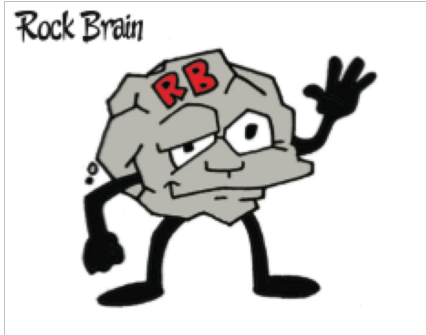
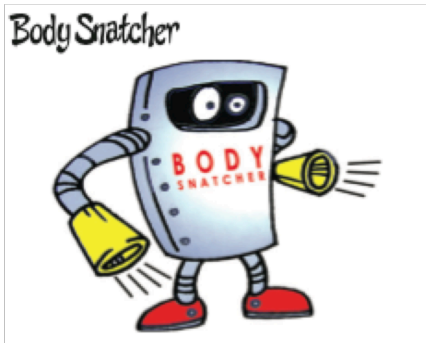




Helps people be flexible,  
friendly thinkers



Makes a person get "stuck" on  
their plan and ideas.



Takes a person's body "out of  
the group"



Makes a person be distracted -  
not paying attention

D.O.F The Destroyer of Fun



Makes people get very mad if they lose a game, can't go 1<sup>st</sup>, or they quit a game because they are mad.

Un-Wonderer



Makes people only think about themselves - they do not wonder about other people's feelings and ideas

Space Invader



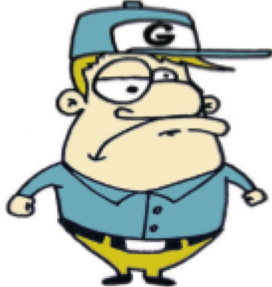
Makes people get in other's personal space bubble

Glass Man



Makes people get very upset, and explode with a "fit" for a tiny problem

Grump-Grumparing



Makes people pout and be grumpy.  
Makes people think other people are  
always not fair and mean to them.

Topic Twister Meister



Makes people talk about a different  
topic than the group, or talk too long  
about something when the group is not  
interested.

Wasfunnyonce



Makes people be silly when it is not a time  
to be silly. Makes kids say the same silly  
joke or words over and over until people  
get annoyed.

Energy Hare-y



Makes people be too hyper,  
wiggly and silly.

One-sided Sid



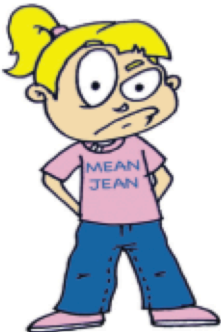
Makes people only talk about *themselves* and topics *they* are interested in. They don't ask about other people's ideas or lives.

Worry Wall



Makes people worry too much and feel very nervous. Makes people "hit a wall" and not talk with others.

Mean Jean



Makes people bossy, tease others, call names, take things without asking, or bully others.