**Gameplay**

**Start**

Split the deck of question cards (green) into as many decks as there are players. Each player gets one deck. 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. Repeat until each player has seven cards.

*alternative: Randomly give each player 7 cards*

Each player gets 5 point chips.

The youngest player starts the first round.

*alternative: 2,3 players: you can play without the points and just use the cards.*

**Gameplay**

**Play a round**

The player who’s turn it is pick the card from his had which is most relevant to the project.

Use 3 minutes to discuss the card. the aim is not to answer the question but to find out if these is something which has not been discussed, if there are risks or if we need to share information within the team.

After the 3 minutes are up. The player, with agreement from the team, puts the card in one of the 4 zones: ‘no worries, do something!, attention or red alert!’ (see separate card)

*alternative: You can play with a 5-minute time box or non at all*

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The player picks blindly a new card from the deck. Optionally the player can discard any cards from his hand and replace them with new card picked blindly from the deck.

The turn goes to the player on the left.





Zones board

The zones board has 4 zones. The card ends up in the most severe zone which 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 or 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**

**End of a round**

Each player selects the best card from that round and put one-point chip on that card.

Each player collects the points from the card he/she.

**End of the game**

The game ends when the time is up. When the time is almost up, complete the last round and deal out the last points. Each player counts all his/her point and the winner is the player with most points.

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





**Variations**

**Bonus cards**

You can increase the game element by using the blue (bonus cards). This is especially recommended for larger groups (5+ players)

Decide with how many and which bonus cards you play. Guideline for 4 or 5 players 1 bonus card, 6 and more 2 bonus cards.

Each round a different player gets the card. Who that player is is determined by whoever has not yet have had a bonus card and has his/her birthday coming up soonest.

At the end of the round the player who has the bonus card can award if there is a card which matches the criteria on the card. The player you played that question card gets his points multiplied by 2. If there are 2 onus cards in the game and they fall on the same card the points are multiplied by 3.

**No Points**

If you don’t want to you don’t have to use the points. Especially with 2 or 3 players this makes sense



