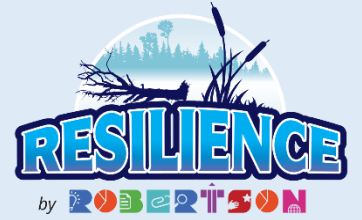


Quick gameplay guide



Before gameplay

Invite players
Send 'How to play' and an 'Action planner'

Tip: Ask a player to read out the Reed and the Oak Tree fable

Getting going

Use your organisation's url to login into your game
Welcome players
Invite a player to read the Reed and the Oak Tree fable
Confirm timings and any domestics
Remind people it's up to them what and how much they share. They're in charge
Share game screen



Remember to share your computer sounds too

During gameplay

Keep the conversation going
Bring people in to the discussion
Use easy prompts like:

- And what did you do to be resilient then?
- How might you use that?
- What does someone else think?
- How might that be an action for you/the team?

Debrief

Use the questions in your Facilitator guide
Have players share their specific actions
Thank everyone and encourage:

- Actions
- Telling others about the game experience

After gameplay

Send a thank you encourager
Casually check in with players to see how their actions are going
Send second encourager for action

