



Around the World in 80 Days

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Deployment: This game will be played throughout a **4-day live training**, which occurs quarterly every year. The event is designed for new franchise owners who have not opened their business location yet.

Goal: Identify products and/or services that can help alleviate stress. This can help participants personally and professionally as a new business owner.

Personas:

- Curiosity** - The desire for understanding
- Adventure** - (Low Tranquility) The desire to explore and take risks
- Interdependence** - (Low Independence) The desire to trust others to meet one's needs

Objectives:

- (1 & 2 Measurable)
 1. Increase event evaluation scores by 25% with each iteration
 2. Boost sales in 1st 6mo. of store opening for business
- (3 & 4 Intangible)
 3. Enhanced emotional resilience. Owners expressing confidence
 4. Positive shift in company culture regarding franchise owner's stress and general health awareness

Character:

Phyliss is the great-granddaughter of Phileas Fogg who is acclaimed for being the first person to travel around the world in 80 days. Phyliss is courageous and intelligent but finds herself secretly and constantly stressed having to live up to the famous Fogg name.

Challenge:

The new generation of the Reform Club feels that Phyliss does not deserve to have a membership since she has never contributed anything of significance to the club. During an altercation, words were said, and a bet was made. Phyliss' pride would not let her back down. She has been challenged to follow a similar path of her great-grandfather and find a combination of healthy products or services that could be used to launch a new tranquil spa addition at the club.



Motive:

Phyliss believes her great-grandparents would agree that she had never done anything remarkable to continue the Fogg legacy. Opening the spa addition at the Reform Club is her chance to prove herself.

Setting:

This adventure is in the present day and begins in Florida, USA. Phyliss will travel to India, Pakistan, Greece, Morocco, and South America.

Obstacles:

1. Phyliss will be her own worst obstacle. Her stress will potentially get in the way of achieving her goal.
2. Dejana Fix is the great-granddaughter of Inspector Fix, who accused Phileas that he was a thief and ended up wrongfully impressing him. Dejana is looking to avenge her great-grandfather and plans to prevent Phyliss from attaining success.



Instructions:

Participants must uncover a product and/or service that Phyliss can present to the Reform Club for the new spa addition. You will be collecting items, secret clues, and knowledge all geared towards alleviating stress. However, Dejana may be around any corner to cause unwanted stress and deception. Thankfully, you have your great-grandfather's journal from his original journey that you can turn to for inspiration. He was well known for being very calm in stressful situations.

Climax:

Phyliss will collect items she needs for a successful spa and along the way will learn how to manage her own stress. It will be on her journey back to Florida where all the pieces of the puzzle will come together just in time before the end of the 80th day.

Outcome:

Phyliss returns to the Reform Club in Florida and the new tranquil spa becomes the most popular and financially successful addition the club has ever witnessed in the past 2 generations!

Game Play:

The game will be introduced at the beginning of the first day after trainer introductions and general housekeeping rules for the 4-day event. We will make use of an animated PowerPoint, or if time permits, create a short story in Articulate's Storyline 360 to introduce Phyliss, Dejana, and the game rules.

To break up the required 4-day training, participants will have opportunities to visit 5 lands to explore. There will be boosters, side quests, unlocking during actual product sampling, mentorship from corporate employees, and free lunch gaming aspects.

Whoever can figure out the clues leading to the specific product and/or service the company offers or sells, they will be entered into a drawing at the end of the training event for an opportunity to win a gift card for the total value of that product or service. (Many participants fly-in to this event and we need to be respectful of suitcase space and weight).

At the conclusion of the 4-day event, everyone will write their solution to the game on a piece of paper along with their name and drop it into a bucket. One paper at a time will randomly be pulled out until a winner is revealed.

