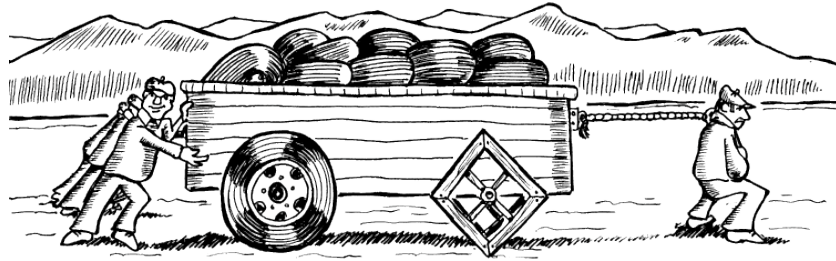


This is the first of our **Square Wheels® Games**,



The Collaboration Journey

Teams of 3 to 6 players plan and execute a journey forward, making a series of collaborative decisions that influence each other's results as well as overall outcome. It's fun, fast and engaging and ties to teams working together.

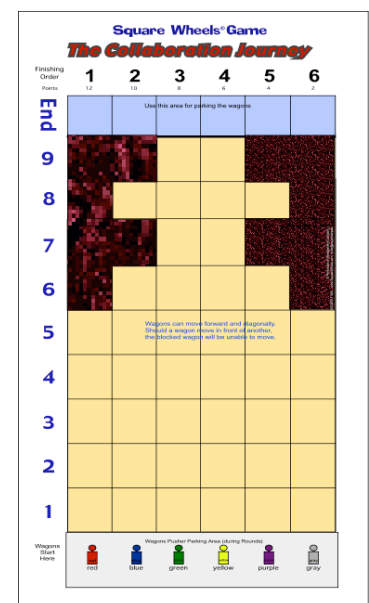
The game has evolved from our series of **Square Wheels®** illustrations that depict how organizations and individuals *really* work together to impact productivity and performance. The session starts with a brief overview using illustrations to set the stage for the collaborative journey forward and can be integrated with a **Square Wheels** presentation or workshop to kick off or end a half-day session.

The Collaboration Journey works nicely to focus on issues surrounding team performance, collaboration and planning. Each tabletop plays independently yet results from tabletops can be easily compared in a session with more than one game. There is no practical upper limit as to the number of tables playing simultaneously. This scenario can be compared to **The Search for The Lost Dutchman's Gold Mine** and **Buccaneer** that focus on inter-table collaboration.

Debriefing can target themes of shared goals, communications, planning, teamwork, collaboration and competition, depending on your initial set-up.

The goal is simple: **Move your Wagons to the Customer as fast as possible**. Each round, players look toward reaching the end through their joint efforts. As they progress, players improve the wagons with new **ROUND WHEELS** while using the benefits of diversity to impact results. Points are obtained by reaching the goal and completing the journey in a speedy manner. Speed comes from having a solid strategic plan for collaborating and moving the wagons through the constraints.

The game structure allows collaboration and planning to optimize results. A degree of motivational competition between players is also beneficial. Since the first team to arrive gets more points than the other teams and because the route is more difficult towards the end (allowing only 2 teams to pass through the constraints), some "my wagon first" may also occur, which tends to suboptimize results.



And we will guarantee your complete satisfaction or your money back.

The “accidental adversaries archetype” suggests that, at the first occurrence of competitiveness, reciprocity from the other players will often occur and the group will become more competitive. This competition sub-optimizes results. One can clearly see this as the game rolls forward and intensity increases. As a result, the best of positive collaborative *intentions* can be influenced by individual desires and competition to get the best score.

Your debriefing can focus on interpersonal interactions and communications, thinking styles, themes of collaboration and shared goals, tendencies to compete and succeed and a variety of other themes. You may interrupt play to intercede in the competition and coach the players, which can generate reflection and improved results. Play will produce a discussion of choice and choices for performance improvement, planning and teamwork. This is a powerful, interactive, 60-minute structured team building simulation with a very flexible debriefing framework that can be linked to a variety of learnings.

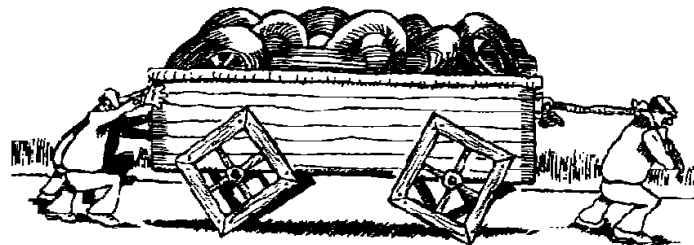
This exercise has a one-time cost of USD **\$295**, complete with PowerPoint **Square Wheels®** cartoons for introduction and debriefing. The package contains a flexible debriefing program including worksheets / handouts and includes all the game materials that can be printed from pdf files. It also comes complete with two sets of our wooden wagons (including wheels and pushers) and the purchase includes the **Simple** version of this game that retails separately for \$95.

You can play this exercise with any number of tabletops simultaneously; there is no upper limit to the number of players and you can choose to use groups of 3 to 6 people playing on each game board. Facilitation is easy and play is challenging.



You can also purchase additional game accessories including more wooden wagons and wheels, poster map game boards and the laminated tabletop forms to make your assembly seamless and easy. We also have an internet owner’s user group for sharing ideas.

If you like Square Wheels, you will love how well this works. Introduction and play takes about 60 minutes. A replay takes about 10 minutes. Debriefing can go on forever!



**Why use Square Wheels®?
ROUND WHEELS already exist!**

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