

Why We Created CardVersations

It's possible we just wanted an excuse to shove our branding in your face. What's more likely is that, having seen firsthand that the best breakthroughs rarely come from boardrooms or spreadsheets, we wanted to create real, unfiltered moments where people laugh, share ideas, and discover common ground. This gives our clients the edge they need to **work smart** and **lead strong**.

We created CardVersations to capture that spark and be the tool in your business for building stronger teams, breaking down silos, and turning everyday interactions into opportunities for growth.

Whether you're:

- Kicking off a workshop,
- Warming up a team meeting, or
- Trying to avoid doing real work,

CardVersations creates an environment where people can connect quickly, share openly, and leave their titles at the door.

This philosophy mirrors our consulting approach: simple, human, and practical. Just as our YDI (You Do It) consulting model empowers businesses to own their solutions, CardVersations empowers teams to own their culture.

Work Smart, Lead Strong and never underestimate the power of a good laugh to get people talking.

Game Objective

Score points by playing the funniest or most fitting answers to leadership and workplace prompts. The first player to 5 points (or the current leader after 10 minutes wins!

Setup

1. Select the First Leader - this is the person who arrived last to the meeting. Each round the leader rotates clockwise for each round of play.
2. Shuffle the Question Cards and place them in deck, face down.
3. Shuffle the Answer Cards and deal 7 to each player.

Notes

Keep it firendly

Laughter is encouraged, winning is just a bonus.

Mode 1: Traditional

Best for 4 to 6 players. Can be played 3 or more (see player count notes below)

How To Play

- Setup as directed.
- The Leader draws a Question Card and reads it out loud.
- Each Player selects a card from their hand and gives it to the Leader, face down.
- The Leader reads out all submissions and decides on the winning answer.
- The winning player keeps the Question Card as 1 point.
- The next Player, clockwise from the Leader becomes the new Leader and the round begins again.
- The Player that has 5 points first, or is the highest scorer after 10 minutes of play, is the Winner!

Player Numbers

3 players: Works, but feels more like a brainstorming game.

4-6 players: The sweet spot of fast, funny and balanced.

7-9 players: Still playable, just takes longer and answers run thinner. You can form players into groups if you enjoy listening to elections.

Mode 2: Icebreaker

Best for 4 to 12 players. If there are more than 12 people in your meeting, your meeting sucks!

How To Play

- Setup as directed, except each Player gets 3 Cards.
- Each Player selects 1 Card from their hand and places it face up in front of them.
- The Leader sets a timer for 60 seconds and during that time, players may steal any face up card from another player, while replacing it with one of their own cards. Repeat as often as you like within 60 seconds.
- The Leader then reads out the question and all Players must submit the answer card that is face up in front of them.
- Leader rotation continues as per traditional play.
- Identify a winner after 3 rounds, if there is a tie, combatants must create Slam Poetry out of 1 x Question Card and 2 x Answer Cards randomly selected.

Let's Play!

YippeeCard Yay

About Crown Opportunities

We believe success comes from doing things smarter and leading with strength. Based in Brisbane, Australia, we partner with businesses worldwide to unlock growth, transform teams, and turn ambition into results.

Work Smart

We streamline operations, build engaged teams, enhance customer experiences, and maximise profitability.

Lead Strong

We guide organisations through change with clarity; resolving conflict, aligning stakeholders, and nurturing adaptive leadership that lasts.

Your Strategic Partner

Our passion is helping leaders and businesses move beyond challenges to achieve bold outcomes. By combining insight with action, we turn strategies into sustainable success.

Work Smart. Lead Strong. Join us on this journey of growth, innovation, and impact.



CardVersations

The Game That
Gets Teams Talking

Game Guide

What's Inside

25 Question Cards

90 Answer Cards

The Rules