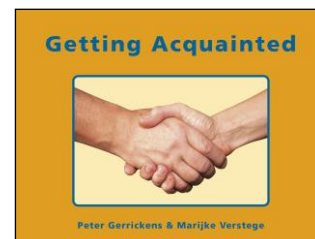
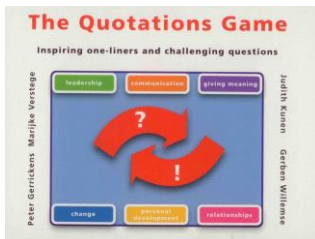
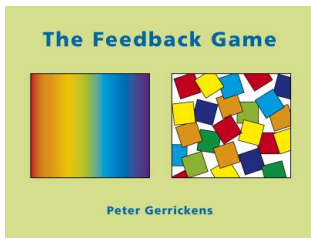


Rompertdreef 41, 5233 ED 's-Hertogenbosch  
The Netherlands  
Tel.: + (31) 73 6427411  
email: info@kwaliteitenspel.nl  
www.kwaliteitenspel.nl/en

## CARD GAMES

for training, coaching, management and education



## INTRODUCTION

We develop and publish card games for training, coaching, management and education. By playing our games you gain more insight in yourself and you also learn a lot about others. Available in English are:

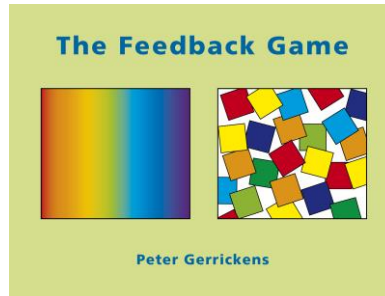
- The Feedback Game
- The Values Game
- The Motivation Game
- The Feelings Game
- The Quotations Game
- The Leadership Game
- Getting Acquainted

Each game consists of a box of full-colour playing cards, with instructions for methods of play for both work and personal use. For The Feedback Game and The Values Game we have also developed Manuals for professional users (trainers, coaches, managers, teachers and consultants), to get the most out of the games. They contain 20 different methods of play and additional theory, questions and exercises.

The games can also be used in combination. In the manuals you can find more information about these possibilities. Each game is available in multiple languages.

# THE FEEDBACK GAME

Peter Gerrickens



By playing The Feedback Game, you will find out how well you know yourself and the other players. How do you view others? What image do others have of you? Perhaps they see strengths in you that you didn't even know you had!

The Feedback Game consists of 140 full-colour playing cards, divided into two groups:

**1. Strengths.** These cards contain positive human qualities such as: helpful, honest, enterprising, creative and responsible.

**2. Weaknesses.** These cards contain, what might be called 'distorted' qualities or weaknesses such as: arrogant, inhibited, inflexible and hesitant.

Since publication in 1991, the game has been successfully used in both group and one-on-one training, team meetings, performance review, career planning, coaching, counselling and teambuilding sessions. It is also frequently used in education, as well as non-work environments.

The **Feedback Games Manual** (binder, 127 pages) is developed for professional users of The Feedback Game, including trainers, coaches, managers, teachers and consultants. It contains instructions for 20 different methods of play, including applications for:

- Team building
- Performance appraisals
- Coaching and counselling
- Career planning
- Giving and receiving feedback
- Development of personal strengths

The manual also contains additional theory, along with exercises to help people develop their strengths and improve their weaknesses.

***The Feedback Game (English): EUR 39,-- (+ VAT + shipping costs)***

***The Feedback Games Manual (English): EUR 55,-- (+ VAT + shipping costs)***

Available languages: Dutch, English, French, German, Italian, Spanish and Swedish.

# THE VALUES GAME

Peter Gerrickens, Marijke Verstege & Zjev van Dun



The purpose of this game is to let you discuss values and group norms. By doing so, you will not only become more aware of what you aspire to, but you will also come to appreciate other people better. Furthermore, this game is an aid for reaching consensus in your group, team or organisation about the values and norms that you all consider to be important. The game does not steer you towards or impose any particular value or norm.

