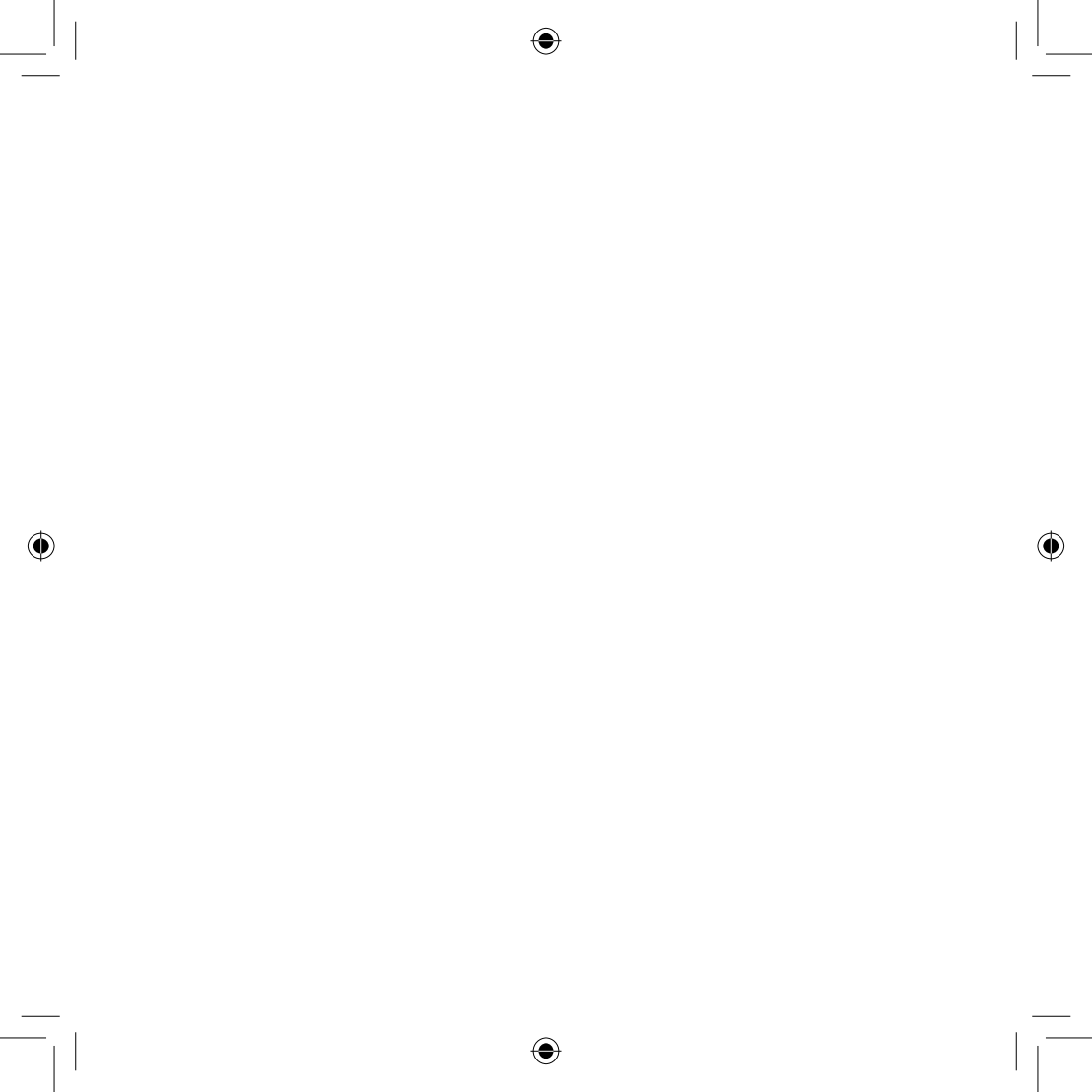**futurice**

KICKOFF POKER

A quest for unknown unkowns,
a board game to check the project readiness.

Version 2.0

General Rules

Before the game starts, go through these general rules and make sure everybody agrees. You can also add your own rules.

Respect

Each player has an equal voice and has valuable contributes to make. Leave your rank at the door.

Safety

Every player should feel safe to say what needs to be said. Everything can be said during the game.

Team

All issues raised today are our issues. We together need to find an answer.

Preparations

Decks

Each card belongs to one deck. Select all applicable decks based on the list below:

g	General	Pick if you have more than 1 hour.
a	Always	Always pick these cards.
r	Retro	Pick these cards if your project started more than 2 months ago.

Players

Only people who directly contribute to the delivery of the project are players. Account/line managers should not participate unless they also contribute to the project.

Items

· Deck of question cards (green).

· Deck of golden cards (gold).

· Paper/computer to take notes.

Prize

Before the game starts, the team selects a prize for the winner. Some ideas: bottle of wine, 30 minutes massage, movie tickets, etc.

Preparations

Zones board

The zones board has 4 zones. Each card that is discussed is placed in the most severe zone that is applicable to the card. Note that a red alert card could still have actions etc.

Red Alert!

A major risk or problem has been identified which threatens the success of the project and the team cannot solve this without outside help.

For each "red alert" note down who to inform about what.

Attention!

Something has been identified which is going to remain a risk throughout the project. An eye needs to be kept on this.

For each "attention" note down who should ask what question how often.

Do something!

Something has been identified which requires a one-time action. This could be related to getting information, a meeting to make a decision etc.

For each "do something" note down who should de what when.

No worries!

The discussion didn't reveal any risk or any important unanswered question. No need to take action.

Gameplay

Setup

1. Split the deck of question cards (green) into as many decks as there are players. Each player gets one deck.

2. Each player selects from the deck the best card he/she can find within one minute and passes the deck to the player on his/her left.

3. Repeat until each player has seven cards.

4. The player who most recently joined Futurice starts the first round.

Taking your turn

1. Choose a card from your hand which you consider most relevant to the project.

2. Take 3 minutes to discuss the card with the group. The aim is not to answer the question but to find out if it is something which hasn't been discussed before, if there are risks or if more information needs to be shared within the team.

3. When the 3 minutes are up, with the agreement from the team, place the card in one of the 4 zones on the board ("No worries", "Do something", "Attention" or "Red alert").

4. Pick blindly a new card from the deck. Optionally you can discard any cards from your hand and replace them with them with new cards picked blindly from the deck.

5. The player on your left goes next.

6. When each player has played their turn, the round ends.

Gameplay

End of the round

1. Each player selects the best card played during that round. Multiple players can select the same card.

2. The player who played the card which got picked the most wins the round.

3. The winner of the round selects a golden card without revealing it. This will be done at the end.

End of the game

The game ends when the time is up. When the time is almost up, complete the last round.

The players with a golden card read them out now.

The player with the most golden cards wins.

List all the agreed actions etc. and agree a follow-up session.

futurice

http://futurice.com