

Play-Two-Win Method™ Playbook

Game Design For: Operation Legacy- Session 04

	Game Area 1 Profit Rocket!	Game Area 2 Coach Approach Leader	Game Area 3 Healthy - Energized
Objective Tangible	Profit 10% UP!	More responsibility to captains 3 Days Off / Quarter	Anxiety is reduced
Mastery	Threaded Social Campaign: 3	Fearless, relinquish control:3.5 Creating Tests for "workers":4 Everyone "IN" the game: 2.5	Break before exhaustion:1.5
Becoming	Workers become players	Entrepreneur Validation I am not a fluke!	Bold leader – grow in face of fears
Upgrades	Business is outlet for creative ideas.	<ul style="list-style-type: none"> New title: Game Master Invest in more coaching 	Involve old friends in life Better support for wife with baby
RACE Results	<ul style="list-style-type: none"> New client says: YES Reduce Cancels Reduce Costs 	<ul style="list-style-type: none"> Team member achieves "certified" status Worker Becomes Player 	<ul style="list-style-type: none"> In the moment with children and wife No appointment cancels due to burn out.
Recurring Actions	<ul style="list-style-type: none"> Social Marketing Action by team member Great with dogs every time Cost reduction idea Backup plan upgrade Financial sheet awareness 	<ul style="list-style-type: none"> Coach team member how to interact with customers Deliver Training to team member 	<ul style="list-style-type: none"> Listen to body REST when needed Spiritual Warrior Exercises
Recurring Challenge	?How to involve team? New clients stress the backup system	Work is safe = play is scary how to get "workers" to play? Coach results vs. manage compliance	??
Evaluate	Counting \$\$ Game Score in Profit Rocket game	Each player role expanding with benchmarks for success	??
PLAY! Curious?	How will employees grow? Can the Profit Rocket game become the core of the business method?	How bold can I get when coaching employees? How to get good at giving coach approach feedback?	
Creative?	Create the feel of a real game? "The joy of a fun game" Make the game non-threatening.	How to teach coach approach to new managers as he is learning it himself?	
Fun?	Create teams "Like Color Wars" Ask: How will you play?	<ul style="list-style-type: none"> Game design is fun! Transformation is fun "Combating" the industrial mindset is fun! 	
Projects	<ul style="list-style-type: none"> Create a viral video about Pet Care Design the "Profit Rocket" Game 	<ul style="list-style-type: none"> Back Up Coverage System Methodology 	