

# Play-Two-Win Method™ Playbook

## Game Design For: Operation Legacy- Session 03 – 2014-09-30

	Game Area 1 Expand Business	Game Area 2 Coach Approach Leader	Game Area 3 Healthy - Energized
<b>Objective Tangible</b>	10 new clients More Profit!	More responsibility to captains 3 Days Off / Quarter	Anxiety is reduced
<b>Mastery</b>	Threaded Campaign: 3	Fearless, relinquish control:3.5 Creating Tests for "workers":4 Everyone "IN": 2.5	Break before exhaustion:1.5
<b>Becoming</b>	<b>Workers become players</b>	<b>Entrepreneur Validation I am not a fluke!</b>	Bold leader – grow in face of fears
<b>Upgrades</b>	Business is outlet for creative ideas.	New title: Game Master Invest in more coaching	Involve old friends in life Better support for wife with baby
<b>RACE Results</b>	New client says: YES Reduce Cancels	Team member achieves "certified" status	?
<b>Recurring Actions</b>	Social Marketing Action by team member	Coach team member in how to interact with customers Safe with dogs is assumed Deliver Training	Listen to body REST when needed
<b>Recurring Challenge</b>	?How to involve team? New clients stress the backup system	Work is safe = play is scary how to get "workers" to play?	??
<b>Evaluate</b>	Counting \$\$	Each player role expanding with benchmarks for success	??
<b>PLAY! Curious?</b>			
<b>Creative?</b>			
<b>Fun?</b>			
<b>Projects</b>	<ul style="list-style-type: none"> <li>Create a viral video about Pet Care</li> <li>Back Up Coverage System Methodology</li> </ul>		