

MOVEOPOLY

TRUE NORTH BUSINESS



BOBBYALBERT
VALUES-DRIVEN CULTURE

WOW! - MOVEOPOLY



THINGS YOU'LL NEED

- Poster board
- 40 Index cards per table – 20 cards for game # 1 (about Purpose), and 20 cards for game # 2 (about Vision)
- Glue
- 6 to 8 small objects per table to serve as game pieces to move across the game board. (Each person at a table needs a game piece.)
- 1 dice per table
- *Moveopoly* (or a name that is suitable to your organization) game printed on legal size paper
- Prizes for the first person to:
 - complete game # 1
 - complete game # 2
- Prizes for the first table team to:
 - Complete game # 1
 - Complete game # 2

ADVANCE PREPARATIONS

- Create a game board with your computer that resembles the attached sample game board or simply enlarge and print the attached Moveopoly game board design.
- Print one game board per table.
- Then glue each *Moveopoly* game board on to poster board.

TABLE PREPARATIONS – FIRST MOVEOPOLY GAME (OUR PURPOSE)

- Each table team to take 10 cards and write on each card one positive thought from your table discussion. If you do not have 10 different positive thoughts,

select additional thought(s) from another table's flip chart to fill your 10 cards. These thoughts come from a table discussion question for example...

- Can you identify the things that delight (not just satisfy) our customers and achieve our **purpose** – *Customers For Life*?
- Take another 10 cards and write on each card one different negative thought from your table discussion. If you do not have 10 different negative thoughts select additional thought(s) from another table's flip chart to fill 10 cards. These thoughts come from a table discussion question for example...
 - What things can you identify that turn customers off?
- Now shuffle all 20 cards and place them in a stack face down on the board.
- Read aloud the “rules of engagement” listed below.
- Each player will select their own game piece to represent him or her on the game board.
- Each table team needs one dice.
- Wait to begin play until the time to start for all tables is announced.

TABLE PREPARATIONS – SECOND MOVEOPOLY GAME (OUR VISION)

- The table preparations above are the same for the second *Moveopoly* game, except the game card messages relate to **Vision**.
- Prepare the 10 cards from the positive thoughts that come from a table discussion question for example...
 - What attitudes, behaviors, or actions will enhance and promote progress toward our **vision**?
- Prepare the 10 cards from the negative thoughts that come from a table discussion question for example...
 - What factors will hinder or limit our efforts to progress toward our **vision**?





RULES OF ENGAGEMENT

- Each table plays as a team, competing against all other table groups for prizes.
- Each player will use their selected game piece to represent him/her on the board.
- One dice will be used during play.
- All players will start at the **WOW! Go** space on the game board.
- For fairness to all tables, please live with integrity as you play *Moveopoly*.
- Each player will roll the dice and advance their game piece the number of spaces indicated on the dice in a clockwise direction.
- Next he or she draws a card out of the deck of shuffled cards and reads it out loud.
 - If the card drawn has a positive thought, then the player will advance two additional spaces.
 - If the card has a negative thought, the player will go backwards two spaces on the board.
- No player will ever go backwards past the starting position – game pieces can only advance forward from the start square.
- If the table team goes through all of the cards before the game is over, just reshuffle the cards and place the newly-shuffled stack of cards on the game board and continue play.
- If a player lands on one of the specially designated spaces, they will do what is instructed, i.e. lose a turn, free turn.
- Play will continue clockwise around the table.
- The game will continue until every player completes the game by advancing all the way around the board (back to the starting **WOW! Go** space), or time is called.
- The first person to finish the game at each table yells **WOW!**
- The first table of players to complete the game yells **WOW!**

This game can be adapted to fit your particular needs and organizational make-up. It's a fun way to foster teamwork and learn more deeply and reinforce your **purpose** and **vision**.



 WOW	DALLAS	LOS ANGELES	BOSTON	<h1>MOVEOPOLY</h1> 					WOW				
	DENVER	HOUSTON	DETROIT						PHOENIX	NEW ORLEANS	CLEVELAND	SEATTLE	
TRUCK BREAKS DOWN LOSE A TURN	NEW YORK	WICHITA FALLS	LAS VEGAS	CHICAGO	DENVER	HOUSTON	DETROIT	PHOENIX	NEW ORLEANS	CLEVELAND	SEATTLE		
ANOTHER DELIGHTED CUSTOMER FREE TURN													