

Play Mission 2: Create Results

Play 2 Win Method Playbook



“Player Axiom #1:

“Your real life is the game.” - Coach Dave

Quick Summary:

BIG Idea: In Mission 1 you designed your RACE and shared it with your team to create a supportive environment. Now it is time to step up and PLAY! The game is to set out to play your RACE almost every day with the intention to create results. Aka contribute to the lives of others.

You will unleash the spirit of play and take risks to expand your creative influence. AND have fun doing it.

You are on a mission!

Your mission is to play your RACE every day in pursuit of your intended result. Every time you play you will face challenges and evaluate what happened which will make you a better player. Every person you interact with can expand your influence in the world.

Remember that while you are learning the Coaching Super Powers, you are also learning the 3 elements of the game of life: Build Relationships, Be Yourself and Add Value.

At the same time... while your RACE is recurring it is important bring the spirit of play into it. The key is to challenge your brain to create experiments rather than settle into a routine! Every day is a new game with different players and new creative possibilities.

It is the unknown of what your game will bring each day that creates juicy aliveness, curiosity and wonder.

When you CHOOSE to play your life as a game, you step into a massive opportunity for personal transformation.

From: Working alone to check tasks off of a to-do list; then enjoy some entertainment.

TO: Playing with others to create winning results and love your game every day.

When you take actions to create results that you really care about, you will face challenges! A challenge is anything that prevents you from getting the result you desire when you take the action.

The KEY distinction is to embrace and enjoy the challenges because they make the game interesting and fun and facilitate your path to becoming a better player.

This leads us to EVALUATION and becoming a winning player. Your evaluation is how you assess what you did in the face of the challenges. In a good game you will face new challenges every day, and by taking the time to assess, you can become a better player... a winning player.

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Quick Game Plan for Play Mission 2

1) Power Up: Bring the Spirit of Play to your RACE

Brainstorm a few creative experiments that will bring the Spirit of Play to your RACE and make it a fun adventure every day.

2) Game Action: Play Your RACE!

Take your action in pursuit of your desired result at least once every day. Then share about your experience.

3) BIG WIN: Your intended result happens

The big win is when you get the desired result of your RACE; you made an impact, you created value, you got a “Yes”, you inspired an action. AWESOME! Share about the experience on your game card.

4) Find the Fun!

Remember, it is a game!

1) Power Up: Bring the Spirit of Play your Game RACE

Play Power: In Mission 1 you designed your RACE: a Result – Action – Challenge – Evaluate sequence. Now for Mission you will start playing two win. BUT before you do, brainstorm a few creative experiments for your game action.

Two key things:

A) Find ways to have fun with your action. Avoid the trap of giving yourself work to struggle through.

Let your imagination run wild with ideas that will make your game move more interesting and fun WHILE you are doing it. The idea is to “THINK-CREATE-LEARN” as you play.

BIG point: when we say learn, we mean accumulating capabilities by responding to unique situations NOT acquiring information.

B) Find ways to collaborate with others.

Remember, this is the Connected Age!

If you are going to networking events, invite colleagues to go with you.

If you are writing, find interesting places to go and write.

The key is to make your game move into a fun adventure that you look forward to sharing with others.



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Use curious questions to think of creative experiments you can do to make your Game Move fun and to enjoy the challenges that you face along the way! (and kick Industrial Worker Mindset’s BUTT!!)

Curious questions often start with “I wonder...”
 I wonder how I could have more fun doing this?
 I wonder how I could do this in different ways?
 I wonder how I could do this in different places?

Update your game card.

After you brainstorm a few fun ideas update your game card.

| | |
|---|--|
|  | <p>Click through to your game card. Look for the Power Up section – (Find the Red Button with the Rocket!) Find the <i>Play 2 Win</i> badge.</p>  <p>You will see the game card description...</p> <p><i>Play Mission 2: I just planned a few creative ideas for my RACE! Here is what I am going to do...</i></p>  <p>Click on the SHARE button in the right column. A text entry window will appear.</p> <p>Complete this statement on your game card by sharing how you will approach this mission.</p> |
| | <p>Our game system connects to FaceBook. Get your FB friends cheering you on! (optional)</p>  <p>Under the share box you will see the “Share On Facebook” button. If you share on Facebook you earn +1 Bonus point in your total score.</p> |

2) Game Action: Play Your RACE!

The idea is to take your action with the spirit of play at least once every day. If it is something you often do many times in one day, you just get points for one time. When you share about it pick out a key moment from the day. The idea is to make it an everyday thing, NOT a “just get it all done at once” thing (that is too industrial!)


