



ZERO WASTER

Can re-use cards (that are discarded, both tools/role models).



INFLUENCER

His/hers vote count as two instead of one in the choosing of challenges/role models.

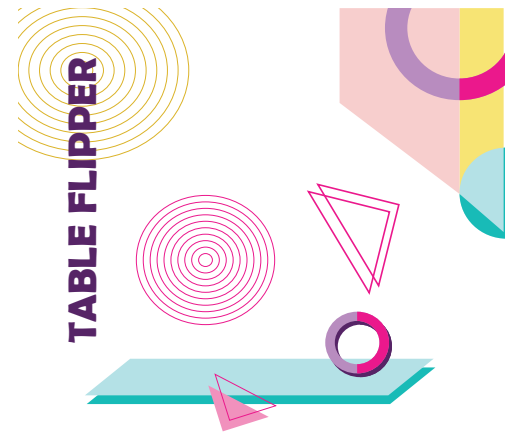


TABLE FLIPPER

Can swap the two challenges with two new (random) ones.



MULTITASKER

Can select also the second challenge for the current round. The two challenges are merged into one.



POSITIVE THINKER

Can remove a negative point (from unmet challenges).



OUT OF THE BOX THINKER

Can rise the number of cards used to pass the challenge up to 9.

