Nobody's Perfct Cheat Sheet

How to facilitate the game

1. Draw the rule- and mindset on a flipchart paper (or something similar)
2. Let the audience play in groups of 4 – 8 people per group.
   a. If you have more than 4 people, let them play in pairs or as singles.
   b. If you have a larger audience, try to get a facilitator from each group who has to watch out that rules are followed and a discussion happens. If you apply time-boxing he's to take care of it as well.
3. Set a time-box for the whole game.
4. Use an introduction story (like Stephen Denning says ;)
5. Play in iterations (10 Minutes / Iteration). That allows you to extend the rules stepwise.
   a. Start with closed hands
   b. Extension: introduce the pile of wisdom
   c. Extension: play openly
   d. Extension: if a group is missing something valuable for them, allow them to introduce another rule given by themselves

   Time-boxing makes your session also very handy and manageable (in front of time ;) You don't need to go through the complete deck.
6. If a group has a problem with finding small problems, modify the deck: remove the problem weight till 6. So have a problem space from 6 – A. Keeping the small solutions is a good way to make people thinking in baby steps :)

Rules of the game

- Use a deck of Poker Cards
- Every player gets a set of 4 cards
- Start with the heaviest problem in hands. Play the card. Explain the problem.
- If you have a solution or a small step in the right direction: play the card, explain your approach.
- If you are not able to do anything more you're done
  - If you cannot add something valuable: it's the next players turn
  - Fill up to 4 cards from the stack. It's the next players turn.
- The pile of wisdom is a stack of best practices and "proved" solutions:
  - If you face a problem on the desk and you are not able to cover it with a card on your hand you are allowed to take a card from the pile of wisdom. Take the first card on top and try to solve a given problem with it.
- Once a problem is solved put it to the pile of resolved problems and put the solutions to the pile of wisdom (on top if solved out of hand, on bottom if solved from pile of wisdom). Only the last solution is visible.

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Example debriefing questions

- How do you feel about playing with an open (or hidden) deck?
- What about reducing the problem cards i.e. starting the problems with a 6 or 7?
- What do you think about playing in pairs?
- What would have changed if you play it as a single?
- What are specific situations or contexts to apply this game?
- Observations and/or key learnings?
- What do you think about separating the problem into two different categories (personal/technical)?
- What makes this game different compared to others?
- If you aren't able to use the game - what need to be changed in order to use it?
- What do you think about the highlighted problems and the (different) solutions?
- What do you think about aligning problems through numbers?
- How does it feel to be limited to a simple solution as a first step?