You are a small management team tasked with a short term project. The nature of the project is up to you. This role play is set in the monthly meetings you have throughout the life of this project.

## The 3-Month Project

An educational role play concept for 2-6 players

Roll a DG (regular dice) for each table below to determine what kind of company you work for:

| Size of Organisation | on Type of organisation: | Industry sector:             | Location:        |
|----------------------|--------------------------|------------------------------|------------------|
| 1. Start-up          | 1. Not-for-profit        | 1. Primary production        | 1. Remote/Rural  |
| 2. Small business    | 2. Government            | 2. Manufacturing             | 2. Rural centre  |
| 3. Growth            | 3. Private               | 3. Construction $\tilde{\ }$ | 3. Suburban      |
| 4. Medium            | 4. Research &            | 4. Services                  | 4. Smaller city  |
| 5. Large             | development              | 5. Design                    | 5. Major city    |
| 6. Industry leader   | 5. Consultancy           | 6. Education                 | 6. International |
| ,                    | 6. Sub-contractor        |                              |                  |

## Playing the Game

- At the beginning of the game, each player takes a 'Role', 'Leadership Strength' and 'Leadership Weakness' card. They then roll for a 'Personality Trait' and 'Life Circumstance' (these last two are just for flavour)
- The game is played over 3 rounds, each including a 'meeting' and 'working month' phase.
- Meeting phase:
  - Players draw 3 Agenda Item cards each and place them on the table together in any order.
  - For a player to address an agenda item, they must describe their plan, explain which leadership strength it uses and use a time point to address that item. If other players agree to that plan, the player places the card in front of them.
  - $\circ$  Each agenda item has a challenge rating in the bottom right corner.
- Working Month phase:
  - To address an action, a player spends a time point, rolls IDG and adds (or subtracts) their leadership style bonus. Players can spend an influence point to add +1 to a roll. If their total is equal or higher than the challenge of the agenda item, they succeed and turn the action card face down.
- Players regain their time and influence points at the beginning of each meeting phase.
- The game ends after the 3rd month. Count the number of points on all face down
  Agenda Item cards, this is your team's KPI. If you have no agenda items left, your team
  gets +10 bonus points.
- A meeting is held with the owners/directors of the company (class) and you must briefly describe how you used a particular leadership style to address each issue and why, as well as any issues you could not resolve in time.