

KOLOBOG

“Everything I know, I know because of love.”

— Leo Tolstoy, War and Peace

MISSION

Global volatility, low applicable legislation and unpredictable business environment in general, - all of it increases the need for the agreement and socially beneficial conflict resolution, while old-fashioned methods of communication, based on manipulation are meant to be changed dramatically. We believe in great potential of the transformation of the very understanding of “negotiations” from individual confrontation to project-based co-operation by implementation of alternative education amid times, when the key success factor is the ability of conscientious leaders to form and lead super-efficient, adaptive project teams for the greater good, while new age requirements for the awareness and capacity in verbal communication, non-confrontational conflict resolution and deal making by entrepreneurs are growing exponentially regardless of the industry, c jurisdiction or technology applied.



Multi-stakeholder dealmaking and strategy communication board game

The world's first board game, designated to practice multistakeholder dealmaking while learning about bona fide leadership, building cooperative vibes and solving business cases simultaneously in small teams of any type, - whether corporate or independent.

One of revolutionary features of it is the lack of competitive elements. Moreover, in search of practical solutions players strive to achieve co-vision together in an atmosphere of cooperation, openness and rapport. For the same sake, instead of stereotypical assessment approach, marks-like feedback system has been adopted, as we consider encouraging subjective approach to communications the most productive in general.

Modus operandi

In order to let that revolutionary experience be creativity provoking, a detailed regulation of the rules has been left at vendor's discretion. Having flexible game conditions introduced, based on already mentioned principles, some general terms still meant to be preserved.

CONTACT US

At the second, practically oriented round, players 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, players can also interpret possible negotiating scenarios of the same case, based on different aspects of the case, which are defined “randomly”. 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. So, at the first round, players take turns in pulling out a card, reading it, getting prepared to answer the questions, provide the answer itself, followed by feedback (marks) from other players in the form of one only token. Experience is shared in both “failed” and fruitful negotiations, manipulations, communication channels, their types and designation in conflict and beyond as well as principles of integrative dialog. Core attention goes to project-based collaboration and what makes project team ideal. Thus, the goal of the first stage is mental “warm up” for the second practical round, as well as “random” leader identification (the player, who receives the biggest amount of marks of a specific type, not known in advance).



stage 1

encountering:

Simulate case scenario with Role Badges!

Players get together up the round table with their individual backgrounds, expectations and business problems in an environment, conducive to aesthetic entertainment in a chamber-like atmosphere.

stage 2

best practices sharing:

Invoke profound conversations with Immersive Cards!

Topics include key ingredients of “success”, information processing in media chaos, strategy and legal issues, stages of negotiating process in deal making and conflict resolution. Discussions cover cross-cultural, corporate and individual aspects in deal-making; leadership style, empathy and assertiveness; role of gender and culture in productive communications, energy, gender aspects and more.



stage 3

feedback activation:

Ensure interpersonal connection via 4 Good Tokens!

By providing each other with constructive feedback in the form of universal marks: “clear”, “valid”, “convincing” or “complete” rather than by expert assessments and stereotypes, fresh patterns are developed for a constructive approach to business communication that encourages cooperation

stage 4

rapport and trust establishment:

Practice spontaneusness with the Nice Dice!

Identifying a session leader by means of a “random” factor eliminates tendency for domination, while in combination with previously built rapport establishes trust among players both in regards to peers and the process of the group surf-like interaction itself.



stage 5

collaboration:

Interpret case scenarios through 15-sectors Smart Roulette!

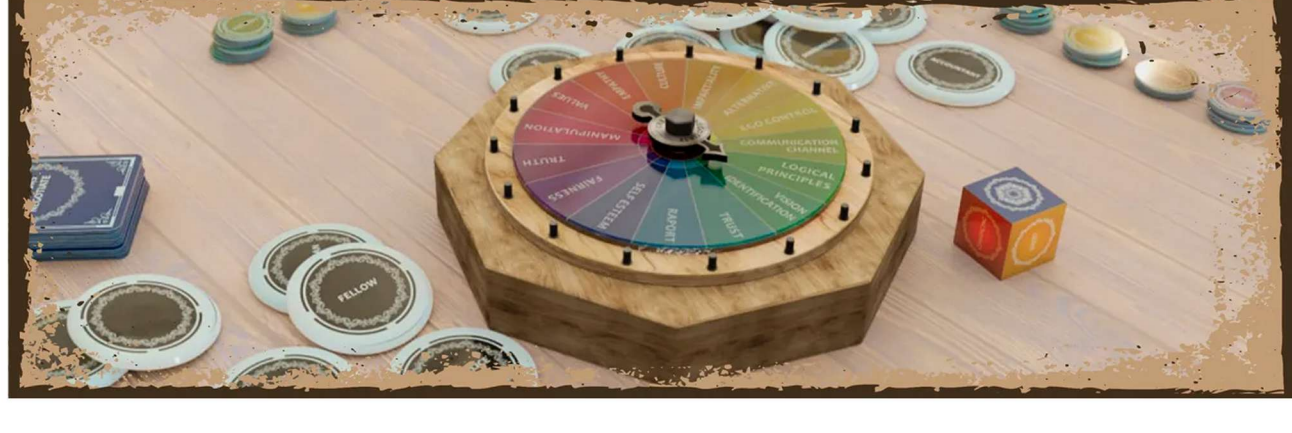
Improvised solutions evoke as a result of a case interpretation under the aspect directions, generated by the roulette. Hints derive from “collective consciousness”, created by the vibes resulting from players' engagement. All of that stimulates the desire for visionary and co-creation during and far beyond game experience or any other limits.

IMPLEMENTATION

Leisure activity, which intensifies multilateral communications, dealmaking and projects completion. Ad hoc team members encountering: business and project ideas now can be tested as they have to be, - along with its stakeholders Remote mediation tool: transformation of tense relations into an integrative mode - done. Practical method for interpersonal skills development, establishing relationships of rapport, trust and cooperation within a project team or department. Effective way to increase productivity of a project cooperation, gain unique interdisciplinary knowledge, improve interaction between reps of different professional and ethnic groups. Training toolkit for artrepreneurs, managers and business owners. Live instrument for leadership potential identification by assessment of managerial expertise and awareness of real affairs in a particular field and the ability to communicate challenges effectively. Cross-fertilisation entertainment for business practitioners allowing team synergy to soar. An unprecedented experience of an instant shift in thinking from a competitive mode to an interest-based and then to a greater good and third-party beneficiary orientation.

Multi-stakeholder dealmaking

The skills required to successfully lead high-performing teams are rapidly evolving. International and multi-stakeholder collaborations are critical to succeed in meeting global challenges, whereas leaders are increasingly required to lead agile and adaptive teams, remote collaboration, and diverse workforces. The game is designated to practice fundamentals of integrative negotiations and conscientious leadership, build compassionate and cooperative atmosphere among players, while discovering hands-on, practical solutions for real-life business related cases in teams.



creators negotiate: NEW ERA LEADERSHIP MANUAL

Managers, artrepreneurs, indie musicians, filmmakers and journalists, software developers, constructors, designers and artists, freelancers of all colours, who can not live without creating value for others by doing what they love to do used to face incredible oppositions from monopolised corporate world no matter country and industry. Putting our best and socially beneficial interests first has always been challenging, but never impossible. Here is the manual, where you can find universal practices, that anyone can reproduce.

DO IT IN TEAMS



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