

PLAY TEST

A
GAME
FOR
TIMES
OF

SOCIAL

wonder
a/o

DISTANCING

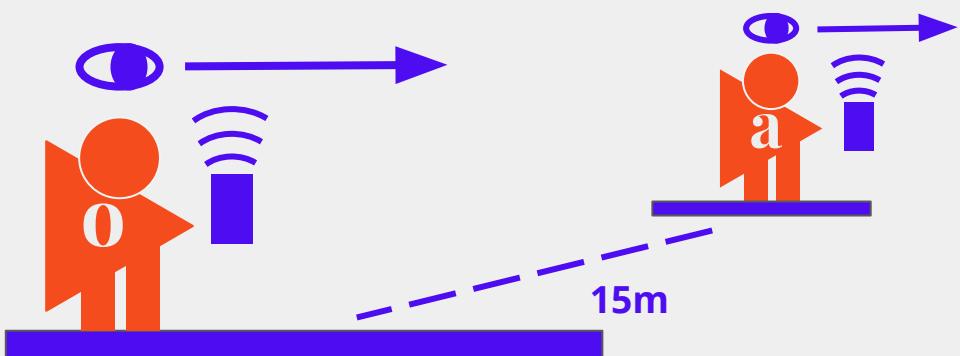
CREATED BY LILY HIGGINS & IOANA LUPASCU

WHAT IS THIS GAME ALL ABOUT?

WNDER is a game for **two people** to explore their neighborhood and get to know each other better in times of social distancing.

Call each other on the phone. Walk fifteen meters apart. Guide each other on a walking tour invisible to others passing by. Let your stream-of-conscious curiosity run wild as you wander & wonder.

Play on your daily walk around the block or on your way to the supermarket. Stay 10x further away from each other than necessary while feeling 10x closer as you drift through the streets alone together. Perfect to play with housemates, neighbors, friends, and lovers.



WHAT DO YOU NEED?

- ★ A PHONE
- ★ HEADPHONES WITH A MIC
- ★ YOUR CURIOSITY

SAFETY CONSIDERATIONS

- ★ Do not play outside if you are sick or if you are in a risk group.
- ★ Only play if you can safely access a not-crowded public space *nearby your house*. Any space will work, no matter how boring.
- ★ Follow your country's lockdown guidelines and adapt the game accordingly.

RULES

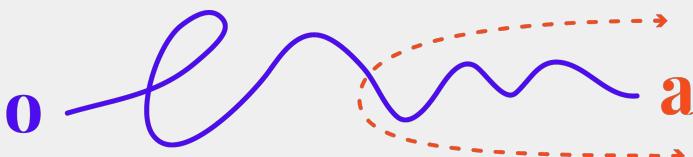
*Read through all RULES & ROLES and make sure you have each other's phone numbers **before** you leave home/start the game!*

1. One player plays the **Wanderer** and one plays the **Wonderer** (*see role cards*). The taller player plays the Wonderer first, but you'll get to switch during the game.
2. The Wonderer walks 15m **behind** the Wanderer and both players stay 15m away from any other humans.
3. The Wonderer should stay **out of the field of vision** of the Wanderer, avoiding their sight by walking behind them. For the Wanderer, this means not changing direction abruptly or turning around.
4. Only communicate to each other **via phone** with headphones. You shouldn't be able to hear the other's voice outside of the phone call.
5. **Build** on each other's experiences and answers to **co-create** an interesting walking tour.
6. Follow the **starting ritual** on the next card
→

STARTING THE GAME

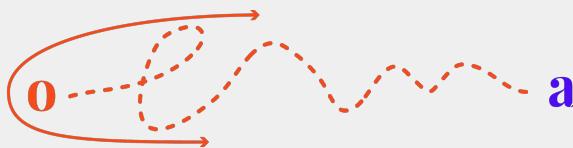
1. **Choose a place** to meet your partner and go there. If you're playing with someone you live with, take separate routes to the chosen start location.
2. When you arrive at the location, stand facing each other **1.5m apart** and greet each other.
3. Both put in your headphones and call each other.
4. Figure out who is **shorter**. This person is the first **Wanderer**.
5. The **Wanderer** turns away from the Wonderer and takes **15 large steps** in any direction. Keep this distance during the entire game.
6. Walk for a few minutes **without engaging** with each other. Take in the environment, listen to each other's breath and find your common rhythm.
7. The Wonderer can start asking questions when they're ready.

