



Where to get the game

FearlessJourney (cc) is a game that helps teams feeling “stuck” & powerless to find their way forward.

The game is published by Deborah Hartmann Preuss under a CREATIVE COMMONS license, which means you can freely use (but not modify) it for non-commercial use. **You may NOT rebrand these cards** for commercial or any other purpose. Modification is however possible: user feedback and suggestions are invited!

The game uses the 48 influence strategy patterns published in the book *Fearless Change: Patterns for Introducing New Ideas* ©2003, by Mary Lynn Manns and Linda Rising, used by permission of its publisher.



Download the *free printable version* of the full game and rules, or

Order an (optional) Strategy Card deck from the US.

cost: about 20€ including shipping; takes 3-4 weeks to the EU, or you can pay extra on that site for express shipping (Available right now in English. German, French translations in progress. Inquire on the website about helping, or creating further translations)



Order a matching 4x6 inch fabric-and-leather case to carry everything you need for your next game!

Or a custom wood-and-ceramic box from CaféPress.com

Note: you get all of these at cost price, there is no markup added.

Download or order all these items at: <http://FearlessJourney.info>

*Don't forget that the game is still under development – your suggestions will make it even better!
Leave your stories or comments in our Feedback page, accessible from the FREE Download page on the website.*

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