



Twitter: @yot88, @xgbadree

The Client

At the end of the game, everyone loose if designated as the trouble maker.

*There is only one boss. The client.
And he can fire everyone in the company.*



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Trouble Maker

During the week-end, look for anyone else whose eyes are open. Can view one card in the center if none.

Does not understand Agility and he's against change in the organization.



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Middle Manager

During the week-end, can exchange cards between two other player.

Afraid about loosing the power he think he has.

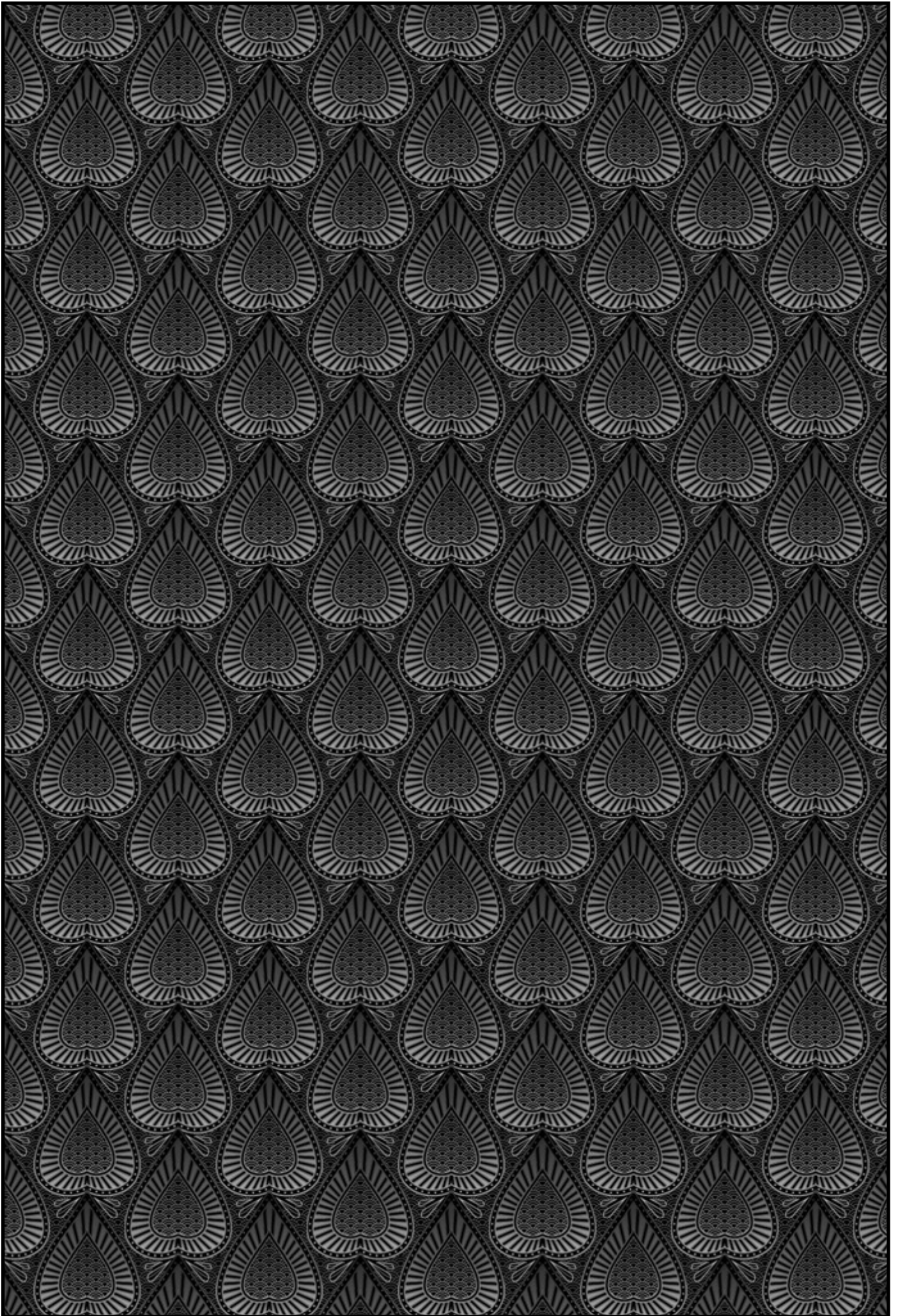


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Trouble Maker

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Team Member

At the end of the game, win if at least one trouble maker is designated or there is none.