ROLE: wanderer



- ★ You set the **direction and the pace** of the walking tour by walking ~15m in front of the **Wonderer**.
- ★ Move in a way that the Wonderer stays **out of your line of sight**.
- ★ Answer the questions the Wonderer asks **openly and honestly**. Don't think too hard.
- ★ **Take the actions** that the Wonderer directs you to do. *If you don't consent with this action, just communicate this. You have total agency in your role.*
- ★ **If you're ready to switch roles**, turn around and ASK A QUESTION BACK to the Wonderer. This marks the beginning of your role as the new Wonderer (*see role card*).
- ★ The game ends when you've had a chance to play both roles.

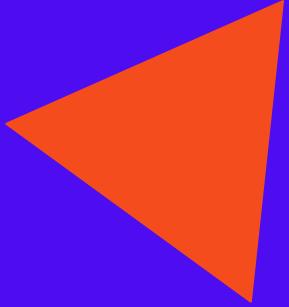
ROLE: wonderer



- ★ Follow ~15m behind the **Wanderer** and stay out of their line of sight.
- ★ The Wanderer sets the pace and the direction, but you have the power to interject at any time with **Questions** and **Actions** found in this deck.
 - Ex) *Stop walking. Look up to your left. What do you see? / Take the ramp, not the stairs / Run! / Imitate the shape of a building you like.*
- ★ Your **core role** as the Wonderer is to **be curious** about the Wanderer and how they see the world. Use the Questions & Actions in this deck as inspiration and feel free to invent your own.
- ★ The walking tour is created by the **stream of consciousness** of both players.
- ★ The **roles switch** when the Wanderer turns around and asks YOU a question. When this happens, answer the question, then turn away from the new Wonderer and walk in any direction. (*See Wanderer Role card*)
- ★ The game ends when you've had a chance to play both roles.

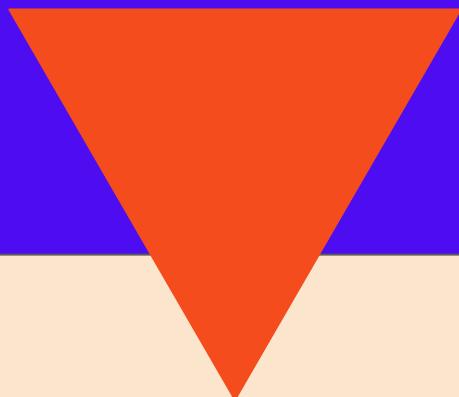
wonderer,
Use the
following cards
as inspiration
for guiding the
wanderer





Walk in any
direction that
interests you,
in silence.

Stop walking.



What's the first
thing you see?

—

What does it
remind you of?

Close your eyes
and feel the wind
on your face.

Walk towards the
direction it's
blowing.

Walk in the
direction that
looks the ugliest.

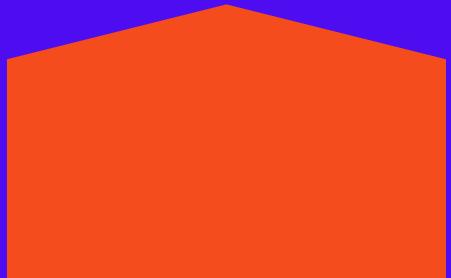


What is ugly about
it?

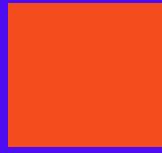
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What is beautiful
about it?

Point at a wall.



**What would you
like to graffiti
here?**



Pick up something
small from the
ground and keep it
with you.



**Find somewhere
to hide.**



**What makes this
place a good hiding
spot?**

Lay down in the
grass for a few
minutes.



