

# Project SN→AFU®

A Game for Our Times

**Project SN-AFU® totally lampoons the  
endless INSANITY of projects in  
today's workplace!**

**This demonstration will give you a sense  
of what it is like to play the game.**

**Free Download**

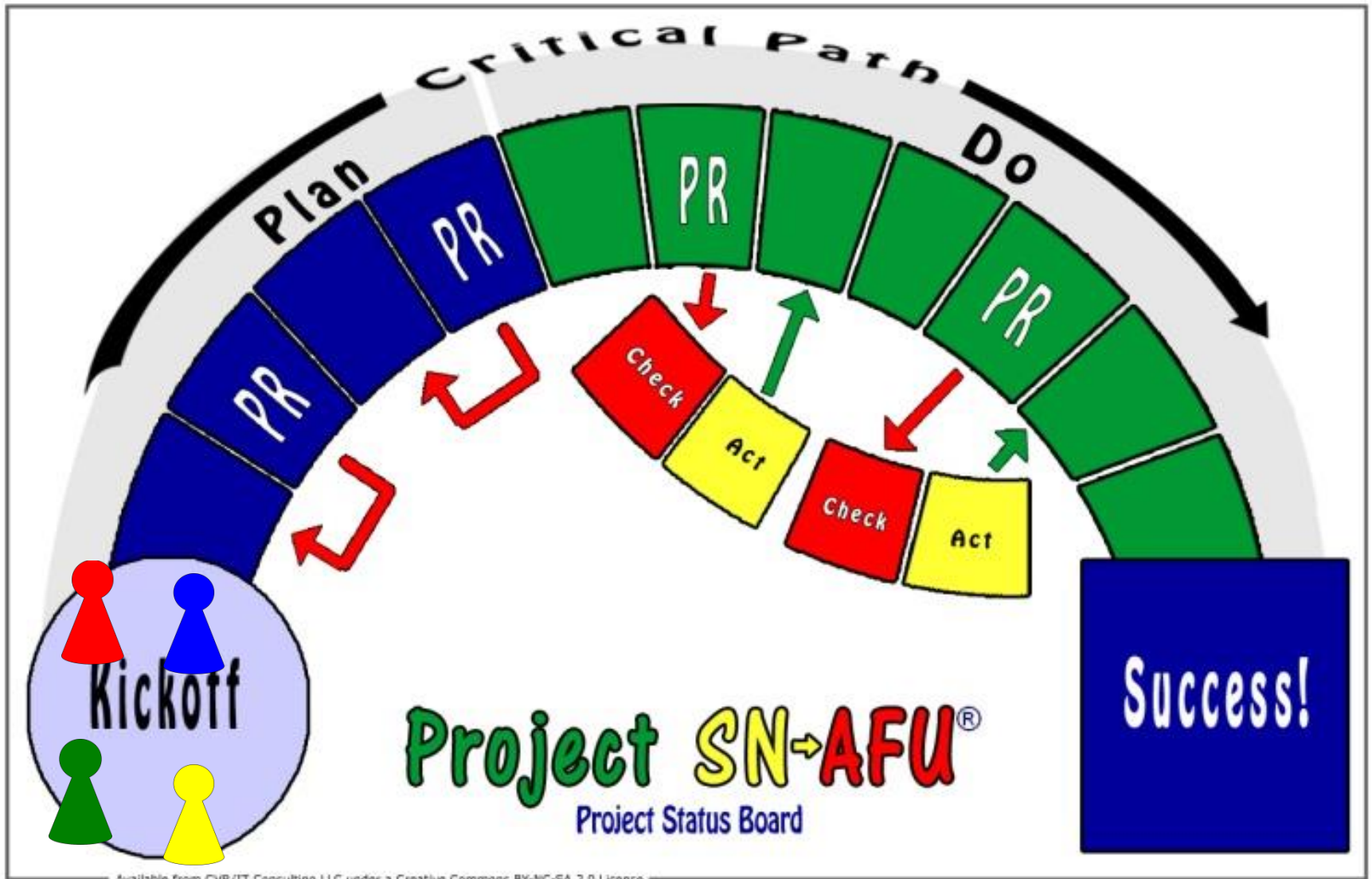
**[www.projectsnafu.com](http://www.projectsnafu.com)**

