

We've covered a lot of ground in these chapters, so I thought in this final sections I'd recap some of the basics on how to *master* strategy. You'll need this for the scenario. I've italicised *master* because I don't really have a clue how to do that. I'm still learning and I've been using maps for over a decade. For now, all I can say is that strategy seems to be a journey of constant learning and the more I learn, the more I realise how little I know. If anyone does actually become a master then I'd be pleased to read about how they did it. There maybe a faster way to master strategy than a seemingly endless journey of learning. There might even be a 2x2 that'll explain everything but so far, I haven't found it. Hence in the absence of some marvellous solution, I'll give you some basic steps.

Step 1 — The cycle

Understand that strategy is a continuous cycle. You don't have all the information you need, you don't know all the patterns and there are many aspects of life that are uncertain. Fortunately not all is uncertain. Start with a direction (i.e. a why of purpose, as in "I wish to win this game of chess") but be prepared to adapt as the game unfolds (i.e. the why of movement, as in "should I move this chess piece or that one?"). Your first step on the journey is to understand the cycle of strategy — figure 156. Lots of people can help you here from John Boyd (OODA loops) to Sun Tzu (art of war).

Figure 156 — the strategy cycle