The Values Game consists of 144 full-colour playing cards, divided into three groups:

## 1. Values

A value is something that you find important to aspire to, that directs your actions. Examples include: servitude, respect and justice.

## 2. Subjects

These are used to make the discussion about values more focused on a specific area. Examples include: management, education, media and politics.

## 3. Group norms

These are the rules that dictate what kind of behaviour is good or bad, wanted or unwanted, allowed or forbidden in groups and teams. For example: 'you must always speak the truth' and 'knowledge must be shared with others.'

**The Values Games Manual** (binder, 71 pages) is developed for professional users of The Values Game, including trainers, coaches, managers, teachers and consultants. It contains instructions for 20 different methods of play, including applications for:

- Creating a values profile of yourself, your team or your organisation
- Comparing the current situation to the desired situation
- Discussing team norms
- Getting acquainted in groups by using values
- Identifying conflicting values and moral dilemmas

This manual also contains additional theory, questions, exercises and the *Norms Matrix*. This is a playboard (A2-size) that helps you discuss group norms.

***The Values Game (English): EUR 39,-- (+ VAT + shipping costs)***

***The Values Games Manual (English): EUR 55,-- (+ VAT + shipping costs)***

Available languages: Dutch, English, French and German.

# THE MOTIVATION GAME

Peter Gerrickens & Marijke Verstege



The purpose of The Motivation Game is to get people talking about what inspires and motivates them from within. Gaining more insight into what motivates you will not only help you make better choices about your work and life, but it will also make it easier to work with others.

The Motivation Game consists of 140 full-colour playing cards, divided into four groups:

1. **Activities** - These cards help you find an answer to questions such as: What do I enjoy doing? What gives me energy? Examples include: designing, analyzing and entertaining.
2. **Inspirations** - These cards help you find an answer to questions such as: Where do I get my inspiration from? What helps me to get in touch with my inspiration? Inspirations often cause inner motivation. Examples include: literature, nature and music.
3. **Conditions** - These cards help you find an answer to the question: What do I need to do my work well and with pleasure? Examples include: recognition, flexibility and friendly co-workers.
4. **Limiting beliefs** - These cards help you find an answer to the question: What thoughts keep me from doing the activities that inspire me? A limiting belief is a powerful, automatic thought pattern that negatively affects you. Examples include: 'I will never succeed' and 'I don't want to be dependent'.

The different groups can be used separately or in combination.

Applications: creating your own motivation profile, coaching, career planning and team building.

***The Motivation Game (English): EUR 39,-- (+ VAT + shipping costs)***

Available languages: Dutch, English, French and German.

# THE FEELINGS GAME

Peter Gerrickens & Marijke Verstege



Feelings play an important role in our lives. They greatly influence our behaviour. That is why it makes sense to understand them. However, many people find it difficult to put their feelings into words.

The purpose of this game is to help you discuss the way you experience situations, people or organisations. As a result, you will not only become more aware of yourself, but you can also understand others better.

The Feelings Game consists of 140 full-colour playing cards, divided into four groups:

- 1. Pleasant feelings** - Examples include: happy, satisfied and grateful.
- 2. Unpleasant feelings** - Examples include: alone, angry and hurt.
- 3. Areas of life** - These represent aspects of life that may be important to you and that are emotionally charged. Examples include: friends, (un)paid work and health.
- 4. Pictures** - These can be used to talk to each other about feelings based on photos.

The different groups can be used separately or in combination.

The Feelings Game can be applied in various situations such as:

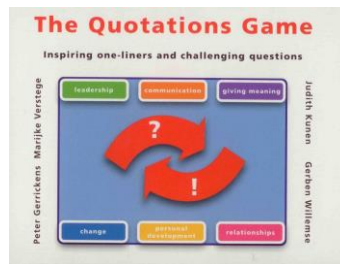
- Coaching
- Talking about feelings in a team
- Getting acquainted and personal use with family and friends.

