

Project Risk Game Instructions – Getting Started and Rolling Dice

The Paradigm and Competition... Your challenge is to get to the end within the scheduled 12 reporting periods with the most team members and project chips. If you lose all of your pawns or chips, or don't get to the end within 12 periods, you lose.

The black pawn, representing your project manager, moves through the steps. The remaining six pawns are all project team members and go in the team members area.

To Begin... Put the black pawn in the Initiating circle and put all other pawns in the Team Members area. Start with 50 Project Chips and put any remaining chips in the Bank.

There are two types of risks: identified and unidentified. The type is not listed on the card. It is determined by where the card sits on the board. Randomly select two (2) risk cards and put them detail-side-down in the Unidentified Risks area. Put the remaining six (6) risks with the risk information side up in the Identified Risk Log.

You may read and strategize on Identified Risks only.

Use the Status Pad to track your rolls, strategies, and results. Follow the step-by-step process noted on the upper left top of the status pad.

Important note: Triggers are early indicators that risks are starting to occur, but triggered risks are not actually occurring yet. Identified risks have to be rolled twice to occur. The first time their number is rolled they are triggered. The second time their number is rolled they occur. The triggered status is indicated by setting a risk card in a triggered stand. Unidentified risks do not get the benefit of triggers – they happen the first time they are rolled.

If you roll a Negative Risk **If it was in the Unidentified Risks area** it occurs. Follow the instructions on the card. Then put the card in the Issues Log.

If it was in the Identified Risk Log put it in a triggered stand. If it already was triggered, and isn't mitigated, it occurs (so follow the instructions on the card and then move it to the Issues log).

Nothing happens if the risk was already in the Issues Log or if it is off the board.

If you roll a Positive Risk **If it was in the Unidentified Risks area** it occurs. Follow the instructions on the card. Then put it in the Issues Log.
(aka Opportunity)

If it was in the Identified Risk Log you may use it now or just trigger it. If you trigger it, you must roll the risk number again later, or exploit it, to activate it.

If it is already triggered, it occurs now. Follow the instructions on the card and move it to the Issues Log.

If you had negotiated to share this risk with a competitor, both do what is on the card.

Nothing happens if the risk was already in the Issues Log or if it is off the board.

Help on the Risk Strategies

Strategizing on Negative Risks

Mitigate: Action to reduce the chance of occurrence or the impact should it occur.

- What does it cost to mitigate? The number of chips equal to the impact score.
- How do I indicate it is mitigated? Put a mitigated card on the risk card.
- Can I lose the mitigated status after I paid for it? Yes, if you roll the risk number after you mitigated it, you will lose the mitigated card. You may mitigate repeatedly for the same risk.

Avoid: Take the risk out of the project and off the board.

- What does it cost to avoid? Pay double the impact score in number of chips.
- How do I indicate it has been avoided? Remove the card from the board.

Transfer: Pass the responsibility for this risk to another party.

- Cost is negotiable between parties.
- How do I indicate it has been transferred? Give the card to the team you transferred it to.
- If you have accepted the transfer of risk to you, avoiding or mitigating cost and penalties on the card must be multiplied by the number of cards you have for that risk number.

Accept: Do nothing. You can't afford to mitigate, avoid, and/or transfer every possible risk in a project. Accepting some risk is normal.

Strategizing on Positive Risks

(aka Opportunities)

Exploit: In project management terms this does not necessarily indicate an unethical act. Exploit means to ensure the risk is realized by removing all uncertainty. When you exploit a risk in this game, the benefits occur immediately.

- What does it cost to exploit? Double the impact score.
- Implement the instructions on the card immediately.
- May I exploit an enhanced or shared risk? Yes.

Enhance: Increases the probability and/or the positive impacts of a risk. In this game, if the enhanced risk is rolled you **double the benefits** on the positive risk card.

- What does it cost to enhance? Pay the impact score to the bank.
- How do I indicate it has been enhanced? Put an enhanced card on the risk card.

Share: Sharing means partnering the opportunity with another party. When a risk is shared, when either party rolls the risk, the benefits are split between the shared competitors.

- What does it cost to share? Cost is negotiable between parties. It may be free.
- How do I indicate it has been shared? You must write a note of the share negotiation agreement on your status pad and remember to refer to this "contract" if the risk is rolled.

Accept: Do nothing. Accepting an opportunity is being willing to take advantage of it if it comes along, but not actively pursuing it.