Synopsis Awareness Game on the Dynamics of Collective Choices

A holiday party game

For 4 to 10 players
Age 8+
Duration: as long as the players are having fun with it. But moving through and playing with all the pre-designed stages takes 10 sessions of at least half an hour, best done spread over at least 5 days.

In this card game all members of a community will playfully gain hands on experience on how the core setting(s) of a collective belief system generates a certain dynamic within the group….which, in turn leads to certain results.

Through the different stages of the game, the collective of players moves from one setting into the next.
In this process, all the players undergo the consequences of what has collectively been agreed on to be the common set rules to play with.
Everybody will find out:

- **to what extend individuals thrive and manage to achieve their personal goals as well as sense**
- **how the group as a whole is enjoying the process.**

What needs to be checked and arranged in advance:

- Assemble a group of 4 – 10 players (up to 12 is possible):
    - With a desire to play this game
    - With the time at hand to (daily) get together for at least half an hour
- Check that all players are able:
    - to see and distinguish colours and
    - to count up till 10, plus
    - to pick up a card and put one away

On the game location a table with chairs for everyone is dedicated to this game.
Ideally, for the duration of the game, the game stays on the table and the table is not used for any other activity.

Starting the game

The game starts with the complete group, where one person reads the introduction sheet out loud, so everybody knows what the game is about.
This introduction sheet informs the players about:

An overview of the game:

This is a multilayered, multiplayer card game that stretches over multiple days.

This game gives a feel for over a century of social human evolution in Western Civilisation, by experiencing how certain collectively chosen ground rules influence how we function *in* the group and *as* a group.

The game is set up to play with the different, evolving mind-sets of 10 decades, starting in the roaring twenties.

How is it played?

It is all about choices that we've all got to make choices at various points in the game.
Some are individual choices, some are collective choices, decided on as a group.

Because of the wide range of options to play with, there is not much that stays the same during this game. That may sounds slightly confusing at the start, but it will become self evident when the group starts to experience, playing the game, the dynamics of human (social) evolution ourselves.

> What *does* stay the same throughout the game is that every player endeavours to succeed in accomplishing a certain individual mission., of their own choosing.
>
> And, that each turn for a player <u>always</u> consists of the following three steps:
>
> 1. **input: receiving a new card in hand**
> 2. **transformation: deciding how is dealt with this card in the light of**
>   - **the formation at hand and**
>   - **the chosen mission a person is working on and**
>   - **the current collective play settings**
> 3. **output: giving away a card**

Other aspects of the game are highly under the influence of the decade mind-set the group is currently playing within.
Over the course of the gaming sessions, there will be differences in:

- *Where* you receive a card *from* *and
- *where* you can turn *to* to give your cards away a*nd
- *what* defines '*winning*'
- *how open* you are about your own cards

* other players and/or a (specific) stock pile

At all times, gamers have the option to play in:

- group sessions (ideally at least one a day, but still, everybody is free to partake or not)
- sessions as a couple (when desired)
- solo-sessions (when desired)

The three steps in preparation:

1. Each individual **chooses** 7 cards from the deck, with one card of each colour.

   You write down your own unique colour code, including the direction of the triangle on each card. They represent ' yin' energy : triangle pointing down and ' yang' energy: triangle pointing up.
   To really identify yourself with this code, take a selfie with your smart-phone/camera.
   This is your soul-code, this identifies you in this Universe.

   More yin than yang: congratulations.. you are a female
   More yang than yin, congratulations… you are a male.

   For those familiar with chakra's, the energy centres in every living being… indeed, the choice of colours is not purely coincidental.
   This is also your start-sequences, with which you enter the game.

2. Each individual _chooses_ from the stock of mission cards a mission that appeals.

   You are entirely free to choose any of the missions, it is perfectly OK if more people in the group have the same mission.

   This mission gives you focus on what you desire to achieve in this experience.

