Time to Play!

AT THE TRAILHEAD

Are you playing alone?

To get a feel for the territory, try starting solo. Grab some random chips and play with the elements. Get a sense of how it feels to be drawn to different chips, colors and patterns. Begin to trust the game.

Are you playing with others?

The idea is simple: simply relax and get into the flow of conversation, using the chips and cards to make a journey together.

Setting Up

Place everything on the table. Leaving an open working space for building the Wordtrails™ (see photos). If you like, you can organize the chips by color with their associated questions. This is not required.

Trinkets: Distribute 8 to 12 trinkets between players, i.e. 2 players get 5 each; 3 players get 4, 4 players get 3.

Trinket Placement:

own course.

These are your treasures. Feel for the points of connection, the "Me TOO" moments, where something another player put down feels especially resonant. When you feel this, place a trinket on that chip or card.

Add chips where they seem to fit for you.

You may want to rearrange something on the table. You may find yourself following

the group flow; you may stay more on your

Nearing the end.

On every journey there comes a time at which a person begins to pull out of the group energy, coming back into their own personal day to day experience. And...things will have changed. The trinkets help put words to the essence of what might have changed for this group, on this journey.

The beginning of the end.

The expedition begins to wrap up when every player has used all their trinkets. Consult one another, come to a consensus that the journey of adding chips feels complete. There may be a bit of sharing of how things felt, what was noticed - still free

of explanation. People often take a picture of the chip pattern at this point. Pictures are encouraged.

The Expedition

ONE WAY TO BEGIN

Lay any chip or action card in the center of the working space, and begin play. The spinner can be used to help choose if you like.

Play:

As the game commences, each person takes a turn laying down a chip touching the initial word, or touching another player's chip. This process will naturally start to form wordtrails, which will take shape and grow organically.

Wander and Flow:

After an initial period of taking turns, you may notice that you are moving at varying paces, and it no longer works as well to take specific turns. Begin to move more and more at your own pace. This may mean you add a few chips at a time. It may mean that you stand back and consider things as others move ahead.

An invitation:

Notice yourself noticing. What are other people playing? Respond as feels right.

The Campfire

DISTILLING THE ESSENCE

As a group, pull together all the pieces that received Trinkets, and move the others aside. With each person taking a turn, consider this small group of chips or cards. Move them around, play with them, put them into a pattern or structure that feels right to you. Share the story, if you like, of the pattern you have created. Continue in this phase until each player has had their own personal time with this group of chips or cards. Again, people often take pictures of their own and others' personal chip patterns.

Wrapping it up

The game is complete at this point. Time for hugs and selfies together. The conversation can continue and deepen around the campfire as the group or individuals choose.



notes from the journey

	
	
	
	
	
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