Game Rules

Welcome, Project Managers! I hope to the high heavens you can help out MAWC with their order fulfillment system because... oh boy. Good luck.

Game Materials

X1 Game Rules
X1 Score Sheet
X2 Wild Cards
X15 Inventory Cards
X15 Shipping Cards
X15 IT System Cards
X15 Website UI Cards
X1 Writing Utensil

Object of the Game

Over the course of the game, you will be attempting to manage the **Budget**, **System Efficiency**, and number of **Weeks** the project takes. You win the game once the **System Efficiency** is at 100% for 3 consecutive **Weeks**.

You Lose if system efficiency drops below 15%, you run out of money, or you take longer than 30 weeks to complete the project.

This game is highly randomized, so in some games, you may win very quickly, and in some games, you may lose very quickly. Feel free to replay as much as you like to learn how to best manage the risks of this project!

Game Setup

To setup the game, first divide all of the cards into their respective piles (Wild, Inventory, Shipping, IT System, and Website UI). Then read the case study and prepare for play!

Team Assembly Phase

This game is played in 2 phases, the **Team Assembly Phase** and the **Management Phase**. In the Team Assembly Phase, you will have to choose which companies will manage certain aspects of your projects. Each company has a different mix of risks and rewards. The cheaper a company is to hire, the higher the chance of things going wrong, but the more expensive they are upfront, the fewer risks you take in the long run. *Balance your budget and risks carefully.* The companies you choose determine which cards go into your project deck, which determines how well you do in the Management Phase.

Your initial Budget is $375,000, and your Starting System Efficiency is 30%. The Following are your options for who you can hire for the four different aspects of the project. **When you add cards to the project deck, be sure to do so randomly so the players do not know what cards are in the game.**

Shipping Options

BigFreight Cargo - A reliable shipping service that boasts good service with good prices. **Add 4 Shipping cards to the Project Deck, subtract $50,000 from your starting budget, and increase System Efficiency by 10%.**

MAWC Delivery Trucks - The original team that got us into this mess. Cheap, but has a lot of issues. **Add 6 Shipping cards to the Project Deck, subtract $25,000 from your starting budget, and increase System Efficiency by 5%.**

Genevieve's Courier Service - A very high-price company that boasts individual service like none other. The best of the best, if you can afford it. **Add 2 Shipping cards to the Project Deck, subtract $75,000 from your starting budget, and increase System Efficiency by 15%.**

Inventory Services

Shelfspace Warehouses - A widely used warehousing service with plenty of locations. Not the cheapest, but a good option. **Add 4 Inventory cards to the Project Deck, subtract $50,000 from your starting budget, and increase System Efficiency by 10%.**

MAWC In-House Inventory Storage - Some recently constructed warehouses belonging to MAWC. It might be a good choice if they can get their act together. **Add 6 Inventory cards to the Project Deck, subtract $25,000 from your starting budget, and increase System Efficiency by 5%.**

Pristine Keeping Warehouses - These guys have temperature-controlled, luxury storage for your products. They can keep your stuff safe if you would like to pay for it. **Add 2 Inventory cards to the Project Deck, subtract $75,000 from your starting budget, and increase System Efficiency by 15%.**

IT System Options

FromSoftware - A former Game Development company that has moved to IT. They are quite competent at what they do. **Add 4 IT System cards to the Project Deck, subtract $50,000 from your starting budget, and increase System Efficiency by 10%.**

MAWC In-House IT Department - They are still struggling to get this system up and running. But it might be worth it to give them a chance. **Add 6 IT System cards to the Project Deck, subtract $25,000 from your starting budget, and increase System Efficiency by 5%.**

Datalytics IT Services - These guys have so much raw server prowess that Amazon rent's its server room from them. Crazy expensive. Crazy Good. **Add 2 IT System cards to the Project Deck, subtract $75,000 from your starting budget, and increase System Efficiency by 15%.**

