



The Client

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

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



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.



Middle Manager

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

Afraid about loosing the power he think he has.



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.



TROUBLEMAKERS



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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.



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.



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.



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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