

STRICTLY COMMERCIAL-IN-CONFIDENCE

**THE
FORESIGHT
SAGA**

The Corporate Futurists Game

CORPORATE FORESIGHT

Pieces and their Moves

Name of Piece	Movement	Taking pieces	Restrictions
Dollar Spend	Moves forward or sideways one square at a time	Takes any piece on a square to which it moves	Cannot jump over pieces and can only take piece on a diagonal move
Chairperson	One square in any direction	Takes any piece on a square to which it moves	Cannot jump over pieces
CEO	Moves in any direction or mirror the move of any other piece currently in its company and on the board	Takes any piece on a square to which it moves	Cannot jump over pieces Cannot go further down the board towards its competitor than the piece from its company which is furthestest down the board
COO (Chief Operating Officer)	Moves on straight lines either down the board or diagonally across the board but must remain within six squares of CEO	Takes any piece on a square to which it moves	Cannot jump over pieces Cannot go further down the board towards its competitor than the piece from its company which is furthestest down the board
CFO (Chief Financial Officer)	Moves on straight lines either down the board or across the board, but not diagonally, any distance	Takes any piece on a square to which it moves	Cannot jump over pieces
S&M (Sales and Marketing)	Moves on diagonal lines either down the board or across the board any distance	Takes any piece on a square to which it moves	Cannot jump over pieces
HR (Human Resources)	Moves in L shape in any direction 2x3 squares or 3 x 2 squares	Takes any piece on a square to which it moves or can stop and take a piece which is on its path but must stay in the square of the piece it takes	Can jump over own pieces and competitor's pieces
R&D (Research and Development)	Moves on straight lines either down the board or across the board, but not diagonally, any distance	Takes any piece on a square to which it moves	Can jump over own pieces but not competitor's and must stop on the square of a piece it takes
T&D (Training and Development)	Moves on straight lines either down the board or diagonally across the board maximum of three squares	Takes any piece on a square to which it moves	Cannot jump over pieces Cannot go further down the board towards its competitor than the piece from its company which is furthestest down the board
IT (Information Technology)	Moves in Z or U like fashion – across 2 then diagonally two and then across two any direction	Takes any piece on a square to which it moves	Can jump over competitors and own pieces

Objective of the Game

Object of the Game, all Levels – the purpose of the game is to capture the Chairperson of the opposing company thereby taking over that company.

NOTE : Corporate Foresight is played on a Chess Board with opposing Corporations at opposite ends of the playing board and pieces are removed by opposing pieces taking the opposition's square or in accordance with the rules of the given level of play.

Playing the Game – Level 1

Pieces of the Level 1 Game – Dollar Spend (8), Chairperson (1), CEO (1), and the following Senior Executives CFO (2), S&M (2), and HR (2).

Arranging the Board :

Companies line up at opposite ends of the board.

Major roles : All those except Dollar Spends line up on back row in the following order from left to right:

HR, S&M, CFO, CEO, Chairperson, CFO, S&M, HR

Dollar Spends are like pawns in Chess start across the board one row immediately in front of the Senior Executives who are on the last line of the playing board.

Playing the Game – Level 2

Roles of the Level 1 Game – Dollar Spend (8), Chairperson (1), CEO (1) and select any other roles you want including those from “Middle Management” (see below) up to a starting maximum of two of the same role.

The rule of a maximum of two Senior Executives and Middle Managers per role applies in all circumstances.

Arranging the Playing Board : Dollar Spends as per Level 1 and all major roles at each corporation’s discretion behind them at rear of board

In this version of the Game the following rules apply plus you can exercise one of the following STRATEGIC OPTIONS on a turn but cannot move any pieces on that turn if you exercise a STRATEGIC OPTIONS:

Dollar Spends can :

- only move forwards if your team still has a CFO (Dollar Spend’s can move one square per CFO on the board)
- only move diagonally if your team still has a S&M (Dollar Spend’s can move one square per S&M on the board)
- move backwards in any direction if your team still has a R&D (Dollar Spend’s can move one square per R &D on the board).

Your STRATEGIC OPTIONS are:

- If you have two or more HR officers you can convert any competitor’s piece you take into an equivalent piece, except CEO, for your own company.
- If you have two or more T&D officers you can convert any Dollar Spend’s piece you take into any nominated piece, except CEO, for your own company.
- If you have R&D and IT officers CEO can go anywhere on the Board and leap over its own pieces.
- If you have two HR officers you can convert any Board Member into a Chairperson if you loose your Chairperson.
- If you have a HR Officer and T&D Officer you can convert any SEO into a CEO if you loose your CEO.
- If you have an EEO Officer you can convert any SEO into a BM if you loose a BM.
- If you have a T&D and an EEO Officer you can convert any Dollar Spend into an SEO if you loose your SEO.
- If you have a OHS Officer you can convert any Dollar Spend into Middle Manager role.
- If you have a Quality Manager, Dollar Spend’s can take pieces directly in front of them.