Game Mechanics:

Adventure	Curiosity	Interdependence
<p>Boosters - At the end of each day we will play Kahoots. Winners may obtain clues to help them achieve the game solution more effectively. We will have different clues for each player or team that comes in 1st, 2nd and 3rd.</p>	<p>Unlock - During product sampling, players will use their sense of sight, smell, touch and possibly taste to immerse themselves and fully experience products that are typically inaccessible by looking at words or images on paper. This will unlock more clues.</p>	<p>Mentorship - corporate visitors from various departments will come to the live training event to present their knowledge and skills and help the players progress by offering hints.</p>
<p>Discovery/Exploration - learn about local product knowledge and their wellness benefits in each country visited.</p>	<p>Side Quest - solve obstacles that Dejana Fix creates and earn extra clues.</p>	<p>Free Lunch - There will be group activities and the members of the groups will be switched with each activity, giving players who may not be fully engaged with game clues because others in their group have done the work.</p>

Level 1:

Phyliss will **fly by plane** from Florida to **India**. Home of her great-grandmother Princess Meera. She will search for **rose petals**.

In India, Phyliss will learn that rose petals provide a sophisticated floral, perfumy elegance to tea. They have a history of promoting emotional balance and skin health. Rose petals are also rich in antioxidants and have been used in traditional medicine for centuries for their potential anti-inflammatory and mood-boosting effects.

Side Quest - yoga's origin can be traced to northern India over 5,000 years ago. Some researchers believe it may be up to 10,000 years old. It was used to promote spiritual growth and understanding, which focuses on bringing harmony between the mind and body. Today it is the art of healthy living. Beginners should start slow and practice for only 10 minutes. Wear comfortable clothes, move slow, and avoid making comparisons. Just begin where you are. This is good advice for Phyliss to not compare herself to her great-grandfather, and instead focus on the start of her own journey.

To India



By plane



For Rose petals



Level 2:

Phyliss will travel from India to **Pakistan** by a **camel caravan** in search of **Pink Himalayan Salt**.

In the Himalayan salt caves Phyliss will learn that the rich mineral content can help your body detoxify. It contains more than 80 minerals and elements, including potassium, iron and calcium. All these minerals can help promote the removal of bacteria in our body.

Kahoot Booster. Playing individually, timed.

Players who come in 1st, 2nd, and 3rd will each receive different clues in a sealed envelope. These clues will be descriptive words or partial sentences of the product and/or service from the company's website.

To Pakistan



By camel



For Pink Himalayan Salt



Level 3:

Phyliss will travel from Pakistan via **steamship** to **Greece** in the mediterranean in search of **peppermint**. Peppermint gets its name from Greek mythology.

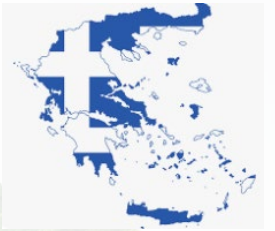
Peppermint is renowned for its refreshing coolness due to the terpene menthol. Peppermint doesn't just invigorate the senses but is often used to aid in digestion and relieve tension headaches with its analgesic properties, acting as a perfect close to one's day.

Peppermint's unmistakable coolness delights the palate while offering digestive and tension-relieving benefits, perfect for winding down.

Interesting side info that has no bearing on the game, the origin of the name Phyliss is also rooted in ancient Greece and means 'green leaf'.

Corporate Mentorship provides **organza bags**, a maximum of 2 per participant as they engage in the training.

To Greece



By ship



For
Peppermint



Level 4:

Phyliss will travel from Greece to **Morocco** via a **hot air balloon**, looking for **Marrakesh Mint**, which is known to provide relief from stomach ailments and heartburn. It can improve focus and intellectual performance, while having the power of restoring a youthful glow.

Kahoot booster. Playing in teams.

These clues will be descriptive words or partial sentences of the product and/or service from the company's website written on the back of a shaped token.

Example:

1st place team members get a bathtub token

2nd place team members get a teapot token

To Morocco



By hot air
balloon



For
Marrakesh
Mint



Level 5:

Phyliss will travel to the **Amazon Rainforest** in South America by **submarine** for **dark cocoa (sugar)**.

