

Seven Seas Quest and Buccaneer

With your purchase, you actually get two sister games, both packaged for an unlimited number of teams of 5 or 6 people. These have been proven effective in dozens of training situations and are of solid design for interactive learning. They are designed for *unlimited* numbers of teams and thus represent a great value for trainers and consultants looking for an interactive half-day workshop on team building. You get all the game materials you need, reproducible from pdf and .doc files. The exercise can also be readily customized.

Seven Seas Quest is a great program, fun, engaging and easily accessorized with themes of sailing and The Islands. It plays fast and furious and allows a great deal of collaboration between teams in a theme of optimization – the goal is to get medicine and save the world. By sharing information and collaborating, ships can manage the journey more efficiently and effectively.



Its simplicity also makes it ideal for linking to issues of organizational communication and the implementation of systems / processes for performance improvement. It clearly demonstrates the need for communications processes to manage information. A full set of customizable debriefing questions is included to get you started.

The look and feel is intentionally similar to our flagship exercise, **The Search for The Lost Dutchman's Gold Mine**. It was designed by Mike Robinson and Scott Simmerman to be a follow-on exercise to **Dutchman** but has nicely evolved to stand alone as a great program with a nautical theme. We also have an Asian version of this set in the South China Sea (South China Sea Quest!) – ask us for details.



What is surprising is how effective the exercises are in generating insights and discussions about the choices that people make and the issues surrounding leadership. Their simplicity makes the issues of systems and processes for communication and information sharing very obvious. Thus, they link well to organizational change issues, TQM or Six Sigma, etc. Like **Dutchman**, these two games have a strong shared vision and demonstrate the benefits of planning and collaboration.

Teams have sufficient but limited resources and have the goal of sailing to the Islands over 18 months. All the teams are successful, but some are more successful than others.

And, what is emphasized is the overall results of the group rather than individual teams.

Quest has a theme of “Saving The World.” The teams are sailing to collect “polycarbs” which improve the impact of the medicines to fight the plague. **Buccaneer** is themed on recapturing the gold stolen from the Queen by the Pirates – teams sail to the Islands, pretend they are pirates to reclaim gold and jewels each month before sailing home.

For accessorizing, they are wonderful. You can have team members outfit themselves in paper Pirate Hats that they construct (instructions included!) or you can assemble a wide variety of accessories like seashells, leis, and other colorful Island stuff.

Both are designed with strong debriefing possibilities. They are excellent for demonstrating learning principles of leadership, motivation, collaboration and communications. I’ve had the chance to deliver **Quest** both as a follow up to **Dutchman** as well as a stand-alone presentation.

If you have delivered **Dutchman** to a group and need a good follow up activity, **Quest** or **Buccaneer** work extremely well. While they are similar, it has been our experience that repeating the messages of leadership, collaboration and communications has a high impact. When players use some of the strategies they learned from **Dutchman**, they can clearly see the benefits of collaboration and the need for having solid systems and processes for moving information amongst the teams as essential to the strategy of optimization.

Bundled together on one cd for either transparency or multimedia presentation, including instructions and colored forms and other resources, you pay a **one-time only cost of \$895**.

And I will guarantee you will find them beneficial, either as a maritime theme or as a **Dutchman** follow up. (The theme of *Saving The World* works well for hospitals, for example). Overall, this is a SOLID simulation, easily accessorized and one that works beautifully around issues of systems and processes for organizational improvement.

More information is on our website. Let me also mention the existence of our *DutchmanGoldMine Owner-only listserv* on Yahoo Groups; if you are an owner of this simulation: no marketing, just ideas for delivery and enhancements!



If you are interested in more information about the exercise, please feel free to contact us by phone or email.

For the **FUN** of It!

Scott Simmerman, Ph.D.

Performance Management Company - 864-292-8700

3 Old Oak Drive Taylors, SC 29687 USA

eMail: Scott@SquareWheels.com

Tools for Training and Development: www.SquareWheels.com
PerformanceManagementCompany.com