

# The Road to Flourishing

## Facilitator's guide (in-person)

You plan to host a game round of The Road to Flourishing? Here are some tips on how to best host the game session if you are playing in person. If you are hosting an online session, you can find instructions for facilitating those on the [Circular X website](#).

The Road to Flourishing is a game about different sustainable business models. Players work their way through 5 levels: Efficiency, Net zero, Circularity, Sufficiency and Regeneration. The aim is to reach the goal of Flourishing first. To understand the rules of the game, we advise reading the Instructions for players document.

To play the game, you need:

- Game sets (see "The set up" for how many are required)
- Pawns (not more than 4 per game set)
- Timers (one per game set; players might be able to use their phone for timing)

### The set up:

One game set (Game board (+ Reflection board in version 2.0), Level cards, Quiz cards & Event cards) can be used by minimum 2 and maximum 8 people. It is better to build teams if there are several players, so they can discuss answer options and have a team-building experience. For instance, if you have 8 players, you could have 4 pairs playing against each other or 2 teams of 4 players each. You can leave it to players to form groups or pre-assign them. They can choose a pawn to represent them/their team and set it on the start field.

*Tip:* Experience has shown that fewer, bigger teams help the game to move forward quicker. If you have 4 pairs, they all need to make their way through the fields and this may take longer. Instead, 2 teams of 4 people or 3 teams (of 3, 3, 2 people) might take less time and encourage more discussion.

If you have a larger group (e.g., 40 people), you can set up several game sets. Since each game set can accommodate 8 people, you can use 5 sets at 5 different tables of 8 players.

### Giving instructions:

It might make sense to share the Instructions for players in advance of the game for players to read. Still, even if you have shared the instructions, it can be good to take 2 minutes before playing to go through the main rules, which are:

- Players work their way up from Start to Flourishing.
- Each round, a player/team can answer only 1 question. They only have 30 seconds to answer. If the answer is correct, they move forward. If it is wrong, they do not move.
- The player who asks another team the question should read it out loud with all answer options. They should also read out loud the correct answer and explanation when it is revealed.
- Red fields are Event fields. On them, the player/team takes an Event card, reads it and follows the instructions. If the player/team is on the field, the Event card they draw applies to them. They do not take another card until the next round.
- When they enter a new level, one player should read the Level card out loud. Players in that level answer questions from it. Their current position matters. If the player/team is on an Efficiency field, they answer an Efficiency question. If they have successfully moved onto a Net Zero field, they answer a Net Zero question.

Only for version 2.0:

- When crossing into a new level (“over the stairs”), the player/team has to write and present a post-it note with either a barrier, opportunity or example of what that levels means in their company/sector. For instance: What barriers or opportunities does “Net zero” create for them? Do they have an example of a “Circularity” action in their sector? This post-it is added to the Reflection board.

### The timing:

The game should take between 45 and 60 minutes to play. As a facilitator, it is your task to make sure all groups move along to stay within that time. A reason for delays could be that the players take more than 30 seconds to respond. Make sure to remind them that they only have 30 seconds and tell their competitors to be strict in the timing of answers. Another reason could be that the game questions create discussion. This is good and intended. However, if you have a tight schedule, we recommend telling players to continue the discussion after the game.

### During the game:

During the game, it might be advisable to stand next to the players' table and observe or walk around between different tables if you host several. Players might have questions about some of the knowledge in the cards or about the rules, so it is good to be available.

Common things facilitators should look out for:

- Remind players the time to answer a question is only 30 seconds.
- Remind players to read out loud the explanation on cards below the correct answer.
- Remind players to use an Event card on an Event field.
- When they leave the Circularity level for the Sufficiency level, players have the choice to go left or right. One is a shorter way with more Event fields (i.e. risk); the other is longer with fewer Event fields. This is not explained in the instructions, so make sure to mention it to the groups when they are in the Circularity level. Once they have chosen a path, they cannot change their choice.

Only for version 2.0:

- Remind players to add a post-it note for either a barrier, opportunity or example when they cross into the next level and briefly explain it.

### Questions about the content:

If players have questions about the content of the cards, you can inform them that the sources are added at the bottom of each card. They can also find an extended list of sources on the Circular X website with further links to the questions.

### What to do if the question cards run out?

In the unlikely scenario that you run out of questions for a level, move all teams (that had not yet made it there) to the next level.

Good luck and enjoy!