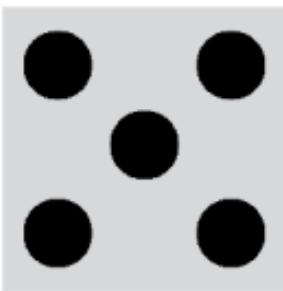


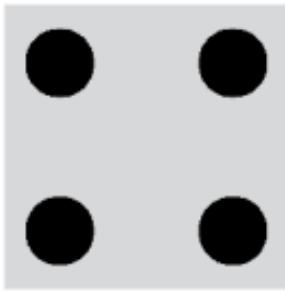
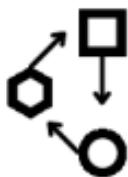
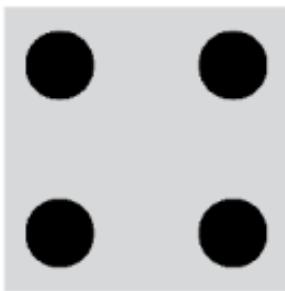
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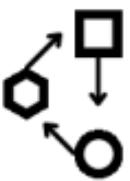
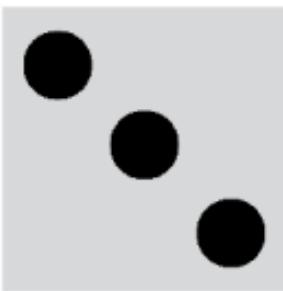
Get 1 value point
for each 6 that you roll

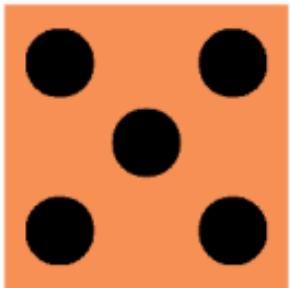
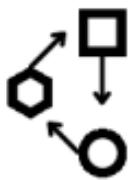
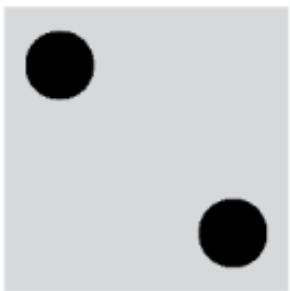
*This side project may turn out valuable!
Or not.*

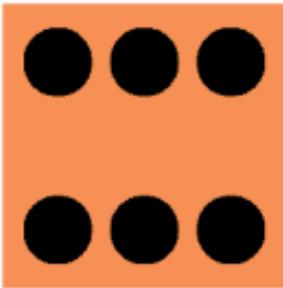
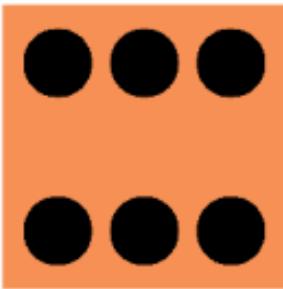
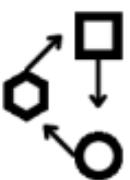


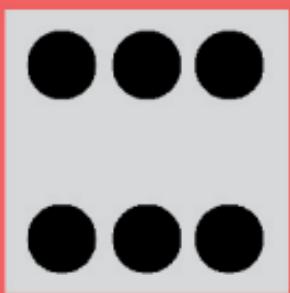








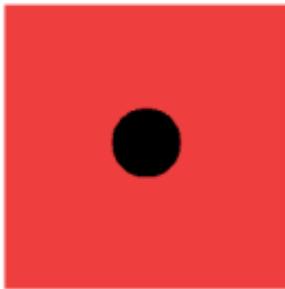
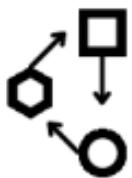
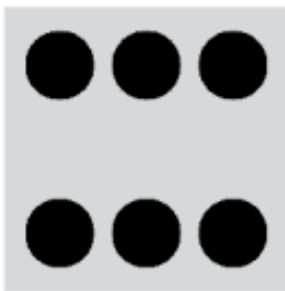


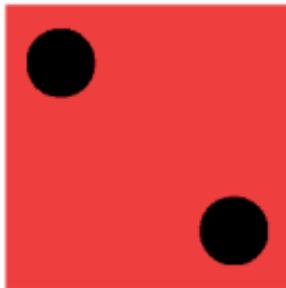
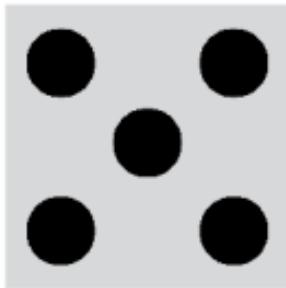
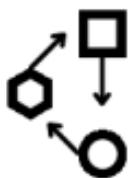
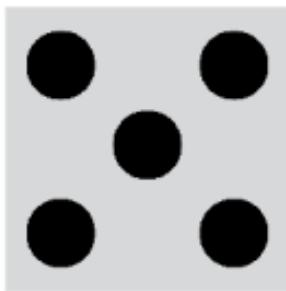


