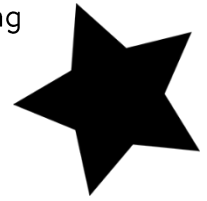


## Game Plan: Performer's A Game

PERFORMERS: Players who take charge by showmanship and dominance, advancing via influence and maneuvering their fans and colleagues. They enjoy the stimulation and excitement of the game, and they'll claim center stage through charm, confrontation, and interpersonal politics. They can be sweet as pie or psychopathic, but they're in it to win it and they *will* run the show.



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|--|--|
| <input type="radio"/> Action: <b>Impacting</b><br>( <i>choose / make / control</i> ) | <input type="radio"/> Principle: <b>Power</b>              |
| <input type="radio"/> Social impulse: <b>Express</b>                                 | <input type="radio"/> Solution: <b>Performance</b>         |
| <input type="radio"/> Impression: <b>Commands attention</b>                          | <input type="radio"/> Goal: <b>Authority</b>               |
| <input type="radio"/> Mode: <b>Tactical</b>  | <input type="radio"/> Bait: <b>Influence and celebrity</b> |
|  | <input type="radio"/> Keirse type: <b>Artisan (SP)</b>     |

As a Performer, you are going to always look for new ways to express yourself, claim attention, and influence others. Take time to consider intangible benefits. When faced with any opportunity, remember that the flashy or enjoyable rewards may not be readily apparent. Even if something seems boring or difficult at first, look for ways to own it and use it to showcase your unique power.

Your greatest strengths may derive from the fact that you're **theatrical and flexible**. You're probably emphasizing attention, influence, interpersonal politics, and establishing authority. Your progress depends on the balance of subtle maneuvers and aggressive action that maximize your impact on other players in your genre. When strategizing your A game or making a professional choice, ask yourself:

- What clear, exciting, and useful benefits does this opportunity offer to my readers and my genre right now? How will this raise my profile and let me assert myself?
- Does this idea seem like something I'd enjoy tackling? Will it entertain my public and my genre community? How does it expand my sphere of influence?
- Who do I know who would support, expand, and help promote this effort? Whose interests overlap with mine? Whose talents and resources compliment mine?
- If it seems hard or boring, is there a serious possibility of payoff commensurate with the investment? Bonus points if this payoff directly affects me as a star player.
- Can it start immediately? How firm are the deadlines and expectations?
- How does this compare to the cool things others are doing in my niche and genre?
- Does this idea give me a chance to express myself? How much can I improvise?
- What kind of influence can I bring to bear on this situation?
- Will it earn me the right kinds of attention? Does it offer a clear, concrete advantage over the status quo? Who else will be affected if it works?