



of a Whistle-blower

The Sides



The Whistle-blower

- ◆ *Must not be a boss*
- ◆ *Must still be employed*
- ◆ *Must be on losing side*
- ◆ *Only one per round: Player with highest card gets first dibs*

Game order

1. *Teams: Pick a boss*
2. *Teams: Select voting strategy*
3. *Bosses: Fire workers*
4. *Vote*
5. *Bosses: Fired if low support*
6. *Bosses: Fire workers*
7. *Identify winning side*
8. *Select whistle-blower*

Bosses: *Keep at least half your team ... mass firings raise suspicion!*

Scoring

- ♥ *Keep your job: +20*
- ♥ *Your side wins: +10*
- ♥ *whistle-blower: Up to 60 points*

Strategy Hints

♥ Bosses

- ◆ Help your **side**: Fire or threaten dissenters
- ◆ Don't get **fired**: Represent your team, so you don't lose support
- ◆ Create chaos and drama

♥ Workers





- ◆ Help your **side**: Vote for your side
- ◆ Don't get **fired**: Go along to get along
- ◆ Blow the whistle: Go along ... for a while
- ◆ Build a coalition: Vote against your boss to prevent firings
- ◆ Create chaos and drama

Reflective Free-write

- ♥ *Reflect on the game using a 10-minute free-write. Example focus questions:*
 - ◆ *Describe a strategy for playing the game, and describe how it might be used in real life.*
 - ◆ *Does bad management lead to bad decisions?*
 - ◆ *Why do bad bosses prefer intimidation to out-right firing?*
 - ◆ *Explain why whistle-blowers are often viewed as troublemakers.*

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♥ Contributors

- ◆ Dr. Bo Brinkman - Original slide content and game design