**Risk management**

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| **Impact/**  **Probability** | **Trivial** | **Moderate** | **Extreme** |
| **Rare** | **Low** | **Low** | **Medium** |
| **Moderate** | **Low** | **Medium** | **High** |
| **Very likely** | **Medium** | **High** | **High** |

|  |  |  |
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| Risk | Probability/Impact | Risk strategy |
| No one would buy the cards | Medium | Mitigate: Reduce the price of the card so that the probability of not buying would be low |
| Government may prevent card acceptance | Medium | Escalate to GM |
| Time might not be enough | High | Set aside Risk reserve |