

AI Adventures: Master Edition

HOW A ROUND IS PLAYED

3 to 6 players

A round takes about 45 minutes
No timer. No per-step clock.

THE OBJECT OF THE GAME

Turn one AI adoption scenario into a single visual plan you build together. Play a PACE style that isn't your own. Then show it, don't tell it.

BEFORE ANYONE SITS DOWN

Everyone takes n.print at nprint.ai. You will be dealt a style that is not your own, so you need to know yours.

Mix the functions. A table drawn from one department will miss the same things together. Do not default to the most senior person.

The board belongs to the table — anyone can pick up a marker without asking.

THE DEALER

One player deals, keeps the round moving, and reveals The Pace. The Dealer plays too, and rotates clockwise each round. There is no facilitator.

KNOW YOUR CARDS

REFERENCE	how to play
SCENARIO	the situation
ROLE	how you see it
TERM	what must be visible
BLUEPRINT	how to show it
PACE	what changes

What you need: the seventy-two cards in this box. A card stand for each player and a whiteboard with markers are ideal.

THE ROUND — SEVEN STEPS

- Pick a scenario**
Choose any Scenario Card, then a side — both sides carry a different scenario. Read the situation and its three questions aloud.
- Deal**
One Role Card each, and never your own style. Three players: three different styles. Four: all four. Five or six: duplicate as needed. Then deal every Term Card, one at a time around the circle, until they run out. Hands will be uneven. That is correct.
- Read the stakeholder**
Who in this story is resisting, what do they actually want, and which PACE style best explains what they value? The visual is for that person.
- Play your Term Cards**
Each player plays at least one Term Card face up and says why it fits. Keep the rest in hand — you can play them later.
- Choose your Blueprint**
Spread all fifteen face up. Each player nominates one and says why. The table chooses one; the rest stay face up as a toolkit. Blueprints are starting structures, not worksheets. Change them. Make it yours.
- Build, face The Pace, revise**
Build one shared drawing on that structure. Every played Term Card must become a mark someone can point to, not a written term. Cards still in hand stay live. When every played Term Card is visible, the Dealer reveals one CORE PACE card. Nobody starts over — revise the same drawing.
- Present, then talk about it**
The team picks a presenter; the Dealer may present. Standing, they present to the other players as the people whose support you need. Then put the Role Cards down and work through Talk About It as yourselves.

Next round: return the CORE PACE card, redeal the Term and Role Cards, choose a new Scenario, pass the Dealer clockwise.

n. Step text is taken from the printed cards.

Talk About It, and how you know it worked

THE DEBRIEF

Talk About It happens inside step seven
Choose two or three questions, not all six

THE FOUR VOICES

Pioneer Business Value

“What measurable business outcome does this deliver?”

Assembler Speed with Rigor

“How quickly can we validate that this works correctly?”

Conductor Simplicity

“How easily can my team understand and use this?”

Evangelist Human-Centricity

“How will this enhance my team's capabilities?”

Each Role Card's back carries what you champion, where you'll slip, whose question to hear, and what your instinct will be when The Pace strikes.

TALK ABOUT IT — CHOOSE TWO OR THREE

1

What did **The Pace Card** do to us? Which player did everyone turn to first?

2

Where did you slip out of the style you were dealt? What did your own style want to do?

3

Which archetype's first question did this group need most, and did anyone ask it?

4

Which phase was this? Which red flag? Name the phase first, pull its Term Card, then check **Red Flags by Phase**.

5

Which Term Cards did we clip up, and which should we have?

6

If this were your company tomorrow, what would you do first, and who would quietly work against it?

Put the Role Cards down first. You are yourselves again. Everyone speaks.

Question four is the only one that sends you to another card — the **Core Scenario Key** stays shut until this point.

HOW YOU KNOW IT WORKED

There is **no score**.

The linguistic shift. Did the other players stop calling it “your plan” and start calling it “our plan”? Watch the hands. Someone reaching for a marker to change your drawing has taken ownership of it, even if they are arguing while they do it.

Risk made visible. Does the visual show a before and an after? Put a human number on it — hours saved, days of waiting removed, errors caught before they ship. Then connect that to a number the business already tracks.

The coverage answer. Can you say which PACE styles built this plan, which one is missing, and what you did about the gap?

The warning sign is quiet agreement.

Nodding along means you are talking at the room, not with it. Put a marker in someone's hand and ask them to change one thing.