

# Project SN-AFU®

## Card Game Rules

### Setup

- Place the Card Piles sheet in the middle of the table.
- Place Query and Answer cards face down on the Draw Pile spaces of the Card Piles sheet.
- Deal 10 Answer cards to each player.
- The person with the least project experience is declared the first Team Lead.

**Standard play** - three or more individual players can play the game

**A turn consists of three actions:**

- 1. Team lead reads a Query card and chooses an answer**
  - a. The Team Lead draws a Query card and reads it out loud.
  - b. All other players choose from their hand one or more Answer cards that they think the Team Lead will choose as the best answer. Players should draw extra Answer cards before playing an Answer when directed to do so.
  - c. Players pass their Answer cards to the Team Lead (who shuffles them for anonymity) and may immediately restock their hands to 10 cards.
  - d. The Team Lead reads the answers out loud. (Read the Query card before each answer.)
  - e. The Team Lead chooses the answer they like best.
- 2. The player whose card was chosen wins the turn and claims the Query card**
- 3. The Team Lead puts used Answer cards face up on the Discard Pile space of the Card Piles sheet**

When all players have restocked their hands, the turn is ended. At that point, the person to the left of the Team Lead becomes the new Team Lead and play continues as described above.

The first player to claim 5 Query cards (or whatever target you have set) wins the game.

### Game Details

#### Query cards

Most Query cards display a question or statement that includes one or more blank spaces. Players select one Answer card from their hand to fill in each blank space.

Some Query cards simply pose a question. In that case, players select the Answer card that best answers the question.

Some Query cards provide additional instruction, as follows:

- Draw 3, Play 2, Discard 1
- Draw 3, Play 3

In these cases, players should draw extra Answer cards before choosing their answer so that they have more cards to choose from. When called for, they should discard one or more Answer cards after the turn is completed in order to maintain 10 Answer cards in their hand.

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The player whose Answer was chosen by the Team Lead wins the turn. They take the Query card and place it face up in front of them.

## **Answer cards**

Use one or more Answer cards as required to respond to a query. When a query requires more than one Answer card, stack the cards in the order that you want them read, with the first card face down on the bottom of the set.

When the turn is done, the Team Lead puts all used Answer cards face up in a discard pile.

## **Refresh**

Players may, at any time, give up one turn in order to trade in all of the Answer cards in their hand for a new set.

For more information about the game, check out the website for our [How to Play the Game demo](#) and [Glossary](#).

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