Small Exception: If you take a day off you can double up the day before or after.

As you move through the game, try the creative experiments that you identified. And come up with new ones! Remember... FIND THE FUN!

To get the points each day all you need to do is take action and SHARE about what happened.

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|  | <p>Click through to your game card. Look for Game Action section – (Find the Blue Button with the Star Reacher!) Find the Play 2 Win badge.</p> | | | | | | | |
| | <p>You will see the game card description...</p> | | | | | | | |
| | <table border="0"><tr><td data-bbox="451 506 740 793"></td><td data-bbox="760 533 1370 604"><p>Play Mission 2: <i>I just took action in my RACE! Here is what happened and what I learned...</i></p></td><td data-bbox="1370 646 1419 701"></td></tr><tr><td></td><td data-bbox="760 680 1370 821"><p>Click on the SHARE button in the right column. A text entry window will appear. Complete this statement on your game card by sharing about what you did and what you learned.</p></td></tr><tr><td></td><td data-bbox="451 827 1370 856"><p>(If you got your desired result, the you also share in the BIG Win Section)</p></td></tr></table> |  | <p>Play Mission 2: <i>I just took action in my RACE! Here is what happened and what I learned...</i></p> |  | | <p>Click on the SHARE button in the right column. A text entry window will appear. Complete this statement on your game card by sharing about what you did and what you learned.</p> | | <p>(If you got your desired result, the you also share in the BIG Win Section)</p> |
|  | <p>Play Mission 2: <i>I just took action in my RACE! Here is what happened and what I learned...</i></p> |  | | | | | | |
| | <p>Click on the SHARE button in the right column. A text entry window will appear. Complete this statement on your game card by sharing about what you did and what you learned.</p> | | | | | | | |
| | <p>(If you got your desired result, the you also share in the BIG Win Section)</p> | | | | | | | |

3) BIG WIN: Your Intended Result Happens

This is BIG because the key distinction of the RACE model is playing FOR results. In other words you can SEE that something happened as a result of your action. What YOU did mattered. This is what makes you a player in a game vs. a worker completing tasks.

THIS IS A BIG WIN. Relish it.

So when this happens you will share in both the Game Action area AND the Big Win area for the same action.

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|---|--|---|---|---|--|--|--|--|
|  | <p>Click through to your game card. Look for Big Win section – (Find the Green Button with the Trophy Holder!) Find the Play 2 Win badge.</p> | | | | | | | |
| | <p>You will see the game card description...</p> | | | | | | | |
| | <table border="0"><tr><td data-bbox="451 1476 740 1764"></td><td data-bbox="760 1518 1370 1589"><p>Play Mission 2: <i>I just got the desired results of my RACE! Awesome! This is what happened...</i></p></td><td data-bbox="1321 1631 1370 1686"></td></tr><tr><td></td><td data-bbox="760 1665 1370 1764"><p>Click on the SHARE button in the right column. A text entry window will appear.</p></td></tr><tr><td></td><td data-bbox="451 1770 1370 1829"><p>Complete this statement on your game card by sharing about the result that you created.</p></td></tr></table> |  | <p>Play Mission 2: <i>I just got the desired results of my RACE! Awesome! This is what happened...</i></p> |  | | <p>Click on the SHARE button in the right column. A text entry window will appear.</p> | | <p>Complete this statement on your game card by sharing about the result that you created.</p> |
|  | <p>Play Mission 2: <i>I just got the desired results of my RACE! Awesome! This is what happened...</i></p> |  | | | | | | |
| | <p>Click on the SHARE button in the right column. A text entry window will appear.</p> | | | | | | | |
| | <p>Complete this statement on your game card by sharing about the result that you created.</p> | | | | | | | |

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4) Find the Fun!

Results are fun – It is so sweet when you can see that a creative action that you took in the game had a positive impact. It is rewarding to know that you made a difference for someone in some way. This is really what the game of life is all about!

Transformations from worker to player

| Industrial Work Mindset (the old way)... | Spirit of Play Mindset (the new way)... |
|---|---|
| Do it the same way every time to make it routine and eliminate mistakes | Routine is the enemy of your brain! Challenge your mind to find creative ways to approach your initiative in a new way every day. |
| Just do your work and don't pay attention to things that you can't control. | The outcomes in life that we can't control but we can influence are the most risky and the most rewarding. Your unique "way" only matters in endeavors that cannot be controlled. |
| You are supposed to do it right every time. Feedback means you did something wrong. | Feedback is the breakfast of champions! Noticing results or lack of results essential to becoming a great player in any game! |