

What is the Fearless Journey ?

OBJECTIVE: use this game with your team to address obstacles over which you have no authority, using the 48 Influence Strategies from Fearless Change® to collaboratively brainstorm actions that move you forward.

OUTCOMES: get ideas for new behaviours & actions, increase optimism that your goal is achievable, learn consensus decision-making, collaboration and appreciation.

When followed by Action Planning: create a culture of commitment and accountability. **AUDIENCE:** for teams with common goals. Up to 6 may play; more in pairs or groups.

TIME: Play until Success is reached, or a pre-defined time-box expires (ex: 1 hour), or no Obstacles remain, or the players are bored. Then debrief.

The FearlessJourney^(c) game helps teams feeling "stuck" & powerless to get back into action and find their own unique way forward.

<http://fearlessjourney.info>

The game is published by Deborah Hartmann Preuss under a CREATIVE COMMONS license: you can freely use (but not modify) it for non-commercial use. **You may NOT rebrand these cards** for commercial or any other purpose. Modification is possible: user feedback and suggestions are invited!

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FEARLESS JOURNEY



FEARLESS JOURNEY

Setup

GET: 40 blank, very small index cards (game is designed for DIN A8-size)

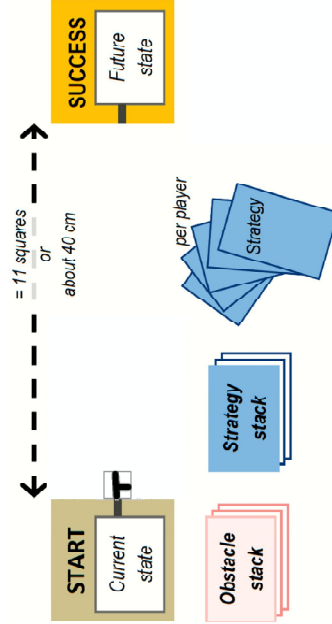
PREPARE: get the Path cards online, print & cut out along the dotted lines

WRITE: group agrees on Success (a Big Goal) & writes on an index card. On another write today's Start state. Set Start & Success cards ~40 cm apart, w these index cards on them

OBSTACLE DECK: On 20 index cards players write Obstacles outside their control, likely to block the path to Success, one per card. Avoid writing only a person name or role: always expand to name the issue involved. Shuffle written & blank cards together & place this Obstacle stack face down

STRATEGY DECK: deal each player or group 5 Strategy cards, place the remaining Strategy stack face-down.

Setup



Gameplay

To build a path from Start to Success card:
Player blindly **chooses a Path card**, connects it to any available (unblocked) path.

Player then **draws an Obstacle** card (if blank, his turn ends), **reads it aloud & lays it over his his just-played Path card**, blocking progress on those paths (those Paths become unavailable until unblocked)

Now the team may remove any Obstacle: i.e. agree to apply 1 or more Strategies to resolve it. Anyone can propose, team discusses & decides (ex: thumb vote). If no Veto, move Obstacle & its Strategies aside.

Player thanks each who contributed a Strategy, giving a card from his hand, & refills own hand from Strategy stack (later: from a player). Pause to read. Play passes to the left. (At the end, **Debrief**)

Tips

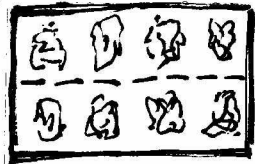
- Goal:** forget "realism". Push for a goal that makes people smile, even if it feels huge. **NO:** 50% reduction in bugs **YES:** Customers brag about our product!
- Before the first round:**
 - Put down one "T" path card (to avoid getting stuck in the first round.)
 - Ask **"how optimistic are you** to reach this goal?" Everyone writes their # - from 1 (least) to 5 (most) optimistic- and puts it in a pocket. At the end of the game, ask again, compare, discuss
- Questions?** Missing rules? Ask this: *"What would happen in real life?"*
- Back to reality:** use the solved issues/strategies to move your real project forward. Ask: "What real actions do these strategies inspire?" Now plan!

DEBRIEF: Q's to Ask & Answer

- * What was the fun part of the game?
- * What was difficult? What was easy? What surprised you?
- * How hard was it to come to consensus?
- * What roles did people play in decision making?
- * How was it different from your usual way of deciding?
- * How will your work be different now?
- * How do you feel about the Goal now?

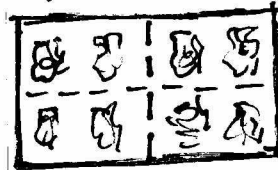
Folding Instructions

1.)



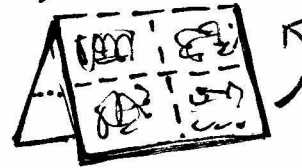
Fold the page in half on the long axis, then unfold it again.

2.)



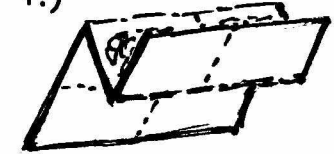
Fold the page in half on the short axis, so it makes a tent.

3.)



Fold each side of the tent upward, in half, as shown...

4.)



... until your page looks like the letter W.

5.)

Turn over (like the letter M), and re-do the step 3+4 folds, so they easily move both ways.



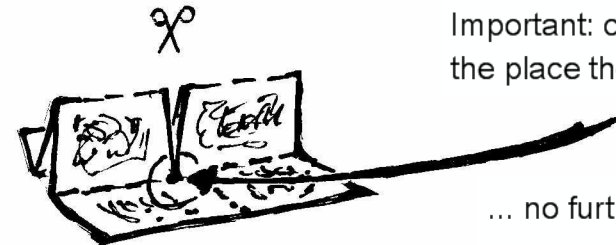
6.)

Now, stand the paper as shown here.



7.)

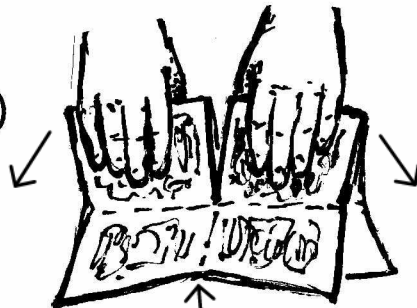
... and make just one cut, as shown



Important: cut precisely to the place the lines cross...

... no further!

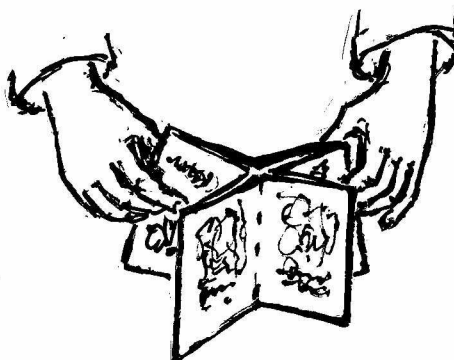
8.)



Beschreibung und Zeichnungen: H.Schlieker

Translation: Deborah Hartmann Preuss <http://abiggerga.me>

9.)



10.)

