



However, the map also has some advanced features which are not so immediately obvious. There is a *flow* of risk, information and money between components. The best way to think of this is by use of a military example. You have components such as troops which might occupy different positions on the map but along with movement, you also have communication between the troops. That communication is flow. It's important not to mix those ideas together because it's easy to have troops effectively communicating together but at the same time being ineffective by moving in the wrong direction. There can be several reasons for this including the wrong orders are given or there is no common understanding of purpose.

The components can also represent different *types* of things, the military equivalent of different troops — infantry, tanks and artillery. In these Wardley maps, the common name now given to them due to my