

# CONVERSATIONS

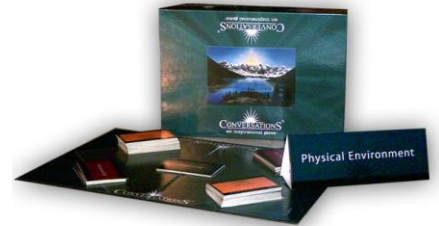
an inspirational game

[www.conversationsthegame.com.au](http://www.conversationsthegame.com.au)

*making communication stronger*

## What is Conversations?

‘Conversations: an inspirational game’ is a cooperative and interactive board game designed to develop and enhance all our relationships through real communication and genuine dialogue. It reminds us that we all contribute to the wisdom in this world and that YOU have an invaluable contribution to make.



**The Mission of Conversations is to raise the consciousness and awareness of all who play. This is done by self-empowerment and being an example of an abundant and successful organisation through integrity, honesty and fun.**

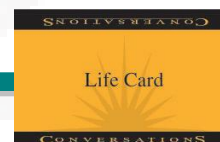
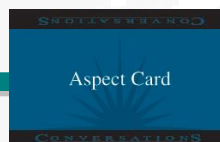
‘Conversations’ is really like a workshop in a box. As a participant of the game, you get to experience the *extra-ordinary*. You get to have a real conversation with every person playing; a conversation that you may continue, long after the game has concluded.

## Where Magic Happens

Magic happens every time a Conversations box is opened. In particular, there are five levels of involvement within Conversations

1. Purchase the game and play it with your family and friends
2. General Facilitation to play with private and small groups
3. Corporate Facilitator to play within educational, workplace and government agencies
4. Conversations Coordination to oversee the process in your area
5. Translating and producing the game in your country

*"Conversations is an extraordinary experience that I believe everybody deserves the opportunity to participate in."* (Leanne Synan, Australia)





# CONVERSATIONS

## 1. Purchasing the game

‘Conversations: an inspirational game’ is a fun and relevant game to open real communication. As a participant of the game, you get to experience the *extra-ordinary*. You get to have a real conversation with every person playing; a conversation that you may continue, long after each game has concluded. Already, this game has helped to bring families, strangers, friends and even work colleagues closer together.

Skills like active listening and honest communication are taught whilst players have fun. As no two games are ever alike, you will find that you want to play it again and again. Now, more than ever, we need to really start to communicate on a soul level with each other. In this game, everyone wins!

*“The game helps draw forth our wisdom and clarity and promotes friendship and loving support within the group playing. The energy is constantly changing and by the end of the game there is a sense of awe, of love, of safety and support. I leave each game feeling deeply connected to those I played with. I love it and believe wherever two or more are gathered there is an opportunity to play Conversations the Game and get talking about LIFE and discover who we truly are. Thank you Barry for this gift to Humanity.”*

Geraldine Evans (Australia)

Purchase of this game is available from any facilitators or from <http://www.conversationsthegame.com.au/purchase.htm>

## 2. General Facilitator

People who are general facilitators wish to share the message of the game with the rest of the world. This is available for people who wish to play the game with private groups, study groups and various support groups. They do not run games for educational, government and corporate groups as there is extra training and an extra cycle due to the complexity of those organisations.

The simplicity of the facilitation and presentation of ‘Conversations’ makes it accessible to groups of all sizes. The role of the general facilitator is to create a safe environment to allow people to communicate to each other from the heart and to allow all participants to share their wisdom.

A key aspect to the General Facilitator is to allow people to share their insights from an ‘I’ perspective rather than global generalisations or telling others what to do. The strength of ‘Conversations’ is that we all learn by sharing our own individual stories rather than trying to “fix” another person. In this way, the wisdom gained from the game is greater than the sum of the individual parts.

*" I believe that one of the most wonderful gifts we can give each other is that of real recognition." Rev Linda Wilson-Hunt (USA)*

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## 3. Corporate Facilitator

Corporate facilitators run games for private, government and corporate groups. They can facilitate team-building games for small, medium and large size corporations, as well as facilitate Conversations for government, educational and private groups. A larger emphasis is placed on these facilitators to have both a business background and a deeper understanding of the concepts found in the game.

In bringing ‘Conversations’ to the corporate sector, the key objective is to create a positive atmosphere in the culture and ethos of the workplace. The result is improved teamwork and communication for all those who play.

*"I believe that your newly developed board game, 'Conversations' is a wonderful tool for any organisation to assist to develop a better understanding of each other, themselves, and assisting in the process of integrating new team members. We came away a much stronger Team, and many members had developed higher levels of respect for individual Team members. Thank you for introducing us to such an interesting and inspirational game".*  
(JK Personnel, Australia)

## 4. Conversations Coordinator

Conversations Coordinators extend beyond the facilitations and have the capacity to train other facilitators.

Coordinators have the additional rights to

- \* Train other general facilitators (or corporate if they are trained to do so)
- \* Purchase games at wholesale prices
- \* Promote their own business within the Conversations settings

The responsibilities of Regional Coordinators are:

- \* Be the first contact person for facilitators in their area.
- \* Assist with documentation required for facilitation training.
- \* Support each other through sharing and working together.

*"Conversations is an exceptional tool for team building through enhancing listening skills and active communication which leads to improved relationships within all aspects of the organisation"* Heather Haswell, New Zealand Coordinator



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## 5. Translation and Production rights

**The Vision of Conversations is to be the most successful and empowering game played throughout the world.**

Our individual and collective dreams extend academic endeavor to include utilizing the support of the Universe and our own creation. The following are a collection of dreams from current coordinators:

“I see the game going out all over the world building trust and community between groups of people, businesses, families, schools and churches. There is a great need these days for people to communicate with each other and that need is getting greater and greater as more "stuff" starts to manifest here on mother earth. The time for surface talk is ending and the time for meaningful conversations is here now and Conversations is a safe and non-confrontational way for people to discuss all the different points of view and bring in a new understanding of the differences that make us all unique yet all as one.”

“The biggest thing I can think of is that Conversations becomes the most popular format for conversational communication ever developed. It will be used world-wide in businesses, schools, health services -- private practice of various therapists, church groups, social clubs, community groups, seniors homes, for personal development, entertainment and creating richer relationships and will be embraced by families everywhere. It will be translated into many languages and will be manufactured and sold by people who gain the distribution rights for their area/country.”

Today, more than ever, we need to develop genuine communication. The world is changing at a pace never experienced before by humanity, and it is quickening. The line between work and home is evaporating as we realise that what happens at home has an impact on our work, and that what happens at work affects us at home. A key skill involved in the game is to learn to genuinely listen to each other without prompting or interrupting.

By being involved at this level, you will be helping to support the process of getting the game out there. The greatest gift with this game is that it gives people the opportunity to experience for themselves what is both written in the books and movies. The goal of ‘Conversations’ is to help with the world changes that are occurring and to create a win-win situation for all those involved with the game.

The system being created is one that works in supporting the change of consciousness of this planet and is profitable for all actively involved. How successful you will be is ultimately up to you.

For further information, please contact Barry at [barry@conversationsthegame.com.au](mailto:barry@conversationsthegame.com.au) or phone + 61 3 90130232.