

Game Plan: Achiever's A Game

ACHIEVERS: Players who want to impress others by winning public challenges while developing their prestige, skills, and renown in structured, measurable ways. They enjoy the social status acquired by completing tasks and winning badges and titles; they view these prizes as reward for diligence and proof of mastery.



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|---|---|
| <input type="radio"/> Action: Striving
(<i>win / prove / compare</i>) | <input type="radio"/> Principle: Security |
| <input type="radio"/> Social impulse: Compete | <input type="radio"/> Solution: Persistence |
| <input type="radio"/> Impression: Earns attention | <input type="radio"/> Goal: Accomplishment |
| <input type="radio"/> Mode: Logistical | <input type="radio"/> Bait: Prestige and awards |
| | <input type="radio"/> Keirse type: Guardian (SJ) |

As an achiever, you advance logically. When faced with a possibility, establish a measure of success immediately so you have a clear criteria for all your decisions. Take time to map out a strategy, breaking the overall campaign into manageable tasks. Don't be afraid to color outside the lines and step beyond the well-worn path. Try not to expect proof (and praise) before you've taken the necessary steps. Generally, you're going to look for the sequential steps you need to climb the hierarchy, so make sure you're pointed up the right ladder.

Your greatest strengths may derive from your **practical and competitive nature**. You're goal-oriented and focused on striving for status and ranked recognition in your public pursuit of mastery. You consciously climb the professional hierarchy to advance toward tangible proof of your accomplishments. When strategizing your A game or making a career move ask yourself:

- Does this opportunity move me up my perception of the ladder within my genre? How and in what capacity? What are the necessary steps between me and my goal?
- What time and resources are required to make this happen in the current industry?
- What kinds of advancement, prestige, and measurable rewards will this idea confer?
- Will it work? Has this been done before? If so, how could the process be tweaked?
- Who else might affect my progress? What kind of reactions do I want and should I expect?
- Who will notice if I succeed or fail? What kind of credibility and access do they offer?
- Does this maneuver fit within my existing plans? What kind of transition or adaptation is necessary? What will it prove to the genre? How much attention will it generate?
- What resources and allies will be absolutely essential? When and in what order? How do they complicate the process? Do I have access to them?
- Will this stabilize and advance my career in tangible, measurable ways?
- Are there potential downsides for my professional reputation? How can I protect myself?
- How will the results be measured? Is there a clear criteria or metric for success? What kinds of rules and safeguards exist? What is my contingency plan?