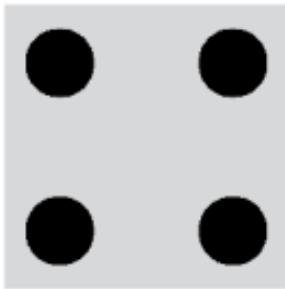
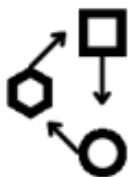
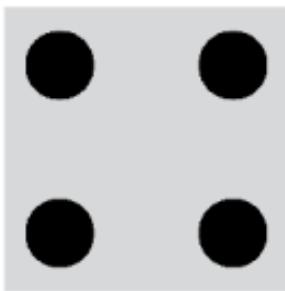
1 Point

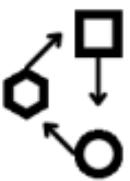
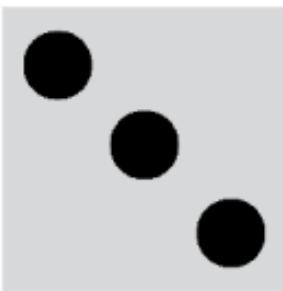
Get 1 value point
for each 6 that you roll

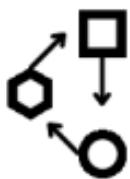
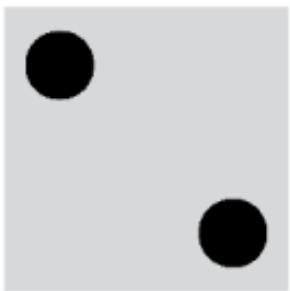
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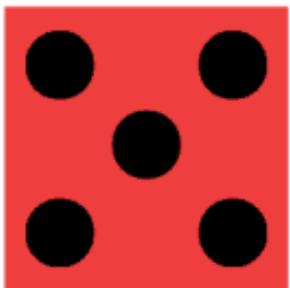


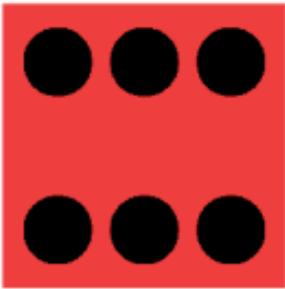
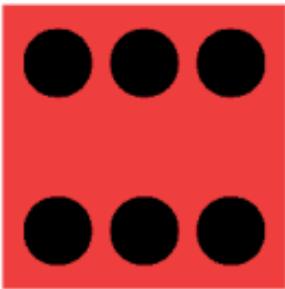
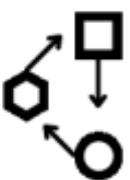


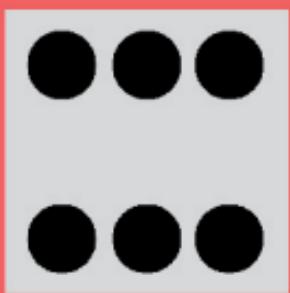


Points

5



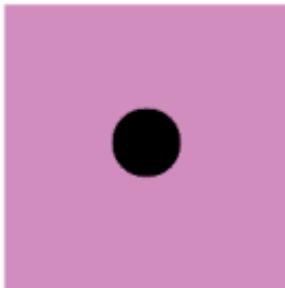
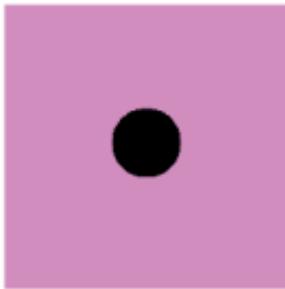
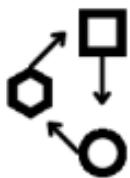
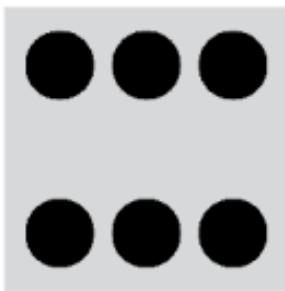


