

WordTrails: The Introductory Game

The Rules

- WordTrails is built from the ground up on a foundation of authentic choice. You can play. You don't have to. In this space there will be no pressure, no coercion.
- There are no "take backs"...once a piece is played, it remains on the table. What has been played is here, and we all work with what's on the table.
- No explanations - this is an explanation free zone. Your choices don't have to be logical or make sense to anyone, including you.
- Use the trinkets to keep oriented towards what resonates. Pay attention to what other people play, and when a chip or card is played that feels like "me too," put a trinket on it.

The Setup

- Lay out the chips in their colored groups on the table, keeping an area clear for the working space, where the trails will be built.
- Put each question card with its respective chips. They are color coordinated.
- Leave the action cards in a stack, to be drawn randomly as desired.
- The spinner is optional, there to offer a little fun or randomness if desired.

Phase One. On the trail together.

- Divide the trinkets equally among players.
- Select an action card randomly and lay in the middle of the table. This will be the entry point to the adventure.
- Players take turns choosing the chip they would like to play next, building on what has been laid down.
- The pieces are laid touching each other, so trails begin to form.
- The trails develop organically as the adventure unfolds. There are no rules as to what has to be played where, or how the trails "should" or are "supposed to" develop.
- Along the way, players watch for points of resonance, "me too" moments where another player has put down a chip or card that feels important. When this is felt, the player places one of their trinkets on the resonant piece.
- Also along the way, players are invited to draw random action cards and insert them where they seem to fit best. This can be done independent of the taking of turns. When you feel like adding an action card, just do it.

Phase one of the game is complete when all the trinkets have been placed.

Phase two. At the campfire, making s'mores.

- Pause to take in what has been created, and share anything that was noticed or felt.
- When everyone is ready to move on, bring together the twelve trinketed pieces, pushing away the other chips and cards to make space.
- Each player now takes a turn to create their own personal design, or s'more, with those twelve shared elements.
- When the s'more is complete to their satisfaction, they can tell the story of what it is to them, or let their s'more speak for itself. Photos of the s'mores are encouraged.

The game is complete when every player has had a chance to create and share their own s'more.