BECOME A
CHAMPION

**The card game around Microsoft Teams & Co.
to build up knowledge of
tool competence and adoption.**

GAME GUIDE

Players
2 - 4

Playtime
~20-40min

Cards
143

2 Titel Cards
9 Champion Certificate Cards
32 Badges Cards
40 Competence Level Card
55 Function Cards
5 Action Cards

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BECOME A CHAMPION

Game idea

Build your expertise in and with Microsoft Teams and become a Teams Champion. Learn the features of Teams, Planner, OneNote, OneDrive and Whiteboard. Increase your tool competency, earn badges and BECOME A CHAMPION.

All function cards include an individual QR barcode. Scanning the code takes you to a website with more detailed information about the function on the playing card.

Game preparations

All function and action cards are shuffled and laid out as a face-down draw deck.

The Competence Level cards, Badge cards and Champions cards are laid out - each color set separately - as 10 card stacks according to the arrangement outlined below.

Each player draws 3 cards from the draw deck and takes them into his hand.

Draw deck

Discard stack

Gameplay

The game team agrees on which player will start. This player now decides on one of the following moves:

2 function cards from the draw deck.

Note that the hand limit is limited to a maximum of 10 cards.

Play a specific action card. This action card then goes to the discard stack.

Earn competenclevel, badge or champion certificates.

Then it is the next player's turn. The game is played clockwise. When the action cards in the draw deck are used up, the cards in the discard stack are shuffled and laid out as a new draw deck.

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Game objective

The goal of the game is to first reach the certain number of Champions certificates. To become a teams champion you need 4 champion certificates for 2 players and 3 champion certificates for 3 or 4 players.

In order to reduce the playing time, fewer Champion certificates can be earned.

4 champion certificates for 2 players

3 champion certificates for 3 or 4 players

Competence Level

To get a Competence Level, the player puts two required Function cards from his hand to the discard pile and takes the top matching Competence Level card to his hand.

For example, to get a Competence Level of Teams, two Function cards to Teams are needed.

To get a Competence Level of OneNote, the player needs two Function cards for OneNote. These are then placed in the discard stack and the Competence Level card from OneNote is added to the hand.

Alternatively, four different Function cards or two identical Competence Level cards can be exchanged for any Competence Level card.

Badges

To get badges, the player needs the appropriate Competence Level cards in hand.

If the player has the required cards, he turns in these cards and gets a badge card in return. The discarded cards are returned to the appropriate Competence Level deck.

For example, if a badge card has the symbols for Teams, OneNote, and Planner, the player needs one competence card each for Teams, OneNote, and Planner.

If two Teams and one OneNote symbols are shown, two Teams and one OneNote Competence Level are required.

The player places the received badge cards face up on the table in front of him.

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Champion certificates

Once a player has earned enough badges, he can trade in his badges for a Champion Certificate card. This requires as many badges as the top Champion Certificate card on the stack shows.

For example, if the top Champion certificate card shows 3 badges, the player (on his turn) hands over that many badge cards.

It does not matter which badge is used. The returning badge cards are then placed back under the corresponding badge card deck.

The winning Champions certificate card is placed on the table by the player with the back side facing him.

Action cards

If you have an action card in your hand, you can play it on your turn.

Internet sercurity problem

If the action card >Internet sercurity problem < is played, the playing player may determine which three card stacks are blocked. To do this, the card is placed so that three decks are partially covered. After that, these three decks cannot be played for two rounds. After the second round, the action card is removed again and placed on the discard stack.

Example 1 shows that the competence levels for Planner and OneNote, as well as the activity badge are blocked.

Example 2 shows that the competence levels for OneDrive and the Communication and Meeting badge are blocked.

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Example 3 shows that the Communication and Activity badges and the Champions certificates are blocked.

Update

The player who plays the Update card is allowed to draw a card from one of the other players. To do so, he must return one of his cards (this may also be the newly drawn card). The returned card is placed on the discard stack if it is a function card or on the appropriate competence level card deck if it is a competence level card.

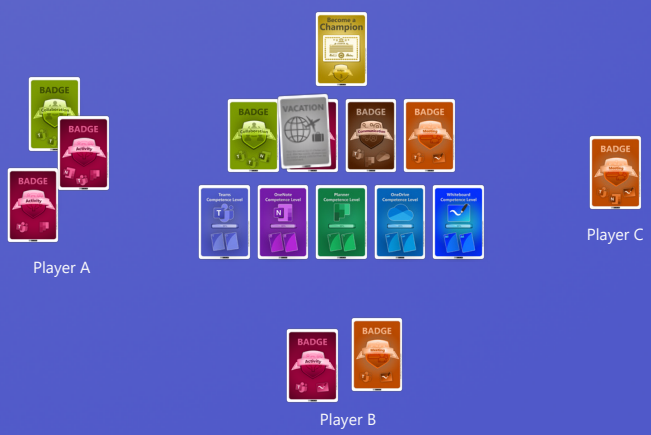
Personal coaching

The Personal Coaching card serves as a knowledge jocker and can replace a function card of any tool (= any color).

Vacation

When a player plays the Vacation card, he places this card on a badge deck he chooses. This deck is blocked for the next two rounds. After two rounds, all players lose the badges they have already earned from this deck.
The Vacation card is then removed and placed on the discard stack. The lost badges are sorted back under the corresponding badge card stack.

In the following example, player C has placed the Vacation card on the Activity Badge deck. After two rounds, player A loses 2 Activity Badges, player B loses 1 Activity Badge, and player C loses no badges.



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