Middle Management – Pieces and their Moves

Name of Piece	Movement	Taking pieces	Restrictions
EQ - SEO (Senior Executive Officer)	Moves six squares in any direction	Takes any opposing piece on a square to which it moves or in the path of a square to which it moves although it continues to its end destination	Can jump over any pieces
BM (Board Member) x 3	Moves three squares in any direction	Takes any piece opposing on a square to which it moves or in the path of a square to which it moves although it must stop on the square of the piece it takes	Can jump over competitor's pieces only
SEO (Senior Executive Officer)	Moves three squares in any direction	Takes any piece on a square to which it moves or in the path of a square to which it moves although it must stop on the square of the piece it takes	Can jump over own pieces but removes these pieces from the playing board
EEO	Moves three squares any direction	Takes any piece on a square to which it moves	Can jump over own pieces only
OHS	Moves four squares any direction	Takes any piece on a square to which it moves	Can jump over competitor's pieces only
Quality Manager	Moves in Z or U like fashion – across 2 then diagonally two and then across two any direction	Takes any piece on a square to which it moves or in the path of a square to which it moves but it must continue to its final destination	Can jump over own pieces and takes all others
T&D	Moves L shape pattern 2 plus one, or one plus two	Takes any piece on a square to which it moves or in the path of a square to which it moves although it must stop on the square of the piece it takes	Can jump over own pieces but removes these pieces from the playing board
EQ-T&D	Moves L shape pattern 2 plus one, or one plus two	Takes any piece on a square to which it moves or in the path of a square to which it moves but it must continue to its final destination	Can jump over any pieces
IR Officer	Moves L shape pattern 2 plus one, or one plus two	Takes any piece on a square to which it moves or in the path of a square to which it moves although it must stop on the square of the piece it takes	Can jump over own pieces but removes these pieces from the playing board
EQ-IR Officer	Moves L shape pattern 2 plus one, or one plus two	Takes any piece on a square to which it moves or in the path of a square to which it moves although it must stop on the square of the piece it takes	Can jump over any pieces

Playing the Game – Level 3

The Level 3 Game is played in identical fashion to Level Two but with the following challenges, determined by a role of the die and subsequent FUTURE FORESIGHT CONSEQUENCES.

FUTURE FORESIGHT CONSEQUENCES

Number on Dice	Situation	Consequence	Foresight Fixes
One	Global Downturn	All Dollar Spend's move directly backwards one space. If a Dollar Spend cannot move backwards, it is removed	Define Product and service Define Market Define Vision and Strategy No more turns until this is complete and agreed by team
Two	Staff Dispute	Loose turns until resolved (roll dice un next turn to resolve, 5 or 6 resolves dispute)	If you have a Union Representative or EQ-IR loose only one turn
Three	Local Market Downturn	50% of Dollar Spend's, nominated by team, move directly backwards one space. If a Dollar Spend cannot move backwards, it is removed	Prove why this will have no more impact Do not loose Dollar Spends and do not loose turn if this is achieved.
Four	Accident	Role one dice and loose that number of turns	Impact halved if you have OHS
Five	Industrial Case - EEO	Role one dice and loose that number of turns	Impact halved if you have EEO
Six	Skills Shortage	Loose two Middle Managers	Impact halved if you have EQ-T&D
Seven	Failure to adapt to future	Role one dice and loose that number of Middle Managers and SEOs – decide which	If you have an EQ-T&D loose only half the number and only Dollar Spends or Middle Managers
Eight	Internal Management Dispute	Role two dice and loose that number of turns	Impact halved if you have HR and EQ-T&D
Nine	Internal SEO Dispute	Role two dice and loose that number of turns	Impact halved if you have HR and EQ-T&D
Ten	Poor Quality products – customers dissatisfied	Role one dice and loose that number of Dollar Spends	Impact halved if you have Quality Manager
Eleven	Board reshuffle	Role one dice and loose that number of Board Members	Define how to fix Provide Strategy No more turns until this is complete and agreed by team
Twelve	CEO Resigns	Role two dice and loose that number of turns	Impact halved if you have HR