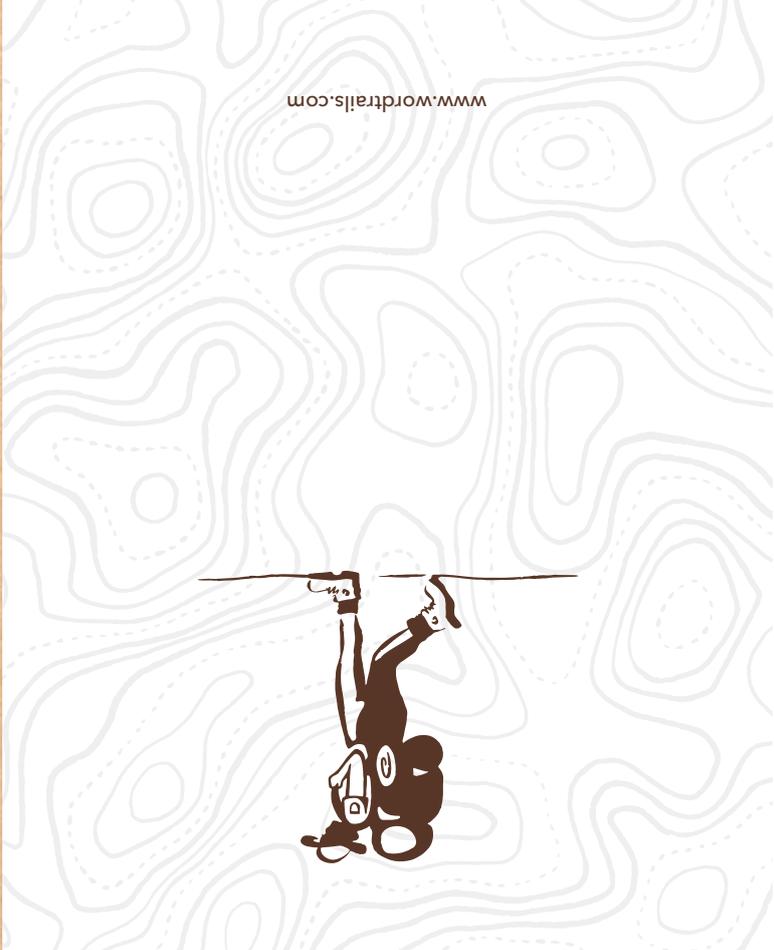


For me, I love that every time I play, whether alone or with others, I have the experience of wondering how it will go. Then play begins... and we build a good path through. Together.



An Adventure Guide to WordTrails™

Trail Guide

WHAT'S IN YOUR PACK?

All the questions, possibilities, and choices of action are here on the table, freely allowed to be present and used as you like. The single exception: Explanation. In this game space there is no such thing as explanation.

This is non-negotiable. You may not explain, and you will not be called upon to explain. It isn't about not talking. Speak to connect if you like, but allow the communication to be on the table.

Within these parameters, you are free to choose, move about, try things, share and respond. See where the game takes you. There is no 'right way' to play.

THE PIECES

What is on the table:

Questions, chips, cards and trinkets. Any of these may contain or suggest directions to explore.

CHIPS The chips are collections of possibilities.

QUESTIONS The possibilities are colored to match a unifying, organizing question.

CARDS The cards remind players of potential actions that might be taken.

SPINNER The spinner can be used as you desire to invite even greater randomness or uncertainty.

TRINKETS These are used to highlight points of common ground or resonance. The "me TOO!" moments.

FRIENDLY REMINDER CARD This is a simple laminated card that says, "**Remember, No Explanations.**" Anyone can point to this, touch it or pick it up as a reminder to themselves or others.

BLANK CHIPS These are available if you need a word that's not present. Try to play the game through at least once before adding new chips.

STRUGGLING TO START?

You may feel uncomfortable or out of place, unsure how to begin*. Look around, and see what's true: no one knows what will happen. Past a certain point, all the wondering can only be answered by playing the game. Trust the trail. Step in. Give it a try. You really can't get it wrong. You've got this! Even if you forget and offer an explanation, there's a card any one of you can use to gently remind one another what has been agreed: No explanations.

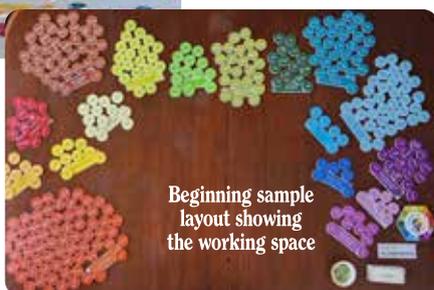
*Fwiggling: The fine art of postponing or avoiding through F'ing With Gear.



Connecting dots...together.



Play it the way you feel it... all 'shoulds' aside.



Beginning sample layout showing the working space

Wordtrails™ Where there is space enough and time enough

