

- CONTENTS:
- 1 X Game board
 - 1 x Initial goal statement
 - 4 x 4 tokens
 - 1 pack S cards
 - 1 pack M cards
 - 1 pack R cards
 - 1 pack T cards
 - 1 pack Wild Cards
 - 1 Dice
 - 10 x Player cards
 - 1 x Game Master card
 - 1 x Timer



Specific

Where does it need to happen?

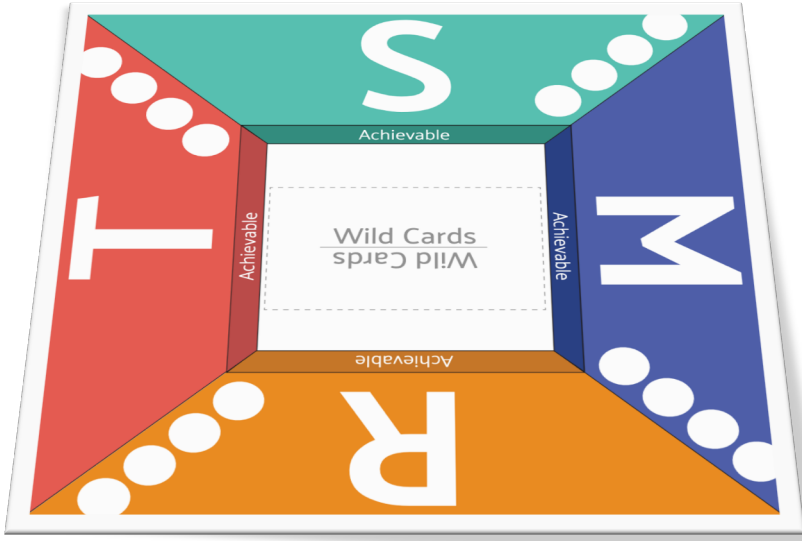
tip List the physical locations involved.

Turn pack upside down

Our Team Goal

Initial goal statement

start here...



Measurable

What metrics will we use?

tip List how metrics are currently tracked. Is this a new metric, or an existing metric?

Turn pack upside down



Timebound

Is there a deadline?

tip Is there a specific date that needs to be reached e.g. regulatory?

Turn pack upside down



Relevant

What is the most important part of this goal?

tip If we break the goal down, what is the most important thing to deliver first?

Turn pack upside down

Wild Card

In the next round...

Be extreme in your suggestions

no such thing as over the top here...

Turn pack upside down and place in the center of the board

player card

Notes

Achievable

Actions

Game Master Card

Initial goal statement

Actions

What do we do first? (include, do, visit, not provide)

Specific		
Measurable		
Relevant		
Timebound		

S M R T

HAVE FUN!

- HOW TO PLAY -

- PREPARING TO PLAY -

1. Lay out the board as indicated
2. Shuffle the individual packs of cards and place them face down on the table.
4. Pick a game facilitator – this Game Master is responsible for the timing and rules.
 - If you have a limited number of people, a player can also be a Game Master.
5. Each player must have a Player Card and a pen to make notes.
6. The Game Master writes down the Initial Goal Statement on the tent card and places it in view of everyone.
7. Decide who is going first and the direction of play.

YOU ARE READY TO START!

- RULES -

- Only one Wild Card allowed per round.
- Wild Cards are a SECRET! Do not read them aloud.

- Player 1 rolls the dice
- If the dice shows a Wild Card, refer to “Wild Cards”. Your Wild Card is a SECRET – do not read it aloud.
- Pick a card from the relevant quadrant e.g. if you rolled “S”, select a card from the “S” quadrant.
- Read out the question and the tip on the card
- The Game Master sets timer and all Players discuss the question in relation to the Initial Goal Statement.
- All players take notes of the conversation.
- Don’t forget to indicate if the comments or actions are achievable using the check boxes provided!
- Once the time is up, Player 1 places a token over an open space in the relevant quadrant.
- Player 2: repeat from Step 1
- Continue until all tokens are placed on the board.
 - If you land on a letter that has 4 tokens on the board, continue to roll the dice until you land on another letter that has tokens available.

- WILDCARD -

- When you roll a Wild Card, pick up a card from the Wild Card pack in the center of the board.
- This card describes a role you will assume for the next round e.g. *“Think like a scientist”*. So you might ask questions like: *What assumptions do we need to validate?*
- Roll the dice again until you land on a letter.

Tips:

- Keep your Wild Card a secret!
- Once the round is up, show the other players the Wild Card and put it at the bottom of the Wild Card pile.

- HOW TO FINISH -

- Once all the tokens are placed, you are ready to put everything together!
- The Game Masters uses their Game Master Card to ask a specific question related to Specific, Measurable, Relevant, Timebound.
- Each Player will check their Player Card and answer with information captured during the conversation.
- The Game Master writes down the answers and asks for specific actions.
- Each Player checks their Player Card for specific actions already discussed and mentions them to the Game Master.
- Once the Game Master card is complete, you are ready to prioritize the list of actions using a technique of your choice e.g. dot voting.