If there is no rule, the team rules.



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Product Owner

During the week-end, can see another player card or two cards in the middle.

People only see what they are prepared to see.



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El Facilitator

At the end of the week-end, can see if his card has changed.

The problem is thinking that having problems is a problem.

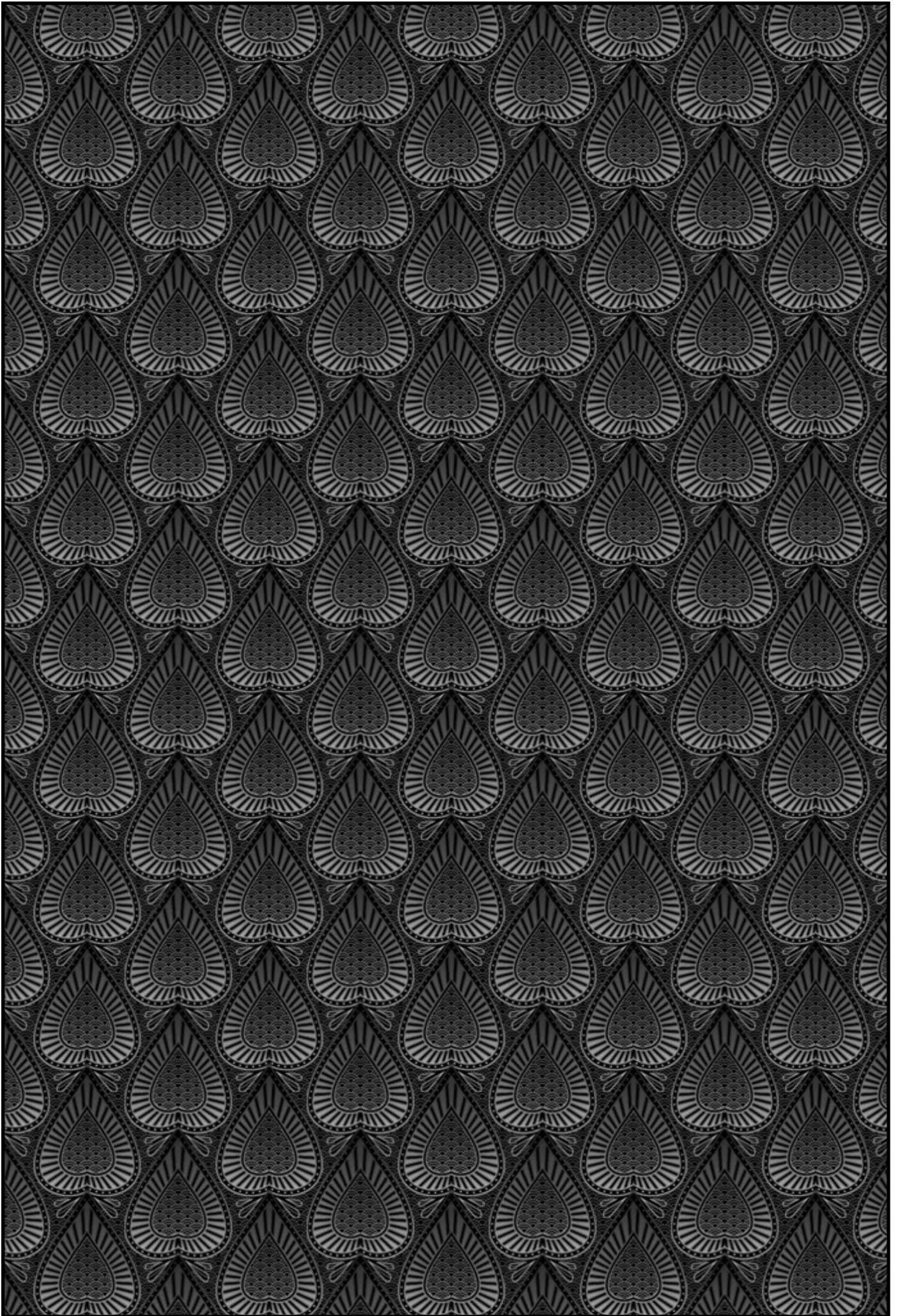


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Project Manager

At the end of the game, win if designated as the trouble maker.

Micro-Management certified specialist. Hates his job.





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