Website UI Department Options

Widget Behavior UX/UI Design - A recent Startup that has helped many companies improve their websites. **Add 4 Website UI cards to the Project Deck, subtract $50,000 from your starting budget, and increase System Efficiency by 10%.**

MAWC In-House Website Design - I mean, they're an option. **Add 6 Website UI cards to the Project Deck, subtract $25,000 from your starting budget, and increase System Efficiency by 5%.**

Pixel Perfect UX/UI - These professional designers can deliver some amazing things, if your bank account is big enough. **Add 2 Website UI cards to the Project Deck, subtract $75,000 from your starting budget, and increase System Efficiency by 15%.**

Add the wild cards to the Project Deck, and shuffle it all together. Write your new system efficiency percentage and remaining budget in their corresponding columns on your score tracker sheet.

Management Phase

This is where the game is actually played. In this phase, you will be taking turns drawing cards from the Project Deck and resolving them. Each turn consists of the following steps:

1. Draw a card from the project Deck
2. Resolve the card
3. Update the score sheet

4. Check to see if the game is over

If the game is not over, repeat these steps until the game is won or lost.

Card Resolution

When you draw a card, you must resolve it. To do so, simply follow the instructions on the card. Some cards will require you to make a choice, in which case you may choose any option you like. Once you have resolved the card, write your system efficiency and remaining budget in the check to see if the game is over.

If a card would have you add a week to the game, add a random card of the same type to the project deck and shuffle the whole deck. If there are no more of the same type, add a random card of any type.

If the game is not over, repeat these steps until the game is won or lost.

End of the Game

The game ends when one of the following conditions is met:

1. System Efficiency is at 100% for 3 consecutive Weeks.
2. You run out of cards.
3. System Efficiency drops below 15%.
4. You run out of Money.
5. You take longer than 30 Weeks to complete the project.

If you have met the first or second condition, you win the game! Congratulations, you are a Project Manager extraordinaire!

If you have met the second, third, or fourth condition, you lose the game. Better luck next time!

Printable Play Set

Wild Card

On Schedule!

The Team is right on schedule, and morale is high! Well done, team!

Keep this card in front of you. You may discard this card to ignore the effects of another card, or to add 10% to your System Efficency.

Wild Card

Double Shift

Some mis-coordination and careless mistakes means everyone is working double this week.
The next card you flip over has DOUBLE the negetive consquences. You lose twice as much money and system efficiency, & gain twice as many extra weeks.

Shipping Card

Jacknifed Van

It blocked traffic in five directions, somehow. You're gonna have to take care of this one.

Reduce system efficency by 5%, lose $12,500, and add an additional week to the project.

Shipping Card

Incorrect Routes

The route planning algorithm added a few extra turns. Reduce system efficiency by 5%.

Choose one: Lose $7,500, *OR* lose $2,500 and add 1 additonal week.

Shipping Card
New Hire

Dave is a new hire, and training him is going to take a bit. He's bit rough around the edges, but he's got a good heart. Add 1 additional week to the project.

Choose one: Lose $2,500, *OR* lose $10,000 and increase system efficeny by 10%.

Shipping Card
Ahead of the Rush

Looks like everyone got the deliveries done on time. Send them home early and save some money.

Lose $7,500.

Shipping Card
Retire the Vans

No, Vaan still works here. We just need to put new tires on the vans, maybe upgrade them? Add 1 additional week to the project.

Choose one: Lose $5,000, *OR* lose $12,500 and increase system efficeny by 15%.

Shipping Card
Driving Courses

Turns out safe driving is quite nice. It also helps the drivers get there faster, oddly enough. Increase system efficeny by 5%, and lose $10,000.

Shipping Card
Right Turn Only

Taking only right turns reduces crashes and helps with getting packages to their destination faster. Lose $12,500.

Choose one: Increase System Efficeny by 5%, *OR* add 1 additional week and increase system efficeny by 15%.

