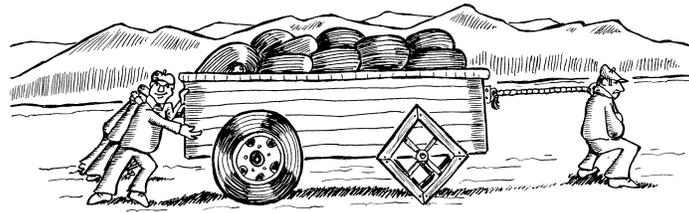


## A Square Wheels Game,



### The Collaboration Journey I -- *SIMPLE Version*

lets a team 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 designed to be fun, fast, and engaging and ties tightly to teamwork.

This game has evolved from our series of **Square Wheels**<sup>™</sup> illustrations about how organizations and individuals really work together to impact productivity and performance. Your session starts with a brief overview using illustrations to set the stage for the collaborative journey. It is all about performance and getting results.

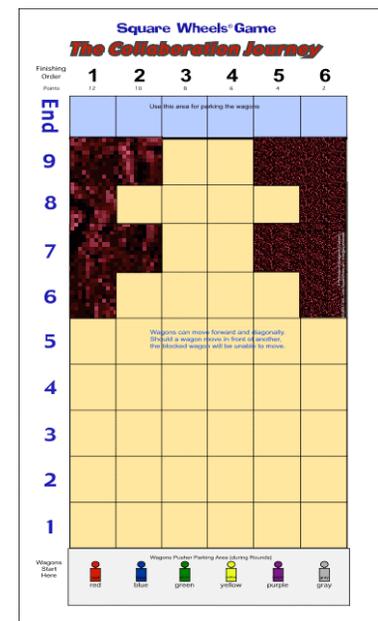
Debriefing can focus on themes of shared goals, communications, collaboration, planning and competition. It is fun, but a solid way to talk about improvement opportunities as well as focusing on the issues that roadblock performance.

The exercise is straightforward: move the wagons forward to the Customer. On each round, players must look ahead toward reaching the Customer through their efforts.

As they progress, players roll the dice to acquire **ROUND WHEELS** which will improve the wagons. With 4 **ROUND WHEELS**, players can move twice as fast. Points are obtained by reaching the goal as well as by collaborating and planning.

The structure of the game is that collaboration and communications between players will optimize progress; some degree of competition between players, however, is both possible and likely. Constraints toward the end of the game board generate problems.

Since the first wagon to arrive gets more points than the others and because the route to the Customer narrows toward the end (allowing only 2 wagons to pass through at any time), some degree of "me first" generally occurs, which produces sub-optimized results.



As in the “accidental adversaries archetype” framework, at the first occurrence of competitiveness, reciprocity from the other players generally occurs and the players become more competitive. As a result, the best of positive collaborative *intentions* can be influenced by individual desires and competition for the win.

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. The play can stand alone as a discussion of choice and choices for performance improvement and can be linked to a variety of styles tools such as MBTI, HBDI or Information Sorting Styles (NLP) tools that can be provided by Performance Management Company or other vendors. This is a 90-minute, structured team building simulation.

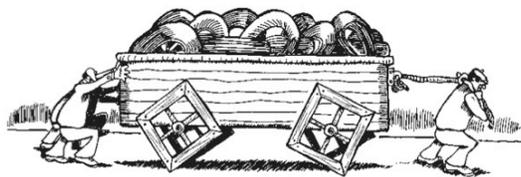
This exercise has a one-time cost of USD **\$149**, complete with a package of **Square Wheels** for introduction and debriefing. It includes a flexibly packaged debriefing including worksheets / handouts. All the materials can be printed from pdf files. You can play this exercise with any number of tabletops simultaneously; there is no real upper limit to the number of players and you can choose to use groups of 3 to 6 people playing on each game board.

**If you like Square Wheels, you will love how this works. Intro and play take 60 minutes. A replay takes about 10 minutes. Debriefing can go on forever, since this is all about performance and results!**

For only \$30 per tabletop, we will provide the game board, laminations, cards, dice and all the materials needed for play, saving you printing and assembly.

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

[Click on the image to see more about these illustrations](#)



**Why use Square Wheels?**

**ROUND WHEELS already exist!**

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www.PerformanceManagementCompany.com

For the **FUN** of It!

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