**Gameplay**

**Goal**

The player who plays the cards with the most valuable questions that generate the most insightful discussions is the winner.

**Start**

Split the deck of green question cards into as many decks as there are players, and give a deck to each player.

The players select the best card from their own deck, and then passes the deck to the player on their left. Repeat until each player has seven cards.

*Alternative: Randomly deal 7 cards per player*

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 first player picks a card from their hand which is most relevant to the project.

The players use 3 minutes to discuss the card. The aim is not to answer the question but to find out if there 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 without timeboxes.*

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The player blindly picks a new card from the deck. Optionally the player can discard any cards from their hand and replace them with a 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, write down the actions to be taken.

**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 card in the attention zone, note down who should be monitoring this issue.

**Do something!**

Something has been identified which requires a

one-time action. This could be related to getting

information or a meeting to make a decision. For each of the cards in this zone, note down who should do what, and when.

**No Worries.**

The discussion didn’t reveal any risks or any

important unanswered question. No further action is needed.

**Gameplay**

**End of a round**

Each player selects the best card from that round and puts a one-point chip on that card. The best card is the one that generated the most insightful discussion.

Each player collects the points from the cards they originally played.

**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 their points and the winner is the player with the most points.

List all the agreed actions and other agreements, and agree on 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

4 or 5 players 1 bonus card

6+ players 2 bonus cards.

Each round a different player gets the card. The card is given to the player who has their birthday next, and who has not had a bonus card yet.

At the end of the round, the player who has the bonus card can award the bonus card if there a question card was played which matches the criteria on the card. The player who played that question card gets their points multiplied by 2. If there are 2 bonus 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.



