

- Means of *dealing with toxicity* (i.e. legacy)
- *Market* plays
- *Defensive* plays
- *Attacking* plays
- *Ecosystem* models
- *Positional* plays
- *Poison* mechanisms (prevents a competitor using the space)

I have to reiterate that every time that I've gone around the cycle, I've got better at playing the game. As we travel along the same path I'll be adding in more economic patterns, more doctrine and more context specific gameplay along with deep diving on some of the parts I've glossed over or were merely general concepts in those early days. But as with all journeys, let us stick to the path and no short cutting. Every step is valuable; every landscape is an opportunity to learn from.

## **An exercise for the reader**

Hopefully by now, you may have created a map or two. Using the concepts in this chapter, examine your map and first try to identify where you might attack. Now using the gameplay in figure 59, have a go and try to see where you might use gameplay and whether one route or another stands out. It really does help to work with others on this, fortunately maps provide you with a mechanism to communicate, collaborate and learn.