3. Determine as a group what your collective mindset is: where are you going to start the game, in which decade.

   Recommended is to start at the beginning, the twenties.
   Wherever you decide to start: evolution works in one direction: forward.

   Read the mindset description for that timeframe and clarify among yourselves any uncertainties.

Evolving the game

In group sessions, the evolution unfolds in possibly two ways:

- A pre-agreed amount of time lapses (30 minutes to an hour) in one decades mind-set or
- The group decides to move on if this mind-set is no fun anymore.

The collective mind set

Every new decade start with a declaration of intent, a set of commonly agreed on ideas on how this decade is dealt with.

Note: There are given descriptions for every decade, but every group *is* free to make adjustments if they feel its suits their desires better.

E very mind-set cards contains information on:

- The rules of this decade, concerning:
    o Where can one obtain cards from, in a group session
    o Where can one give cards to, in a group session
    o How many stock piles there are and what the regulations are on using those
    o Which signs are more valuable than others
    o What makes ' winning' and
    o What the consequences for the others are if somebody completes a mission
    o Which tax system applies
- A brief synopsis on the social history events in this decade and the major influences on it.

When does the game end?

The game does **not** (have to) **end** when a person has completed his chosen mission.
Players are free to decide how to proceed when they have fulfilled an individual mission.

> Continue the same mission, in a different way?
> Choosing a new mission?
> Stop playing for a while (with the option to re-enter by choosing 7 new cards)

The game also does **not** (have to) **end** when all given decades are played!
When the players are enjoying themselves very much playing the game, they don't *have to* stop, when the given mind-sets up till the ' the present moment' have been played with.
They are very much invited to design new mind-sets, having learned at high speed from 100 years of human social evolution and play with those. Change your (collective) future, based on experiencing the consequences of the collective choices.

When all players hand in their cards, it technically stops (until somebody suggest to play it again, of course).

As with life… the game never really ends ;-)

Background on this game   **Optional information**

The game is created by Esther Dageraad, an expert in seriously playful energy work with a focus on the healthy and sustainable development of communities.
This game is fully based on her understandings of ' how energy is allowed by the group to flow' influences the group dynamics and therefore the quality of life for every single individual in that community.

The gaming group is taken on a time travel trip, actively starting about 100 years ago, invited to re-experience the dynamics in energy flow of each decade.

The given interpretations of the core settings of the energy flow in each decade need to be understood as a fully debatable 'educated guess', with the main purpose to support you to get started playing the game fairly quickly with little preparations and a secondary purpose to invite you to formulate your own take on it.
The dynamics of these times got filtered through a playful female mind where yang energies have relatively quite a lot of influence. She was brought up in the Netherlands in the Dutch cultural (direct and down-to-earth) system, however she is heavily influenced by spending now about ¼ of her life elsewhere in Europe, under the influence of French and British cultural systems, having discovered a passion for the natural and spiritual side of life.

Feel free to make adjustments when you feel they are more 'historically correct'(= more in line with the filters of the players involved).

One thing needs to be crystal clear.
The point of this game is not to prove what the settings in those days were or should (have) be (en) in any timeframe, but **to allow you to experience how a different setting has a different effect**.
It holds an opportunity to raise (collectively) your awareness on the creative aspects of choices on a very basic level.
It is enabling you to observe, by real time experience, 'what works' for you(r community) .
Finding your room to manoeuvre, when you desire change in your community. Showing you a direction to look into you might not have considered before.

Know in advance: the creator of this game is biased on 'what works'. So sure, this game is a reflection of these understandings:
She thinks reflecting on your own experience is the best way to find out for yourself what works best for all involved.
Her slogan is **seriously playful**. She is the ambassador for **ME-time** and endeavours to increase **freedom of choice** in the world, by increasing the number of options people feel they can play with.
Everything she creates and invites you to play with, is **a mirror** you see yourself reflected in.
Designing energy awareness games is one of her many creative outlets, alongside her practise as a **pilot in Joy**, where she assists people and communities in Sailing their Soul Dream.