## Setup:

- The game board is placed in the middle of the table. Each player has one game piece on the board.
- Five card decks are placed around the game board:
  - Query cards
  - Answer cards
  - Two types of Project Review cards (Plan and Do)
  - Stuff Happens cards
- All players hold 10 Answer cards. They may also have one or more Stuff Happens cards.
- The role of Team Lead rotates clockwise around the table.

## Goal:

- Be the first player to reach the Success space on the game board.



**This is the game board at the start of the game. Four players are in the Project Kickoff space.**

# How to Play the Game

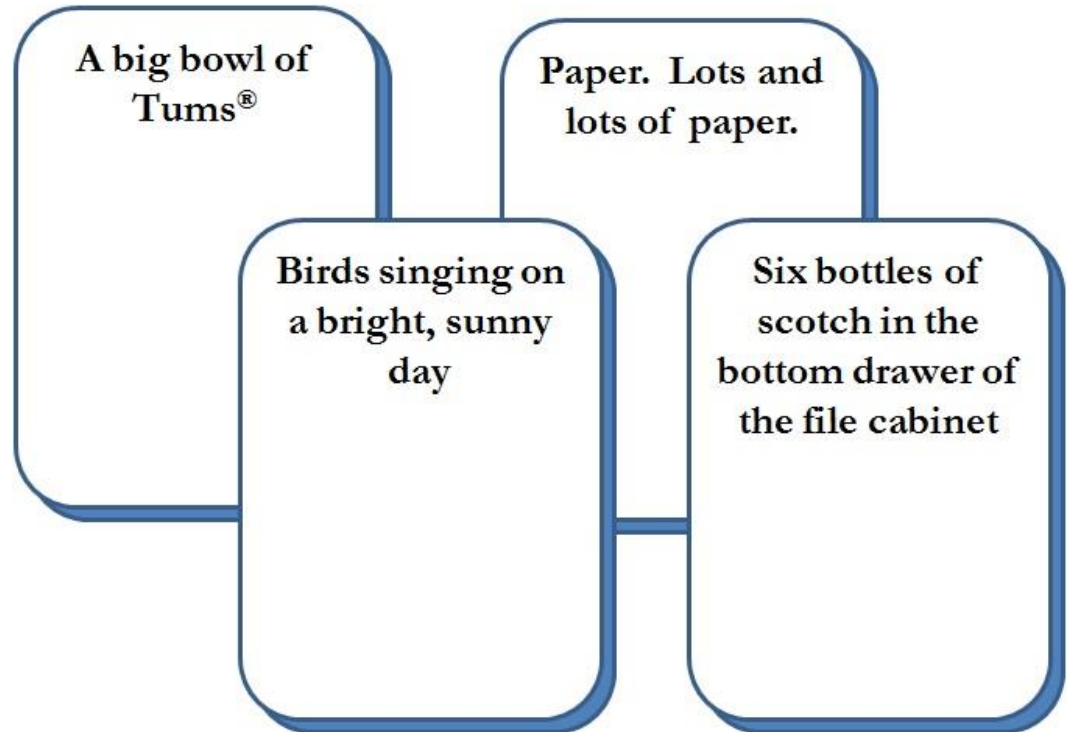
## Step 1: Choose the Best Answer

a. Team Lead picks a Query card and reads it out loud.  
It looks like this:

Management has adopted a new focus on quality.  
Now \_\_\_\_ is much more likely.



b. All other players submit Answer cards to the Team Lead. Here are some examples.



