

The Impossible Game

A one-page designer for the Chapter 19 task

An Impossible Game is a future your present way of being cannot deliver, chosen deliberately so that the way of being has to change. If your present way of being can deliver it reliably, the game may be ambitious; it is not yet impossible.

Describe the game you are currently playing.

Use the four conditions:

Does it bring you into regular contact with the edge of your present way of leading?

Is the commitment appropriately visible?

Does the timeframe require meaningful action now?

Are the consequences real and responsible?

Then add three safeguards:

Whose consent or authority is required?

What support, recovery and feedback will protect learning?

What evidence would tell you to adapt or stop the game?

Now design the next version.

Write:

the future you are committing to;

the date by which a meaningful result or milestone will exist;

the way of being it requires you to practise;

the actions that will bring you to the edge each week;

the people who will witness and support the commitment;

the consequences of retreat;

the boundaries you will not cross in pursuit of it.

Speak it to at least one person whose knowing changes the stakes and who is willing to play that role. Record your insights in your journal. You will use them to complete your Aide-Mémoire at the end of the book.

CONCLUSION

The game, in one sentence

Date declared: