

MitiGate Game Instructions

1. If there are 4 players, deal **4 mitigation cards** to each player (If there are 3 players, deal 6 cards each, if 2 players, 8 cards). Get familiar with your cards.
2. Take the top card from the **Risk** deck and place it on the table.
3. **Discuss** the likelihood (in your project) and impact (numerical values on the card). Place the Risk card on the appropriate spot in the **probability-impact matrix**. If the Risk is:
 - a. **Blue (Low)**: No mitigation card can be played (the risk must be accepted).
 - b. **Yellow (Medium)**: Players decide whether to play a mitigation card or not.
 - c. **Red (High)**: A mitigation card must be played.
4. Each player can propose one **Mitigation**. **Discuss** which is best for the current risk. Place the chosen mitigation on the table in front of the player who proposed it.
5. Every mitigation impacts the **project's objectives**. Move the markers on the objective bars according to the values on the card. Some mitigations depend on **luck**. If required, roll the die.
6. Roll the die to let **chance** decide if the risk happens:
 - a. **Low probability** risk: Occurs on a roll of 1 or 2
 - b. **High probability** risk: Occurs on a roll of 1 to 4.
7. If the risk occurs, move the markers on the **objective** bars based on the Risk card values.
8. The player who used their card draws **2 new mitigation cards** from the deck. (If an existing mitigation on the table is reused, no new cards are drawn).
9. Move the marker one step forward on the **project timeline**.
10. The game continues by playing the **next Risk card**.
11. The Game is **Lost** if any project objective drops 25% below planned (reaches the red zone).
12. The Game is **Won** if players successfully reach the closing stage on the project timeline.