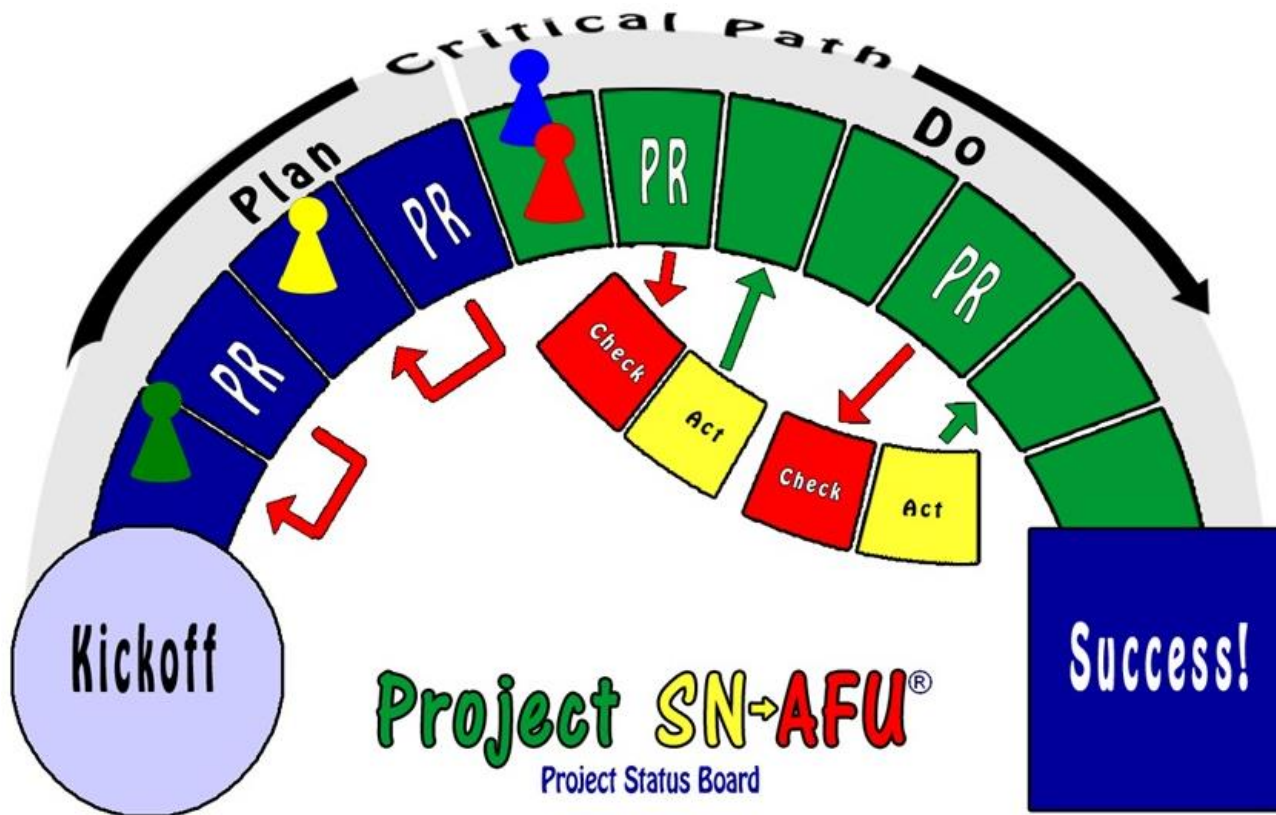
c. The Team Lead chooses the Answer he or she likes best...

... and "best" can be very, very wrong!

