

Five Habits of Outthinkers

Date: _____

Mental time travel

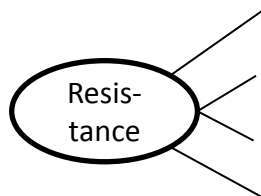
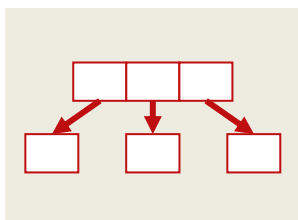


Heaven (environment)

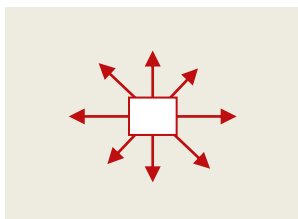
Ground (other players)

Man (you)

Attacking the interconnected system

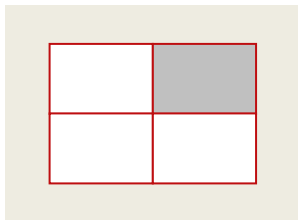


Frame-shifting



1. What could you coordinate?
2. What "burning house" could you loot?
3. How could you move from guest to host?

Disruptive mind-set



What won't your competitor do?

What opportunity does that create?

Twisting reality

