

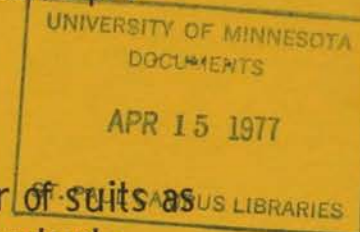
"SUPER MANAGER"

"Super Manager" contains six cards for resources, values, goals, decision making, organization, standards, procrastinator (bad card) and management machine (good card).

A "Super Manager" uses all management ideas: resources, goals, values, standards, organization, decision making and doesn't procrastinate.

Directions:

1. Three to six people needed. Use the same number of suits as there are players. (resources, goals, values, standards, decision making, organization.)
2. Shuffle all suits together, plus procrastinator and management machine cards. Deal until all cards are gone.
3. The object is to try to get all six cards of one suit or 5 cards and the management machine. Trade the cards you don't want in groups of two or three or just one of a suit. Don't get stuck with the procrastinator card.
4. You must trade by suits --- 3 resources, 2 standards, etc. You can add the procrastinator card to any group. But must yell out how many you want to trade, "two-two-two" or "one-one-one."
5. The dealer decides when trading begins. You trade with the people who want to exchange the same number of cards you do.
6. When you have the whole suit -- all six cards or 5 cards and the management machine -- yell "Manager!"
7. Keep track of what suit you win. If you get all six suits, you are "Super Manager!"



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