***The Feelings Game (English): EUR 39,-- (+ VAT + shipping costs)***

Available languages: Dutch, English French and German.

# THE QUOTATIONS GAME

Peter Gerrickens, Marijke Verstege, Gerben Willemse & Judith Kunen



The purpose of this game is to open up discussion between people concerning their personal views on subjects such as 'communication', 'change', and 'leadership'. With the help of thought-provoking questions, this game encourages you to link these subjects to your own personal experiences.

The Quotations Game consists of 140 full-colour cards. On the face side of the cards is a quotation and on the back is a question which is linked to it. In most cases, you will use either the sides with the quotations or the sides with questions.

The quotations are divided into six groups: leadership, communication, giving meaning, change, personal development and relationships. In each theme there are 20-25 cards.

Possible applications for this game include:

- Getting acquainted in groups and teams
- Opening up discussion about specific subjects
- Giving each other feedback

***The Quotations Game (English): EUR 39,-- (+ VAT + shipping costs)***

Available languages: Dutch, English and German.

# THE LEADERSHIP GAME

Peter Gerrickens & Marijke Verstege



The purpose of this game is reflecting on how you function in your role as a leader. What is your leadership vision and how do you put it into practice? Does your leadership vision match that of your organization? What do your employees expect from you as a manager?

The game consists of two parts:

1. **Aspects of leadership** (75 cards). These aspects (leadership is ...) describe a mix of behaviour, attitude and values and comprise six themes. The definitions have been worded as seen from the manager's point of view. The six themes are:

Managing values (for example: treating everyone fairly).

Aims and results (for example: bringing out the best in your employees).

Managing people (for example: knowing what is going on among your employees).

Managing (for example: setting and monitoring procedures).

Decision-making (for example: making sure that decisions are fully understood and supported by your employees).

Self-management (for example: adjusting your own behaviour).

2. **Pictures** (40 cards). These pictures can be used to discuss leadership.

The Leadership Game covers all the main aspects of leadership. Therefore, the game is suited for all kinds of managers, situations and leadership visions. Applications include:

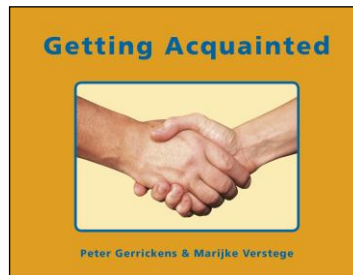
- Coaching managers
- Performance appraisal interviews with managers
- Coaching employees who are having difficulties with the leadership styles of their manager
- Peer-to-peer coaching sessions in which managers give each other feedback (either one-on-one or in groups)
- Discussing what employees in a team expect from their manager

***The Leadership Game (English): EUR 39,-- (+ VAT + shipping costs)***

Available languages: Dutch, English, French and German.

# GETTING ACQUAINTED

Peter Gerrickens & Marijke Verstege



The purpose of this game is to get acquainted with other people in a new and surprising way. Becoming acquainted within a group or team in a pleasant and inviting way is very stimulating. If you are already acquainted, you can use this game to discover new things about each other.

*Getting Acquainted* consists of 56 full-colour cards, each with a question and a corresponding picture. The pictures are humorous, inviting and stimulating. They increase the players' involvement with the questions.

The questions are divided into six categories:

- youth & past (for example: What did you like to do as a child which you stopped doing when you grew up?)
- character & interests (for example: When do you lose all sense of time?)
- behaviour & daily life (for example: When do others ask you for help or advice?)
- motivation & inspiration (for example: Who or what makes you happy?)
- work & career (for example: What are you proud of?)
- wishes & future (for example: Where would your dream journey take you?)

***Getting Acquainted (English): EUR 29,-- (+ VAT + shipping costs)***

Available language versions: Dutch, English, French and Swedish.