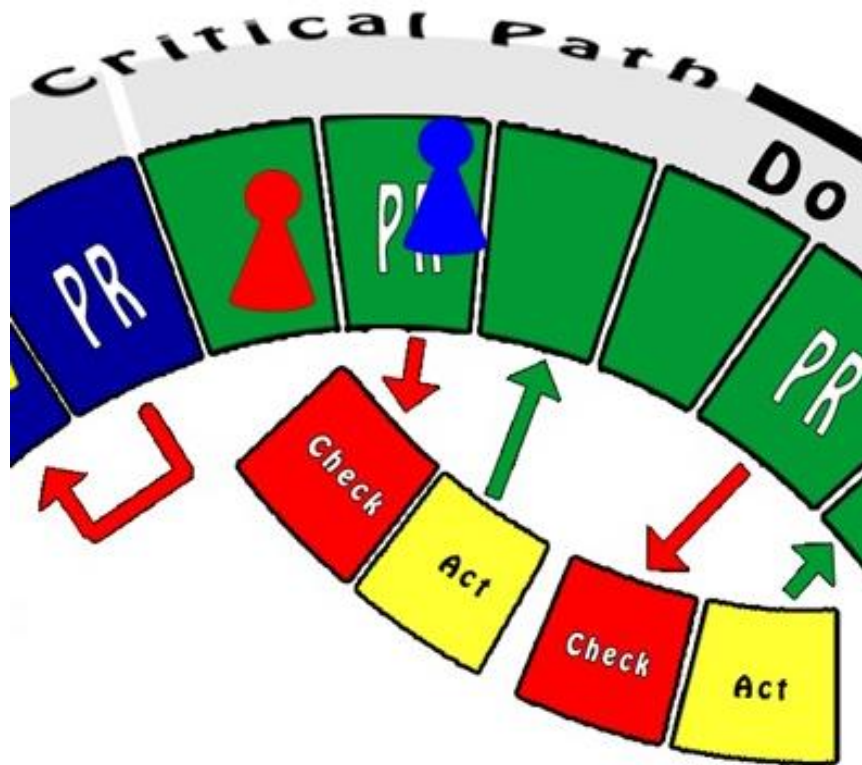
## Step 2: Move forward on the Project Status Board

Rule: When your Answer is chosen, move your game piece forward one space (toward Success).

- a. On the board below, Blue and Red are tied for the lead on the first green space. Yellow and Green lag behind.



b. The Team Lead reads a Query card and chooses Blue 's Answer. Blue moves forward into the Project Review space (PR).



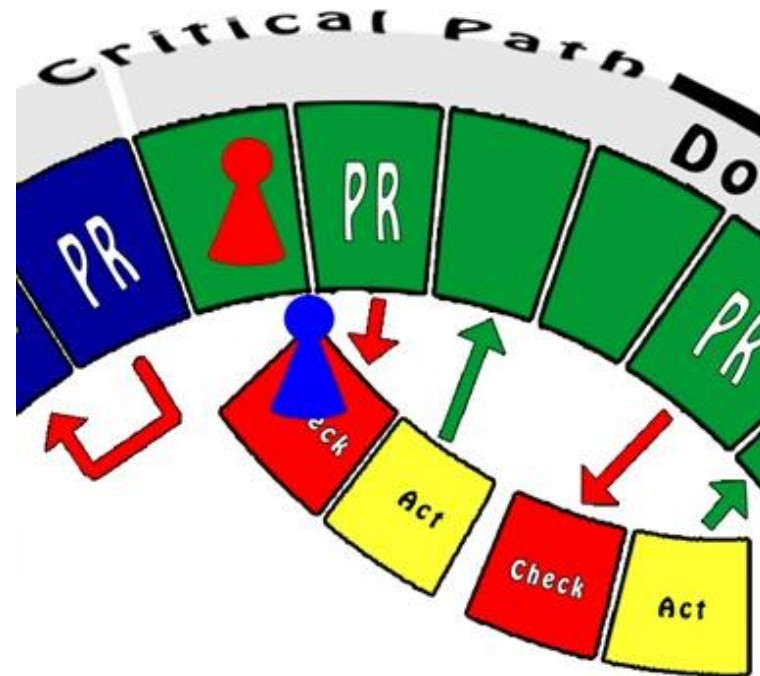


Rule: When you land on a Project Review (PR) space, you must draw a PR card. Some of them set you back.

c. **Blue** picked the Project Review card shown below ...

