

THE PRINT KIT

Everything the table writes on. Print once, print again whenever you run the session — the cards stay in the box, the paper does the work.

- 01 **The Committee of Cozy Crisis** — the rules, one sheet. Read it out before the first round.
- 02 **The Facilitator's Cheat Sheet** — every persona with its intent and the one line that redirects it. Two sheets. Keep it beside you, face up.
- 03 **Extended Persona Reference** — what each persona does to a room, and why the tactic works. Two sheets, for preparing rather than playing.
- 04 **The Action Register** — one sheet per session. The running memory of the game.
- 05 **The Decision Booklet** — two decisions per sheet. Cut along the centre line, or fold and staple to bind it.

HOW TO PRINT

A4, one side, black ink. Set scaling to **Fit to page** and it prints clean on US Letter too. No colour, no heavy fields — plain office paper holds its shape.

WHAT STAYS IN THE BOX

Persona cards, Scenario cards and the two Rules Cards are printed components. Nothing in this kit needs folding.

THE COMMITTEE OF COZY CRISIS

4-9 PLAYERS · 45-75 MIN

01 SETUP

One player is the Facilitator. Everyone else draws one Persona card, face down.

02 GOAL

The Facilitator must land a decision before the timer runs out. The room's job is to make that hard.

03 PLAYING A PERSONA

Lean in fully. No social filters. The Skeptic goes further. The Advocate won't yield. The Quiet One says nothing until called on.

04 CLOSING

Decision, owner, deadline – said aloud. Three seconds of silence means agreement, not consent withheld.

Rotate the Facilitator each round. Everyone should feel both sides of the table.

THE FACILITATOR'S CHEAT SHEET

Print this. Seriously.

PERSONA

INTENT



The Skeptic

Risk Mitigation

"Please condense your points into the top three risks we must address."



The Data-Driven

Evidence

"Based on the summary data we have, does the group agree this warrants action?"



The Big Picture Thinker

Strategic Alignment

"Is approving this proposal the essential first step toward that vision?"



The Advocate

Goal Fulfillment

"To show good faith, please state one compromise you're willing to make."



The Consensus Builder

Social Cohesion

"Can you synthesize these two ideas into Proposal C, for us to vote on now?"

THE FACILITATOR'S CHEAT SHEET

Print this. Seriously.

PERSONA

INTENT



The Enthusiast

Energy

"I love your energy! Use it to check in with David—what's his concern?"



The Difficult Participant

Control / Resistance

"We must return to deciding on this by 10:30. Let's refocus on feasibility."



The Quiet One

Reflection / Analysis

"David, from your operational view, what are we missing?"



The Lawyer

Compliance & Risk Avoidance

"Which option remains legally survivable, on either scenario?"



The Consultant

Risk Transfer

"Which two assumptions are most likely to fail, and how do we test them in 90 days?"

EXTENDED PERSONA REFERENCE

What it does to the room, and why the tactic holds.

The Skeptic

CHALLENGE	Generalized doubts, diffuse "what-ifs," stalling momentum.
RISK AUDIT BRIDGE	Converts diffuse doubt into structured input.

The Data-Driven

CHALLENGE	Demanding exhaustive proof, details outside the pre-read summary.
DATA BOUNDARY RULE	Limits discussion to the implication of the summary data.

The Big Picture Thinker

CHALLENGE	Ignoring budget/timeline constraints; diverting to future visions.
VISION-TO- ACTION LINK	Connects strategy to the immediate first step.

The Advocate

CHALLENGE	Monopolizing airtime, ignoring counter-arguments, campaigning rigidly.
STRUCTURED DEBATE FRAME	Enforces collaboration by demanding a concession.

The Consensus Builder

CHALLENGE	Slowing the process by seeking perfect, unanimous harmony.
SYNTHESIS MANDATE	Tasks them with merging conflicting options into one proposal.

EXTENDED PERSONA REFERENCE

What it does to the room, and why the tactic holds.

The Enthusiast

CHALLENGE	Over-simplifying complexity; dominating airtime with high-volume praise.
POSITIVE INCLUSION PIVOT	Redirects energy toward inclusion of quieter members.

The Difficult Participant

CHALLENGE	Introducing disruptive tangents, reopening closed debates.
OBJECTIVE REDIRECTION TACTIC	Asserts procedural control; ignores the tangent's substance.

The Quiet One

CHALLENGE	Remaining silent, letting valuable analysis go unsaid.
LOW-PRESSURE CALL-IN	Creates a low-pressure entry point anchored to expertise.

The Lawyer

CHALLENGE	Endless framing of alternatives without recommendation; paralysis through precision.
RISK-BOUND TEST	Turns abstract caution into a comparative, decidable frame.

The Consultant

CHALLENGE	Abstract frameworks disconnected from operations; outsourcing effort while keeping credit.
DELIVERY LOCK TEST	Forces the framework to survive contact with reality.

THE ACTION REGISTER

One line per round. The running memory of the game.

SESSION / DATE

FACILITATOR

SCENARIO

#

DECISION

OWNER

DEADLINE

01

02

03

04

05

06

07

08

Nothing counts until it has an owner and a date.

WE HAVE DECIDED TO

OWNER

BY WHEN

Read aloud. Three seconds of silence means agreement.

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