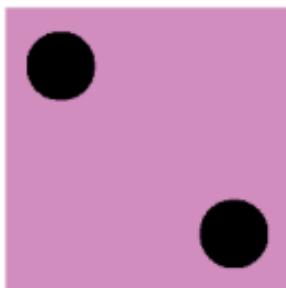
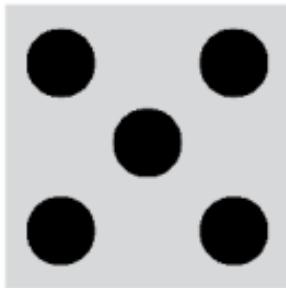
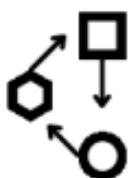
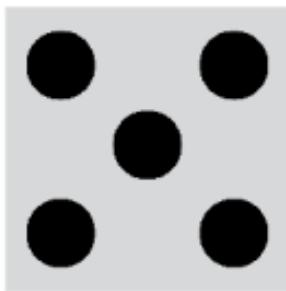


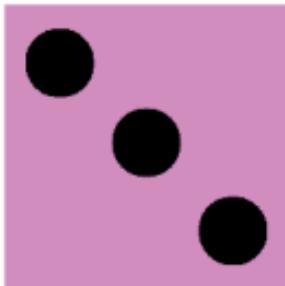
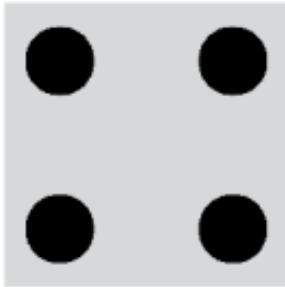
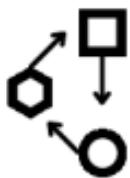
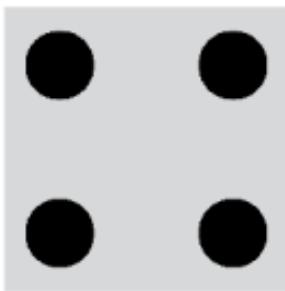
1 Point

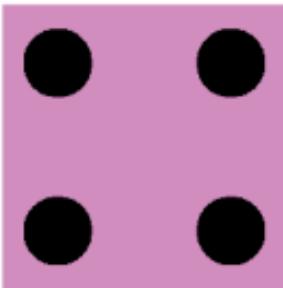
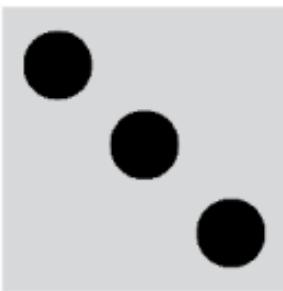
Get 1 value point
for each 6 that you roll

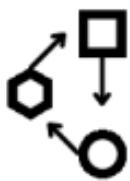
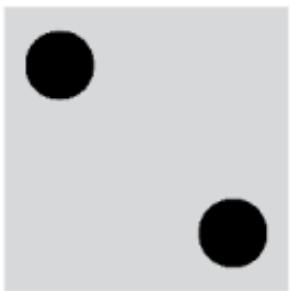
*This side project may turn out valuable!
Or not.*





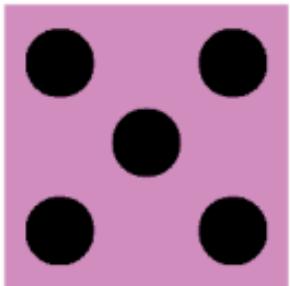


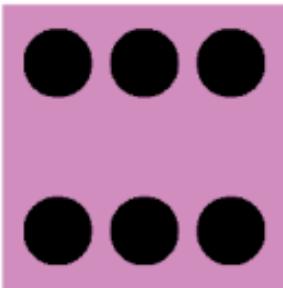
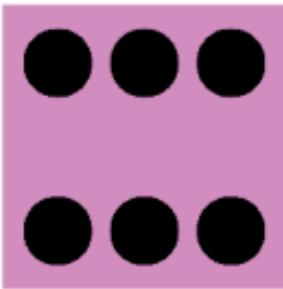
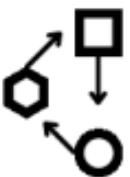