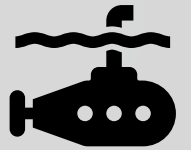
Dark chocolate may help lower the risk of heart disease, reduce inflammation and insulin resistance, improve brain function, as well as increase the diversity of the gut microbiome.

Side Quest - this will be a virtual scavenger hunt game of distraction from Dejana that will provide accurate information from the company's website, to 'similar' products and/or services, to confuse or steer participants away from the actual targeted item or service.

To Amazon
Rainforest



By
submarine



For Dark
Cocoa



Conclusion:

Phyliss will travel for the last time in this journey from the **Amazon Rainforest** in South America back to **Florida** by **train** with everything she has collected and learned. Along the way she meets a wise old man in the dining car who helps her make sense of everything she has and suggests how to put them together in what becomes the best-selling product and/or service for the Reform Club's new tranquil spa.

Unlock and earn a **wood crate**.

To Florida



By train



To End
Journey

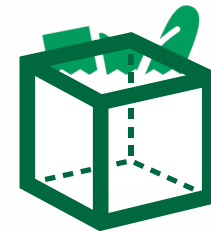


Solution:

The **rose petals**, **peppermint**, and **Himalayan salt** were meant to go into the **organza bags** to create sachets for a bath.

The **Dark Cocoa** sugar and the **Marrakesh Mint** was for brewing a cup of tea to drink while soaking in the bath.

And finally, the purpose of the **wood crate** was for displaying all the products that were collected from each country, to sell in a convenient manner at the franchisee's business location, for customers to take the product home or extend their service at home until the next visit.



In-depth details of Phyliss:

Below is the descriptive prompting that was used to create the Phyliss character image using DALL-E 3.

Phyliss is a striking blend of her famous ancestors, Phileas Fogg and Princess Meera. She has an athletic yet graceful build, possessing an air of adventure and regal elegance that mirrors her lineage. Her eyes are the color of the deep, mysterious oceans her great-grandfather once crossed, a mesmerizing shade of sapphire blue that sparkles with curiosity. Phyliss's complexion is a warm olive tone, a testament to the exotic places her ancestors explored. She often dons clothing that blends classic and contemporary styles, much like the fusion of cultures and times represented in her heritage. Phyliss prefers to wear tailored trousers and a fitted blouse, with a leather belt that hints at the adventurous spirit within her. A pair of well-worn, sturdy boots reflect her readiness for any journey, while a pendant watch necklace, passed down through generations, from her great-uncle Passepartout, serves as a cherished family heirloom. Phyliss's demeanor is a captivating mix of her great-grandfather's cool composure and her great-grandmother's regal poise. She portrays herself as a woman who's unafraid to take on the world, just as Phileas Fogg once did. Her laughter is infectious, and her eyes often light up with excitement as she shares stories of her great-grandfather's globetrotting adventures. In essence, Phyliss is a modern-day explorer, a living embodiment of her illustrious lineage, combining the best traits of her ancestors into a captivating and inspiring figure ready to embark on her own adventures around the world some day. The origin of the name Phyliss is rooted in ancient Greece and means 'green leaf'.

In-depth details of Dejana:

Below is the descriptive prompting that was used to create the Dejana character image using DALL-E 3. Dejana carries the legacy of her famous ancestor, inspector Fix from the novel, *Around the World in 80 Days*. She shares some physical traits with the inspector, including a keen eye for detail and an air of professionalism in her appearance. She wears glasses and is often seen dressed in a sloppy yet stylish manner. She inherited her great-grandfather's persistence and determination when it comes to solving cases. She is known for her relentless pursuit of justice and her ability to crack even the most challenging mysteries. Her colleagues admire her for her dedication to her job and her unwavering commitment to solving crimes. However, she is not just a carbon copy of her ancestor. She has adapted to the modern world and incorporates the latest technology and investigative techniques into her work. She is tech-savvy and proficient in using computers, forensic tools, and data analysis to aid in her investigations. She has the same tenacity as Inspector Fix and is not always ethical or moral. The origin of the name Dejana is Serbian and means 'to take action'.