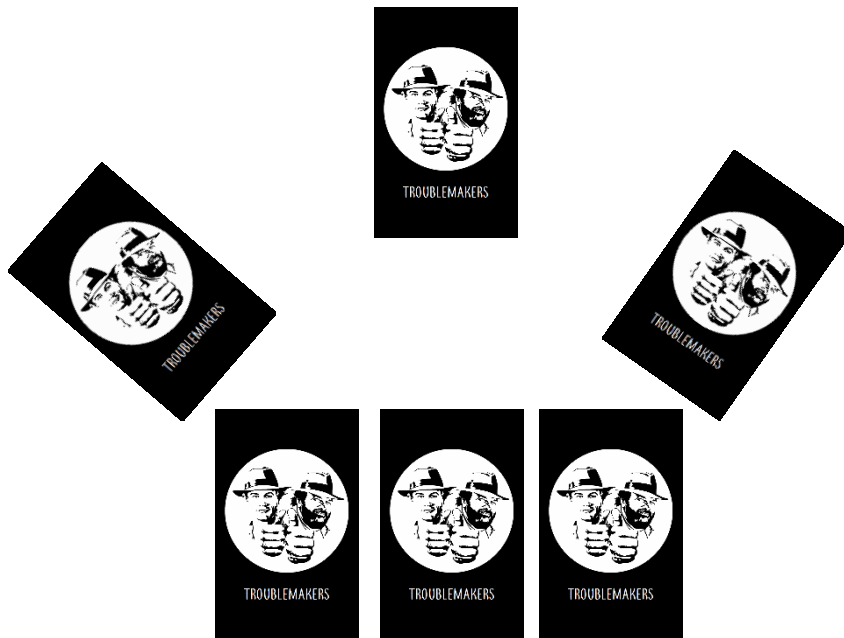


# TROUBLEMAKERS: Cheat sheet

## Game setup

The game can be played by a group of 3 to 7 persons.



### 3Players game

- ✓ Take 6 cards from the game:
  - 2x "Trouble Maker"
  - 1x "Product Owner"
  - 1x "The Client"
  - 1x "Middle Manager"
  - 1x "Team Member"
- ✓ Show the cards to players so they can take time to read them
- ✓ Each player chooses randomly one card and keep it secret (face down)
- ✓ Put the 3 remaining cards in the center

### 4Players game

1x "Team Member"

### 5Players game

2x "Team Member"

### 6Players game

2x "Team Member"  
1x "Project Manager"

### 7Players game

2x "Team Member"  
1x "Project Manager"  
1x "El Facilitator"

## Playing the game

The game has two phases, "1- During the week end" and "2- Monday morning at the office"

### During the week end

- 1 "Everyone, close your eyes."
- 2 "Trouble Makers open your eyes and look for other Trouble Makers."
- 3 "Trouble Makers, close your eyes."
- 4 "Product Owner, open your eyes. You may look at another player's card or two of the center cards."
- 5 "Product Owner, close your eyes."
- 6 "Middle Manager, open your eyes. You may exchange cards between two other players."
- 7 "Middle Manager, close your eyes."
- 8 (if any) "El Facilitator, open your eyes and look at your card."
- 9 (if any) "El Facilitator, close your eyes."

### Monday morning at the office (10minutes)

Players have 10minutes to discuss amongst themselves who they believe the "Trouble Makers" are.

- All players may say anything but may **never show their card to anyone**.
- After 10minutes of discussion, players vote.
- After the vote everyone has to return his card in order to identify who was right.

## Debriefing the game

As a facilitator, ask to the participants to do the parallel between their current agile implementation.

Ask simple questions: Now; what are the forces **for** change? what are the forces **against** change?

Push some tooling like the *force field analysis* that you can use in an agile transformation.



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