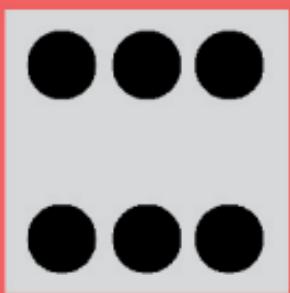


Points

5





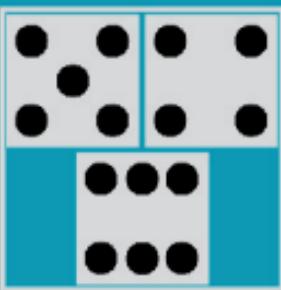
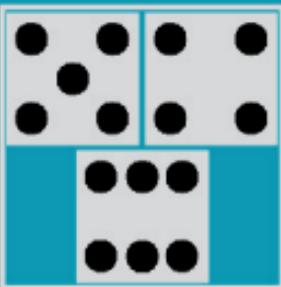


1 Point

Get 1 value point
for each 6 that you roll

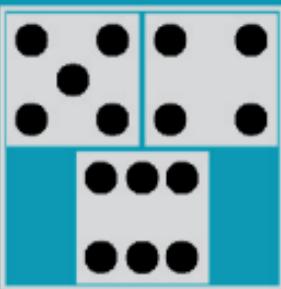
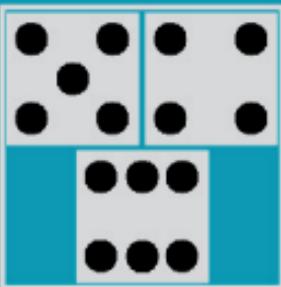
*This side project may turn out valuable!
Or not.*

Once per round you may
reroll two of your dice



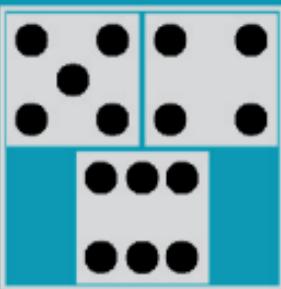
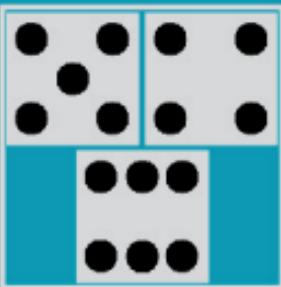
Rework! I know this other method that might work

Once per round you may
reroll two of your dice



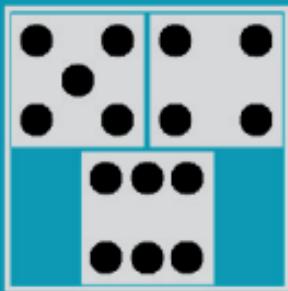
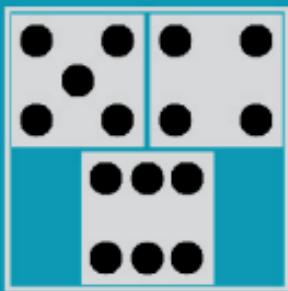
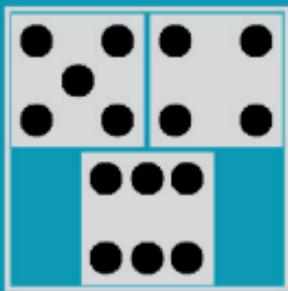
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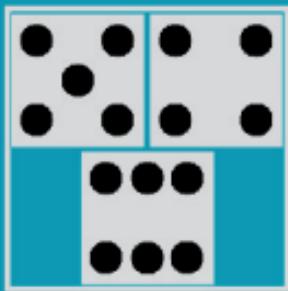
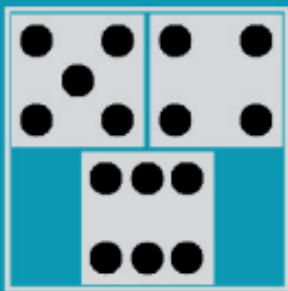
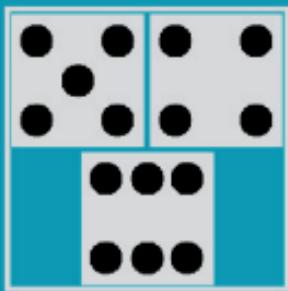
Rework! I know this other method that might work

You may use your dice as if they
were a different colour to support
another project



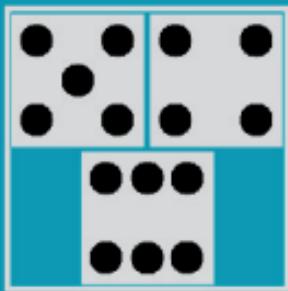
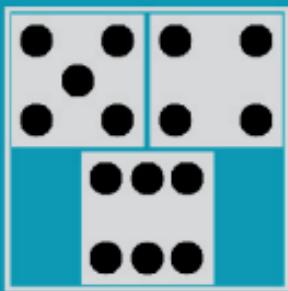
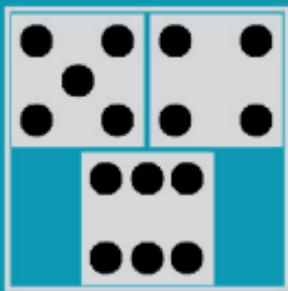
You've broadened your horizon and have become expert enablers!