Team squabbles over refrigerator rules have turned into open warfare, and your Sponsor wants to know what's going on. It's time to force some consensus down the team's collective throat.

Go to Check



d. "Go to Check" requires that **Blue** leave the Critical Path (in green). He is now in a **Check** space. It will take two more turns to get back on the Critical Path. This delay will make it harder for **Blue** to win the game.

## Step 3: Stuff Happens

Stuff Happens (SH) cards add Chaotic Comedy to the game. They are your chance to set other players back. Or help yourself. Or just play with someone's head.

- a. His move finished, **Blue** picks an SH card and adds it to his hand. Then...
- b. **Stuff Happens free-for-all!** Anyone can give one SH card to any player. SH cards look like this:

Ethics test. Every player (clockwise) can choose to either blind-pick an Answer card from your hand, or do nothing. If they raid your hand, you play the next turn with fewer cards. An ethical person would not do that to you. Are your friends ethical?

PMO assignment: Non-verbal communication drill. You must announce your next card choice as Team Lead by drawing a picture of it.

Management training: Take all of the SH cards from one other player. Then, when you can, play the worst card on that player! You are bad...

You have been temporarily assigned to another project. Give the next milestone you win to the player on your right



c. Blue receives the SH card shown below.

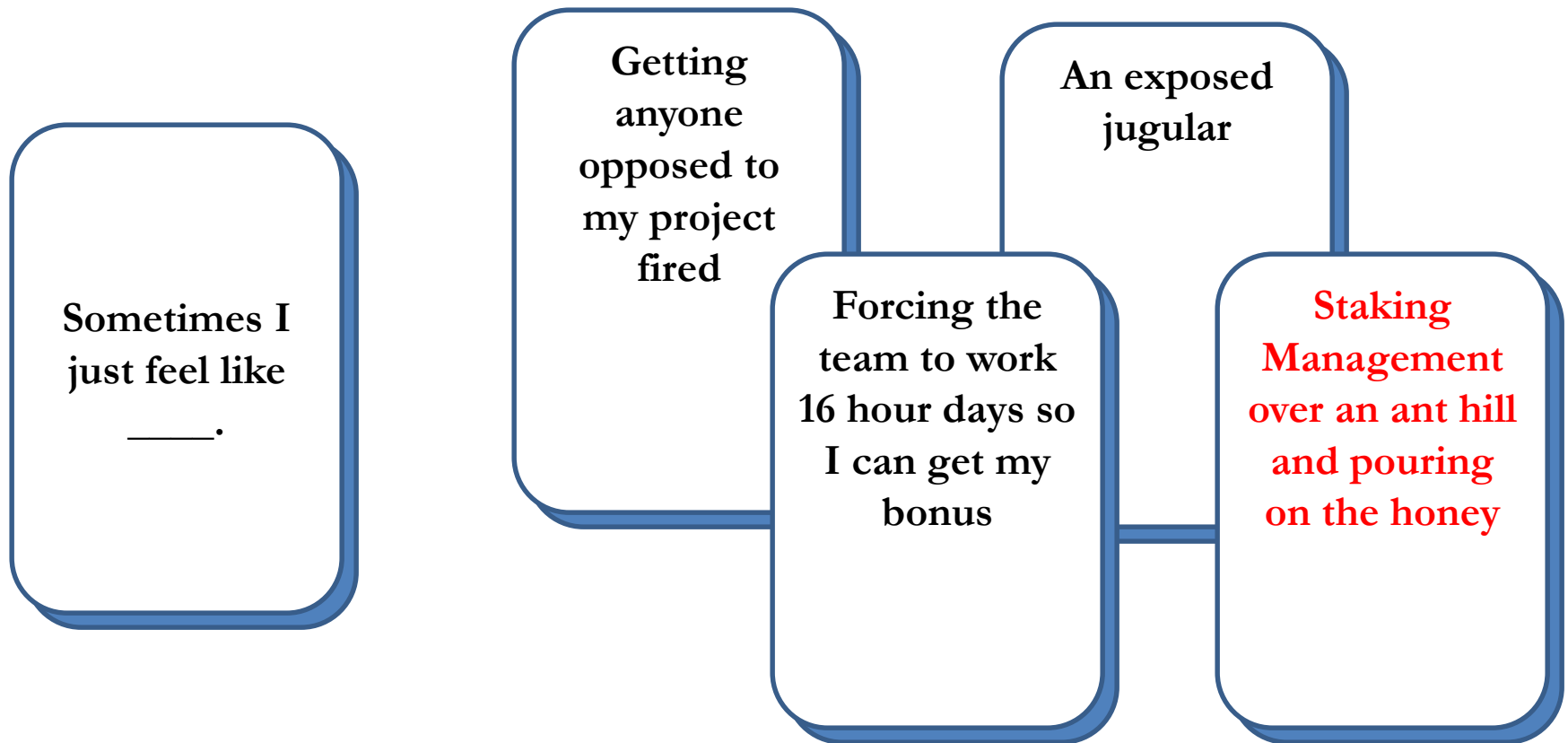
Management training: Take all of the SH cards from one other player. Then, when you can, play the worst card on that player! You are bad...

