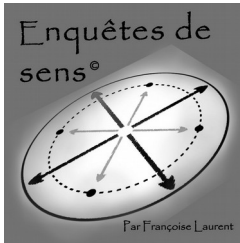


« Enquêtes de sens »



“ A Quest for Sense, a game of soul strategies” By Françoise Laurent

Finding sense leads to finding a destination and stimulates the drive to reach it.

The game is an invitation to go in search of meaning drawn from our life experiences, emotions and motivations. The aim of the game can follow different paths. Here are some basic rules and other suggestions to play. Go ahead, let your intuition of the moment carry you forward. Be as authentic as you can !

Rules for A Quest for Sense

For 2 to 6 players (over 5 years old)

Tools : enough sheets of paper, pens, color pencils or pens for all the players.

- **Choose a theme or subject** present at this time you would like to base the game on, for example nature, friendship, science, time...
- **Choose the means of expression** : write or draw*. Distribute paper and pens to each player.
- Place card Nr. **40** in the center of the game area.
- Shuffle the cards and distribute 2 to 5 cards at random to each player depending on the number of players and the time available. Each player's cards can be seen by the other players.
- The first player places a card in the game area face up against one of the 4 sides of the first card (Nr. 40) and in the direction he wants. He then comments on the card as it inspires him, in relation to the chosen subject. The other players listen without interrupting. When he is finished, each player notes down a sentence which comes spontaneously to mind without revealing it to the other players.
- The second player continues the game, placing one of his cards in the game area, face up, adjacent to one of the available sides of card **40** or of the 1st player's card, in the direction and place he chooses.
He then in turn expresses himself. When he finishes, each player writes down a sentence which comes to mind related or not with the second player's comments without revealing it to the others.
- The next player in turn does likewise choosing where to place his card against the side of one already in the game area, in the direction he wants. Each player writes down a sentence after his story or comments have been expressed, again without showing it to the others.
- The game is continued in this manner until all the cards have been placed in the game area.

If at any point in the game your cards don't evoke anything for you, you can exchange a card in remaining card pile.

Once each player has placed down all his cards this phase of the game ends.

Next, you can share your texts with the other participants.

Surprises guaranteed !

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* GAME ALTERNATIVE (with children of all ages)

- Instead of writing sentences you can draw with the materials made available. Each time a card is positioned, you add a detail to your drawing. When all the cards have been placed on the game area, you organize a mini exhibition in which each player can show his/her drawing and make comments.

Rule changes :

The suggested rules are not important. Once you are used to the game don't hesitate to create your own.

Other Alternatives for the Game

Alone :

With a specific goal, question or intention in mind, pull out one or more cards and allow it's (their) sense to come to light.

In a Group :

- Spread out all the cards on the game area, face up and invite each participant to choose a card he/she is attracted to. Each participant then expresses what his/her card inspires. This can lead to a creative project (drawing, painting, text, music piece, mime etc.).
- Choose a card at random and ask each participant to comment on it. This could lead to some interesting improvised discussions.
- Suggest a subject as the basis for choosing the cards.
- Spread the cards on the game area, face up and choose a card to represent a person facing a given situation.
- Create a logical sequence with cards.
- Pull out 3 cards, one for the past, one for the present and one for the future (of the person, a situation, etc.)

To help make a choice :

- Choose a card for each option. Describe and/or explain each card. Then decide which card to keep and why.

Questions (related to the context and situation) :

- What does this card evoke for you ?
- Which other card could be a sequence to the first one ?
- Etc.