

Morale card

One of your seniors is heard saying they've found a way to avoid their team having to move

Throw 12-sided dice for the amount of morale lost

Morale card

Kitchen areas in the new building are found not to be wheelchair friendly after some teams have moved and must be refurbished

Throw 12-sided dice for the amount of morale lost

Morale card

Movers are worried about storing their shoes: If you have not already provided shoe storage space and told people this...

Throw 12-sided dice for the amount of morale lost

Morale card

HR show a trend of people transferring to teams that aren't expected to move

Throw 12-sided dice for the amount of morale lost

Morale card

A budget cut means you can no longer install a new gym in the new building

Throw 12-sided dice for the amount of morale lost

Morale card

Online discussion boards show those not moving are feeling left out

Throw 12-sided dice for the amount of morale lost

Morale card

People survey shows those working overseas are worried about where they will work when they return to the UK

Throw 12-sided dice for the amount of morale lost

Morale card

Movers are worried about their bicycles: If you have not already provided secure bicycle storage space and told people this...

Throw 12-sided dice for the amount of morale lost

Morale card

Online discussion boards are full of people moaning their annual commuting costs will increase

Throw 12-sided dice for the amount of morale lost

Morale card

Online discussion boards are full of people gloating that they don't have to move or change behaviour

Throw 12-sided dice for the amount of morale lost

Morale card

People are worried they can't have photos on their desks: If you haven't already implemented a solution and told people this...

*Throw 12-sided dice for the amount of morale **lost***

Morale card

While clearing old cupboards you find photographs of your organisation from the 1950s which you hang in both buildings

*Throw 12-sided dice for the amount of morale **gained***

Morale card

You discover the most important bit of IT was the bit no-one thought to ask for in the design phase

*Throw 12-sided dice for the amount of morale **lost***

Morale card

Early movers have problems getting stuck inside security pods

*Throw 12-sided dice for the amount of morale **lost***

Morale card

Word gets out that during VIP practice visit three directors get stuck in security pods

*Throw 12-sided dice for the amount of morale **gained***

Morale card

Pass issuing team cannot keep pace with demand for passes for the new building

*Throw 12-sided dice for the amount of morale **lost***

Morale card

Visitors keep being turned away from the new building as visitor passes not available

*Throw 12-sided dice for the amount of morale **lost***

Morale card

Staff who forget their staff passes are turned away from the new building

*Throw 12-sided dice for the amount of morale **lost***

Morale card

Temporary passes for the new building expire and staff can no longer get to their desks

*Throw 12-sided dice for the amount of morale **lost***

Morale card

Early movers tell their colleagues how nice the new building is to work in

*Throw 12-sided dice for the amount of morale **gained***

Morale card

Early movers find a local café that does awesome breakfast rolls & coffee deals

Throw 12-sided dice for the amount of morale **gained**

Morale card

Hard core non-movers who now do want to move are told there is no longer space for them

Throw 12-sided dice for the amount of morale **lost**

Morale card

Some 'moving champions' are great and their teams are excited about the move

Throw 12-sided dice for the amount of morale **gained**

Morale card

Some 'moving champions' are not effective and their teams are demoralised about the move

Throw 12-sided dice for the amount of morale **lost**

Morale card

IT roll out team suddenly moved onto a higher priority for a month and a large team (100) people has their move delayed

Throw 12-sided dice for the amount of morale **lost**

Morale card

Removing a toxic chat forum on "why we shouldn't move" is perceived as censorship and drives the anger underground

Throw 12-sided dice for the amount of morale **lost**

Morale card

Word gets out that the new meeting pod furniture won't fit through the new security doors - despite not being true...

Throw 12-sided dice for the amount of morale **lost**

Morale card

An unfounded rumour emerges that the budget has increased by 50% to the detriment of 'real work'

Throw 12-sided dice for the amount of morale **lost**

Morale card

Some people are genuinely excited about moving and are creating pockets of enthusiastic movers

Throw 12-sided dice for the amount of morale **gained**

Morale card

Analysis of desk management data enables you to create more space

Throw 12-sided dice for the amount of morale **gained**

Morale card

Some large teams have a change in leadership and structure and want to revisit all their moving data

*Throw 12-sided dice for the amount of morale **lost***

Morale card

A newly appointed and vocal team leader is not happy when told they can't change their predecessor's moving preferences

*Throw 12-sided dice for the amount of morale **lost***

Morale card

People love the brightly coloured 'magic mushroom' wheelie stools that have just been installed

*Throw 12-sided dice for the amount of morale **gained***

Morale card

Some teams have moved and left a whole load of rubbish behind that others now have to clear up

*Throw 12-sided dice for the amount of morale **lost***

Morale card

The organisation's CEO makes an unhelpful promise that no-one will be out of pocket due to the move, without clearing with HR

*Throw 12-sided dice for the amount of morale **lost***

Morale card

A head of department sets a goal to sit at a different desk each day for a month and blogs about it

*Throw 12-sided dice for the amount of morale **gained***

Morale card

A water leak closes all the toilets on one floor of the old building - movers are glad their toilets are fine!

*Throw 12-sided dice for the amount of morale **gained***

Morale card

Movers find there is a much better choice of local sandwich bars and coffee shops for meeting friends for lunch

*Throw 12-sided dice for the amount of morale **gained***

Morale card

Early movers report that coffee is twice as expensive in the new building compared to the old building (and not as nice)

*Throw 12-sided dice for the amount of morale **lost***

Morale card

There is greater need than you thought for flexible joint team working spaces as teams really enjoy using them

*Throw 12-sided dice for the amount of morale **gained***

Morale card

'Moving champions' are not being freed up from their day jobs and are getting stressed

*Throw 12-sided dice for the amount of morale **lost***

Morale card

Online discussion boards are full of rumours about progress that are just not true

*Throw 12-sided dice for the amount of morale **lost***

Morale card

'Desk management co-ordinators' are getting grief from their teams who don't want to desk share

*Throw 12-sided dice for the amount of morale **lost***

Morale card

People don't believe they can fit all their personal stuff into the small storage areas they have been allocated

*Throw 12-sided dice for the amount of morale **lost***

Morale card

People are worried about picking up colds from others if they have to share desks

*Throw 12-sided dice for the amount of morale **lost***

Morale card

Teams who have never worked together before are now forming strategic alliances due to their proximity to each other

*Throw 12-sided dice for the amount of morale **gained***

Morale card

Some people unhappy they will have to travel between the old and new buildings several times a week

*Throw 12-sided dice for the amount of morale **lost***

Morale card

Some people believe the split between buildings will create a them and us culture

*Throw 12-sided dice for the amount of morale **lost***

Morale card

People don't understand the cultures of the partner organisations they will be co-locating with

*Throw 12-sided dice for the amount of morale **lost***

Morale card

Those working alongside people from partner organisations are finding their own efficiency savings

*Throw 12-sided dice for the amount of morale **gained***