You may use your dice as if they
were a different colour to support
another project



You've broadened your horizon and have become expert enablers!

You may use your dice as if they
were a different colour to support
another project



You've broadened your horizon and have become expert enablers!

You may set one of your dice
without rolling

*You've automated some repetitive tasks and
got some serious edge!*



You may set one of your dice
without rolling

*You've automated some repetitive tasks and
got some serious edge!*



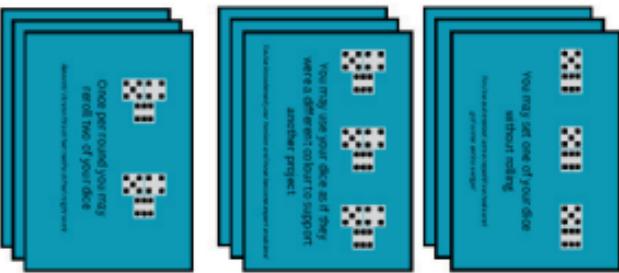
You may set one of your dice
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*You've automated some repetitive tasks and
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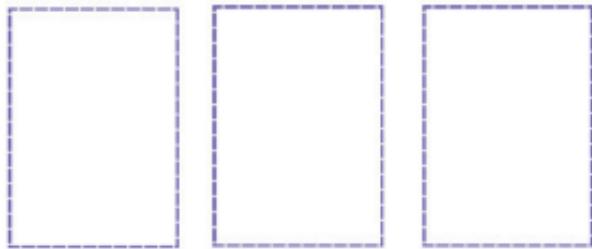


Game Setup

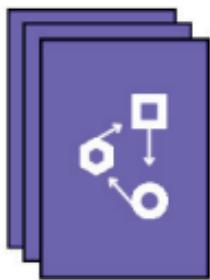
Training cards



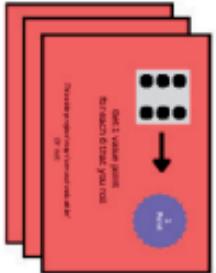
Market Place



Project Stack



Side Projects



Goal of the game

Each player represents a team in a company.
Work together to collectively deliver as much value as possible!

Game setup

If there are less than 6 players in the game, remove extra colours (dice and project cards). Each player gets 5 dice of one colour. Place training- and side project cards on the table, face up. Shuffle the project deck face down.

Game Flow (overview)

The game is played for 8-12 rounds (“months of work”). Each round consists of these 4 steps:

- **Set:** Players draw new project cards as needed, and decide whether to keep them
- **Plan:** Players choose what to work on and allocate dice (“capacity”) to projects, side projects or trainings. Players can agree to give each other dice (“support other teams”).
- **Work:** Players roll the dice (“do the work”) as agreed. Dice must be assigned before they are rolled
- **Score:** Calculate results - delivered projects, side projects, penalties - and note them on the score sheet

Types of cards (available work)

Project cards: Display required dice values to score value points (bottom right). Grey stands for the dice colour of the player who becomes project owner.

Restriction: Players may not become owners of projects that display dice in their own colour.

This means each project in the game depends on teams collaborating to succeed.

Some projects are “urgent”: If not delivered in the month (round) in which they are drawn, a penalty (bottom left) is induced each month until (including) the month when they are eventually delivered

Side projects: Worth 1 value point for each 6 that the players roll with the allocated dice

Training cards: Earn the players new permanent capabilities that can be used *after* the round in which the T-Card is solved (training completed)

Game flow (detailed)

Set: *1st Round:* Each player draws a project from the project stack. *Following rounds:* Players who have finished a project in the previous round draw up a new project from the project stack

Players decide whether to keep (own) the drawn projects or put them into the market place in the middle of the table (face up). Players may not keep projects with dice of their own colour.

Plan: Players decide how to allocate capacity.

- To own projects or to support others
- To invest in available trainings
- To work on side projects

Players may pull in work from the market-place.

Work: Roll the dice as assigned. Successful dice are placed on the cards.

Score: Calculate completed projects, side projects, and penalties. Unfinished cards retain (“lock”) their dice until completed. Competed trainings are active from the next round.

End of the game

The game is designed for 8 to 12 rounds. Sum up the points on the score sheet. The facilitator follows up with a debrief.