



# PLUS

The Feedback Game

## Game Rules 1.1

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**PLUS – The Feedback Game** is an engaging and educational board game for corporate teams of three to six people. It helps players improve their feedback skills and grow personally and as a team.

Players face both positive and constructive feedback challenges. In a playful way, they learn how to avoid any form of negative feedback, which is ‘punished’ by the other players with the loss of one of their precious PLUS tokens.



# Objectives of the Game

1. Learn how to give and receive positive and constructive feedback.
2. Grow and evolve personally and as a team.
3. Have fun in the process.



In this first **Do-It-Yourself version** of the game, the printout features:

- 1 Game Board
- 6 Player Tokens
- 10 PLUS Challenge Cards
- 15 PLUS PLUS Challenge Cards
- 60 PLUS Tokens



1. Print out all materials and cut them according to the instructions.
2. Organize a die.
3. Shuffle the PLUS Challenge Cards and place them in their designated spot.
4. Shuffle the PLUS PLUS Challenge Cards and place them in their designated spot.
5. Each player receives 10 PLUS tokens.
6. Each player chooses a player token and places it on “START & RETURN”.



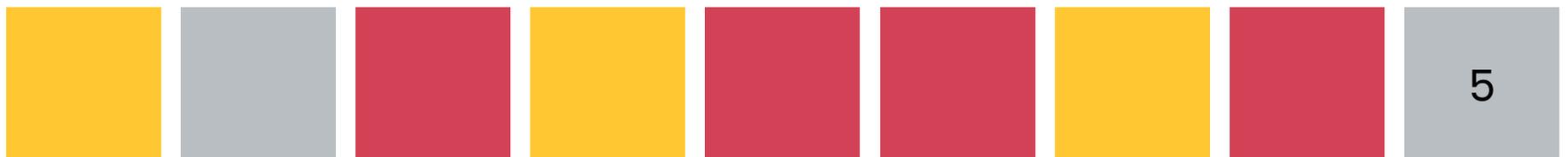
## Speaking Order

Players roll the die to determine who goes first. The highest number starts the game, and play proceeds in a clockwise direction.

## Moving the Player Tokens

Players roll the die and move their tokens to the appropriate space on the board.

It is possible for more than one player to be on the same space at the same time.



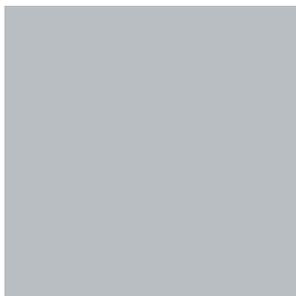
## Spaces



**Yellow space:** Draw the top PLUS Challenge Card and read it out loud. Complete the challenge in less than one minute.



**Red space:** Draw the top PLUS PLUS Challenge Card and read it out loud. Complete the challenge in less than one minute.



**Gray space:** Time to reflect! Share an insight or anecdote about feedback with the players (max. one minute). For example, you could share a bad feedback experience in your life and what you have learned from it.

## How to Give Feedback

### **PLUS** Feedback

Tell your fellow player(s) what they do or did well and why. Always from your perspective.

### **PLUS PLUS** Feedback

Tell your fellow player(s) what they could do or could have done better and how. Always from your perspective.

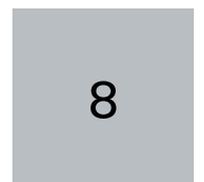
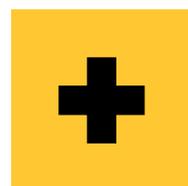


## PLUS Tokens

Whenever a player gives negative feedback like "I don't like how you...", "You are too...", or "You are very...", they lose one PLUS token to the "FEEDBACK SWAMP".

The same applies to feedback on feedback; defending oneself while receiving feedback automatically results in the loss of a PLUS token.

Players who have lost all their PLUS tokens are disqualified and can no longer participate in the game.



## Other Spaces

### START & REGAIN

The starting point. When passing this space, a player can regain one PLUS token for good feedback performance.

### FEEDBACK SWAMP

Landing here results in the loss of a PLUS token for lifelong negative feedback comments. PLUS PLUS Challenge Cards might hold a surprise. It is also the place where lost PLUS tokens drown.



## And the Winner Is...

The game ends when the first player completes the second round on the board.

The player(s) with the most remaining PLUS tokens win and are declared Feedback Champions.





## About the Creator

**Florian 'Flo' Mueck** from Germany, based in Barcelona, worked as a consultant and business development manager for almost a decade for KPMG, the global advisory firm. Since 2009 he has dedicated himself to helping companies improve their performances by teaching them the power of persuasive, inspiring, and charismatic communication. His specialty is moving people to action in an energetic, unconventional, memorable way. Florian is the co-creator of the world's first public speaking board game RHETORIC. A collaborator of IESE Business School Barcelona and author of five books, Florian offers transformational communication seminars, keynote speeches, and speech coaching, in English, German and Spanish mainly to international brands like Banco Santander, Danone, Intel, Mast-Jägermeister, Microsoft, Roche, SAP, and Viessmann.

[Watch Flo's video on feedback, "Helping Others Become Champions."](#)



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