

## **Dear leaders!**

“Creators Negotiate” is the world's first board game, designed to learn about conscious leadership and collaboration, while simultaneously build cooperative vibes and solve real-life communication failures in teams of any type, - whether corporate or independent.

One revolutionary feature of it is the lack of competitive elements. In search of practical answers to their own questions from real life, from the very beginning, players strive to find solutions together, in an atmosphere of cooperation, openness and rapport. For the same sake, instead of traditional assessment, we adopted marks-like feedback system: “clear”, “valid”, “convincing”, “complete” - as we consider this approach to communications the most productive in general. Besides, in order to let your game experience become creativity provoking, we have left a detailed regulation of the rules at your discretion, having created only flexible framework conditions along with already mentioned principles.

### *Framework*

So, at the first stage, participants take turns in pulling out a card, read it, get prepared to answer questions (using their individual experience or references, including friends), provide the answer itself (within three minutes or so), followed by feedback (marks) from other players in the form of one only token. Thus, the goal of the first stage is mental “warm up” for the second (practical) stage, as well as “conditional leader” identification (i.e., the participant who receives the biggest amount of “marks” of a specific type, although not known from the beginning, but as a result of one time dice rolling).

At the second, practically oriented, stage, participants are offered to recreate real-life negotiation case, based on the circumstances, proposed by the leader of the first stage (most often, a conflict or deal in progress). By developing communications from real-life situations in roles (colleague, partner, boss, etc.), players can also interpret possible negotiating scenarios of the same case, based on different aspects of the negotiation case (such as impartiality, trust, manipulation, empathy, etc.), which are defined “randomly” with the help of dedicated roulette. We have specifically made the rules of this game light and free so that you can fully express your creativity while implementing your own vision.

In this way, we hope you will manage to transform the potential available in any tense situation into a common greater good in a pleasant game form and, consequently, in reality.

Co-creators: Ilya Chernobay, Natalia Voronova, Chavdar Mitev.