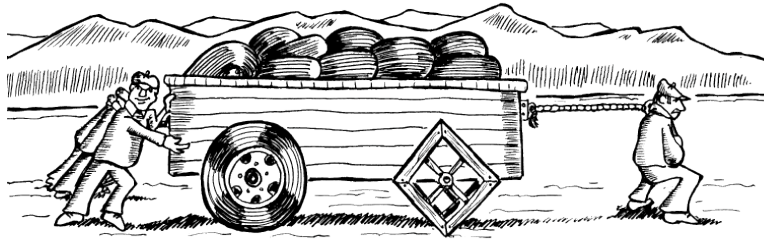


This is the second of our **Square Wheels® Games**,



The *Simple* Collaboration Journey

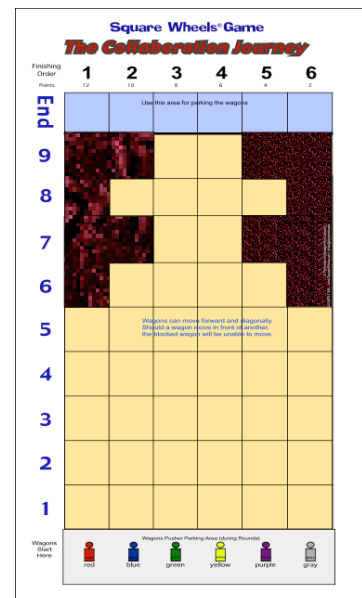
Teams of 3 to 6 players plan and execute a journey forward, making a series of collaborative decisions that influence each other's results as well as overall outcome. It's fun, fast and engaging and ties to teams working together. This is a simplified version of our original Collaboration Journey, where we remove one of the complicating elements (wagon pushers and diversity) and add an element of chance.

The original Collaboration Journey game evolved from our series of **Square Wheels** illustrations that depict how individuals *really* work together to impact productivity and performance. Both the original and the Simple versions begin with a brief overview using illustrations to set the stage for what should be a collaborative journey forward. More often, competition and a lack of planning and communications will suboptimize the results measurably. This journey takes about 40 minutes to introduce and play.

We designed the game so that it can be integrated with a **Square Wheels** presentation or workshop to kick off or end a half-day or longer session. Materials include a full debriefing package of slides and ideas.

The Simple Collaboration Journey works nicely to focus on issues surrounding team performance, collaboration and planning. Each tabletop plays independently yet results from many tabletops can be easily compared. There is no upper limit as to the number of tables playing simultaneously. Debriefing can target themes of shared goals, communications, planning, teamwork, collaboration and competition, depending on your initial instructions.

The goal is simple: Move your Wagons to the Customer as quickly as possible. Each round, players look toward reaching the end through their joint efforts. As they roll dice, players improve the wagons with new **ROUND WHEELS**. Points are obtained by reaching the top of the board 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 structure of the game allows collaboration and planning to optimize results.



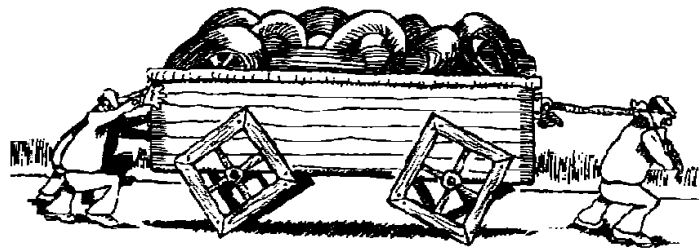
A degree of motivational competition between players can also be beneficial. Since the first team to arrive gets more points than the other teams and because the route is more difficult towards the end (allowing only 2 teams to pass through the constraints), some "my wagon first" behavior may also occur,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

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 as the game goes forward. As a result, the best of positive collaborative intentions can be influenced by individual desires and competition to get the best score. Competing will suboptimize results.

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 produces 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 learning issues.

This simplified version of the exercise has a one-time cost of USD \$95, complete with PowerPoint **Square Wheels®** cartoons for introduction and debriefing. It contains a flexibly packaged debriefing including worksheets / handouts and includes all the program materials that can be printed from pdf files. **For \$295, you can get both games plus two sets of our colored wooden wagons (a \$50 value).**

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 fun and challenging.



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

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You can also separately purchase complete game accessories including colored wooden wagons and wheels, poster map game boards and the laminated tabletop forms to make assembly seamless and easy. We also have a free owner's user group for sharing ideas.

If you like **Square Wheels**, you will love how well this works. If you've never used these cartoons, you'll wonder what took you so long! It will take about 40 minutes for the Introduction and play of the game. A replay takes about 10 minutes. Debriefing can go on forever!

And we will guarantee your complete satisfaction or your money back. Contact us at scott@squarewheels.com or visit us at www.performancemanagementcompany.com