

# Project SN-AFU<sup>®</sup> – Quick Start

## Setup

Place the **Project SN-AFU<sup>®</sup>** Status Board in the middle of the table.

Place Query, Answer, Stuff Happens (SH), Plan and Do cards face down near the Game Board.

Give each of 3 to 6 players 10 Answer cards, 2 Stuff Happens (SH) cards, and a unique game piece. Put the game pieces in the Kick Off box (Game Board).

The person with the least project experience is your first Team Lead.

## A turn consists of four actions:

### 1. Play a hand

- a. The Team Lead reads a Query card out loud.
- b. Everyone else gives their best Answer card(s) to the Team Lead (face down) and immediately restocks their hand. (Keep 10 Answer cards in your hand unless directed otherwise).
- c. The Team Lead reads the answers out loud and chooses the one he or she likes best.

### 2. Winner of the turn moves forward on the board

- a. If your card was chosen, you won the turn. Move your game piece forward one space on the Game Board.
- b. If you land on a Project Review space (PR), draw a Project card (Plan or Do), read it out loud, and follow its instructions. To "Go Back one Space" or "Go to Check", follow the arrows on the board.

### 3. Stuff Happens

- a. Winner of the turn draws one card from the SH deck.
- b. Anyone can choose to play one SH card on any player, including his or her self. This is done in free for all fashion. But SH card play is not required of anyone.
- c. When everyone who wants to has played an SH card, players who receive them must read them out loud and then carry out the instructions. Order of play is clockwise starting with the player to the left of the Team Lead.
- d. You can play a Cancel card on the SH card someone is reading. This can be the first or second SH card you play on this turn.
- e. Whenever possible, complete SH card instructions immediately.
- f. If you can't complete the instructions, put the SH card on the table in front of you. Keep it there as a "resident SH card" until instructions are completed or the card is cancelled.

When everyone is done with their SH cards the turn is completed. The role of Team Lead shifts clockwise around the table and play continues as described above.

**The first player to reach the Success! Box on the Status Board wins the game.**

See Detailed Instructions for more information. Also see the Game Demo on our website:

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

# Project SN→AFU®

**Free Download**

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

# Project SN-AFU®

## Rules of the Game

### Setup

- Place the **Project SN-AFU®** Game board in the middle of the table.
- Place one deck each of Query, Answer, Stuff Happens (SH), Plan and Do cards face down near the Game board.
- Deal 10 Answer cards and 2 SH cards to each player.
- Each player puts a unique marker in the Kick Off box on the Game board.
- The person with the least project experience is declared the first Team Lead.

### Standard play - three to six individual players

A turn consists of four actions:

#### 1. Team lead chooses an answer

- a. The Team Lead draws a Query card and reads the question 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 to use in the hand when directed to do so.
- c. Players pass their Answer cards to the Team Lead, who shuffles them for anonymity.
- d. The Team Lead reads the answers out loud. (Read the Query card before each answer.)
- e. The Team Lead chooses the answer he or she likes best.

#### 2. Winner of the turn earns a Stuff Happens (SH) card, advances on the Game board, and might manage a Project Review

- a. The player whose answer is chosen wins the turn. They earn one Milestone and move their marker forward one space on the Game board to claim it. If the player lands on a Project Review space, they draw a Project card (Plan or Do) and follow its instructions (see below).
- b. The winner also draws one card from the SH deck and holds it for later use.

#### 3. All players restock their hand with Answer cards

- a. The Team Lead puts used Query and Answer cards in their respective discard piles.
- b. The Team Lead directs all players to draw enough cards from the Answer deck to bring their hand back to their usual level (normally 10, but see below).

#### 4. Players deal with Stuff that Happens

- a. The Team Lead initiates SH card play by saying "Bring it on".
- b. Any player can play one SH card on any player, including his or her self. This is done in free for all fashion.
- c. A cancel card cancels the card it is played on.
- d. As soon as all SH cards are played, players who receive them must carry instructions. This is done in a clockwise manner starting with the player to the left of the Team Lead.
- e. Whenever possible, a player must complete SH card instructions immediately.
- f. If this cannot be done, the player puts the SH card on the table in front of them. It remains there as a "resident SH card" until instructions are completed or the card is cancelled.

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When work with SH cards is completed, 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 reach the Success! Box on the Game board wins the game.

**Team Play** – two or three teams of two players each

Setup and game play are the same as for individual players except that:

- Team members must sit opposite one another
- Each team puts one game piece on the board
- When either member of a team wins a turn, they can move their team's marker

The scenario is that the teams work for the same organization and are competing for resources. Players on the same team can use SH cards to best advantage by helping each other out while creating problems for the other team. When either player on a Team enters the Success! box, that team 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 the correct number of Answer cards in their hand (usually (10), but see below).

Put used Query cards face up in a discard pile.

### 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.

Put all used Answer cards face up in a discard pile.

### Project Cards (Plan and Do)

Whenever a player lands on a Project Review milestone, that player must take a Project card from the appropriate deck and follow its instructions. To "Go Back one Space" or "Go to Check", follow the arrows on the board.

Put used Project cards face up in a discard pile.

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## Stuff Happens (SH) cards

Players receive (2) SH cards at the start of the game, and one additional SH card each time they win a turn. Some Do and Plan cards provide additional SH cards. There is no limit to the number of SH cards that a player can hold. Method of play with SH cards is described above (see **Standard Play**, #4)

Players must read each SH card out loud **as it is received**.

Some SH cards instruct players to take one or more extra cards for immediate play. This is a temporary condition. Players hold the extra cards but do not refill their hands at the end of turns. When the extra cards are gone, they resume with their standard number of cards. For example:

I am given 2 extra Answer cards, and I add them to the 10 cards I already hold. If the next 2 Query cards require one Answer card each, I will start the next turn with 12 Answer cards, play one card and not draw any; start the following turn with 11 Answer cards, play one card and not draw any; and then resume play with 10 cards.

When a Cancel card is itself cancelled, the Cancel cards are discarded and the resident SH card remains in play.

Put all used SH 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.

## Project SN-AFU® Game Board

All players start in the Kick Off box. They move their game piece one milestone (space) to the right each time their answer is chosen by a Team Lead. When a player lands on a Project Review milestone, they must select a Project Review card from either the Plan deck (while in the Plan zone of the board) or the Do deck (while in the Do zone of the board).

Project Review cards direct players to move forward, backward or down.

- If a Project Review card instructs a player to "go forward" in Plan, Do or Check zones, the player moves their game piece one space to the right.
- If a Project Review card instructs a player to "go back" in the Plan zone, the player moves their game piece one space to the left, following the arrow.
- In the Do zone, if a Project card instructs a player to "Go to Check", the player moves their game piece from the Project Review space they are in to the space below (Check) as indicated by the down arrow. In response to subsequent wins the player will first move one space to the right (to Act), and then move one space up (back to the Do zone) as indicated by the up arrow.

## Game pieces

Players may use any type of game piece as long as each player has one that is easily distinguished from all the others. Printable game pieces may be downloaded from the **Project SN-AFU®** website.

Also, check out the website for our **How to Play the Game demo** and **Glossary**.

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