Inventory Card
Re-sort shelves

Ben came up with a more efficient forklift route. Add 1 additional week.

Choose one: Lose $2,500, *OR* add lose $10,000 and increase system efficeny by 10%.

Inventory Card
Goshdang it, Ben

Come on, Ben. Come on. You know better. How did you even- y'know what? Don't tell me. I don't wanna know. Just get this cleaned up.

Lose $17,500.

Inventory Card
Forklift Certified

I think if we get these, we can actually start using the forklifts again. Lose $12,500.

Choose one: Increase system efficeny by 5%, *OR* add 1 additional week to the project and increase system efficeny by 15%.

Inventory Card
Clean the Left Wing

Hey hey, they finally cleared out the left wing of the warehouse.

Lose $10,000, and increase system efficeny by 5%.

Inventory Card
Tetris Master

Ben managed to sort the boxes really well today. He said playing Tetris helped.

Lose $7,500.

Inventory Card
Water Damage

Looks like there's a leak in the ceiling. Are we gonna fix it ourselves or hire someone else to do it? Reduce system efficeny by 5%.

Choose one: Add 1 additional week and lose $2,500, *OR* lose $7,500.

Inventory Card
Deep Clean

Time to really clean this warehouse. And I mean *really* clean it. Add 1 additional week to the project.

Choose one: Increase system efficeny by 15% and lose $10,000, *OR* lose $5,000.

Website UI Card
Re-Coloring

The new guy has a theory that he says will make the colors POP. Add 1 additional week to the project.

Choose one: Increase system efficeny by 10% and lose $10,000, *OR* lose $2,500.

Website UI Card
New Software

This new software should allow for a really streamlined user experience. Lose $12,500.

Choose one: Increase system efficeny by 15% and add 1 additional week to the project, *OR* increase system efficeny by 5%.

Website UI Card
Code Copying

Turns out someone already coded that. Lose $7,500.

Website UI Card
Re-tooling

Gotta completely rebuild the main webpage. Lose $10,000 and increase the system efficeny by 5%.

Website UI Card
Website Crash

Yikes, the enitre site didn't work for like, 3 days! Don't worry, the team took care of it. Eventually.

Reduce system efficeny by 20%, and lose $10,000.

Website UI Card
Button No Work

It no work! The button! The order button! They click it, but... it no work! Reduce system efficeny by 5%.

Choose one: Lose $2,500 and add 1 additional week to the project, *OR* lose $7,500.

Website UI Card
Compiling Error

It's a missing semicolon, for sure. We'll find it, it'll just... take a bit. Add 1 additional week to the project.

Choose one: Lose $10,000 and add increase the system efficency by 15%, *OR* lose $5,000.

IT System Card
Kanban System

With this new system, we've been processing requests like never before! Increase system efficeny by 5%, and lose $10,000.

IT System Card
Downed Servers

Someone forgot to pay amazon, and now we can't process any requests. We're gonna fix it, it just... will take a little bit. Add 1 additional week to the project, and lose $10,000.

IT System Card
White Hat Holiday

Everyone requested a break at the same time. I wonder what for. Reduce system efficeny by 5%

Choose one: Lose $2,500 and add 1 additional week to the project, *OR* lose $7,500.

IT System Card
Scrum Board

We've updated the processing system, so now it's up to standard! Lose $7,500.

IT System Card
Team Outing

We took a week to show the team how to work togther, and it worked! Eventually. Add 1 additional week to the project.

Choose one: Lose $10,000 and add increase the system efficency by 10%, *OR* lose $2,500.

IT System Card
Power Surge

Gotta reboot everything. Add 1 additional week to the project.

Choose one: Lose $10,000 and add increase the system efficency by 15%, *OR* lose $5,000.

IT System Card
Bean Bag Shopping

Y'know... for the break room! Add 1 additional week to the project.

Choose one: Increase system efficeny by 15% and add 1 additional week to the project, *OR* increase system efficeny by 5%.