

Saboteur Game - Instructions for Facilitator

Purpose of the game:

Show the effect of different objectives for different units or teams who need each other to deliver value (like business, marketing, finance, development, operations, architecture)

Available time: 10 min per round, 40 min for two rounds (Mission 1 and 2) and evaluation.

Roles: 4 - 6 players (builders, saboteurs) + 1 observer.

Material per team:

Deck of standard playing cards.

Board with rules printed in A1 format or 4 x A3 format taped together.

Set of mission cards for mission 1 or 2.

Big timer to keep track of time.

Preparation:

Put the board with rules on the table.

Give participants time to read the rules, prepare the board and ask questions.

Tips for players: Do not discuss your roles. As a saboteur it is wise to not show your intent too early, builders can block you from building on the bridges.

Distribute Mission cards for current mission (participants should not read the available missions, only their own mission)

Start:

Set the timer to 10 minutes and start the game.

End:

Game ends when the time is up or all cards have been played.

After the game is over, take time to evaluate experiences. Ask participants to translate their experiences and insights to their current way of working.

Download:

The last version of this game can be downloaded from <http://www.scrumup.com/downloads>.

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