He reads it, takes three SH cards from **Red** and laughs as he reads them. **Red** had some funny cards, and Blue really is bad. **Red** is cooked.

**This turn is over.** Team Lead role goes to the next player. Go to Step 1 and repeat.

## Step 1: Choose the Best Answer

a. Team Lead reads a Query card. The other players submit their best (horrible, unethical, non-PC) Answer.



b. The Team Lead chooses **Red's** Answer.

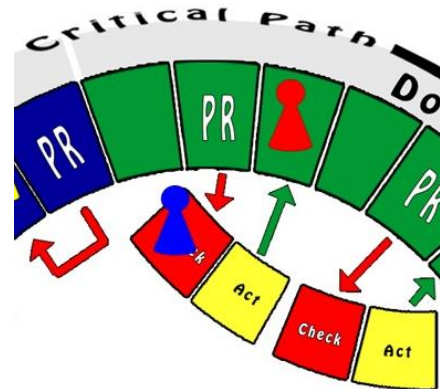
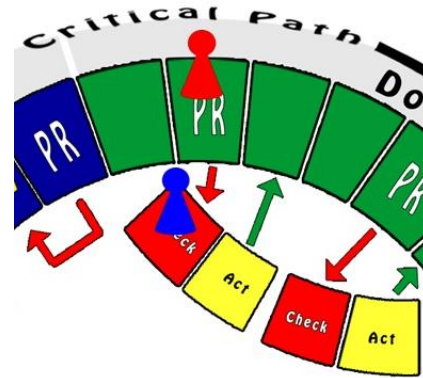
## Step 2: Move forward on the Project Status Board

a. **Red** advances to the PR space ...

... and draws the card shown below.

You just saved a lot of money. A buddy in another division will let your team use an expensive tool you thought you would have to buy. The Review Team is pleased.

Go Forward 1 Space



b. Some PR cards propel you forward.

This one advanced **Red** one space.

**Red** is now in the lead!

## Step 3: Stuff Happens

- a. **Red** picks an SH card (not shown) and puts it in her hand. She does not play her card on anyone, but she does receive a card from **Blue** (no surprise):

PMO assignment:

Diversity  
awareness drill.

Next time you are  
Team Lead you  
must read all cards  
in pirate speak.

**AARRRR!**

- b. **Ouch**

**This turn is over.** Team Lead role goes to the next player. Go to Step 1 and repeat.

**We hope that this demo has given  
you a better understanding of  
Project SN-AFU<sup>®</sup>.**

**You can download the game for free  
from our website:**

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