Tell me about the
last time you did
this.

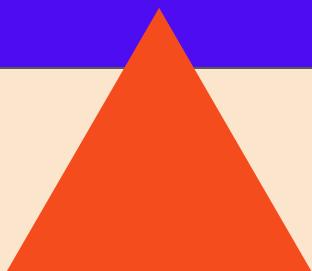
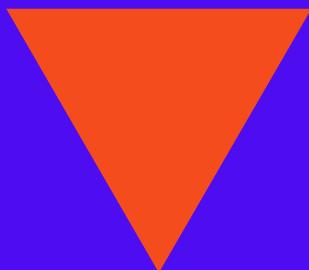


Look up & left.



Invent a haiku
about
the first thing you
notice.

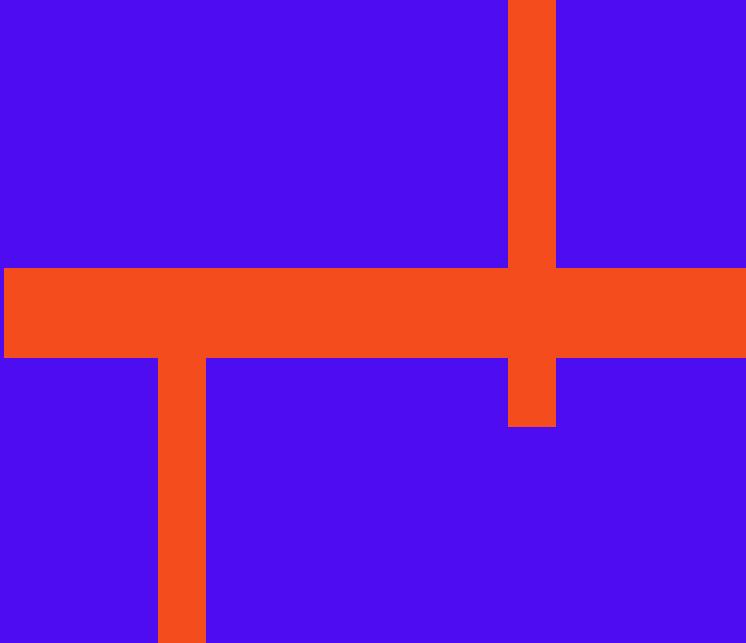
**Find a nice place to
sit.**



**Who would you
like to
run into here?**

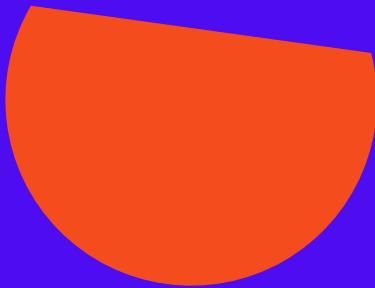
Pick up an object
that interests you
and find a nice way
to display it
somewhere.

What would you
title this
composition?



Turn
(left/right/around)
at the next
intersection.

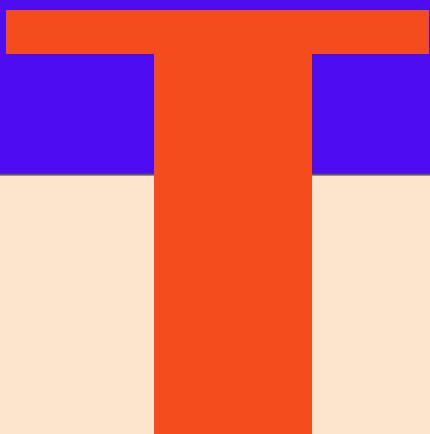
**Walk in a way that
describes your
current mood.**



**Now, walk like the
mood you want to
be in.**



**Look at the color of
that (flower
pot/piece of
trash/bicycle).**



**What does this
color make you
think of?**

Draw a large
*(infinity
symbol/triangle/
star/etc)*
by
walking/running/s
kipping through
the space.

Walk in the
direction you are
least familiar with.

How do you relate
to unknowns?

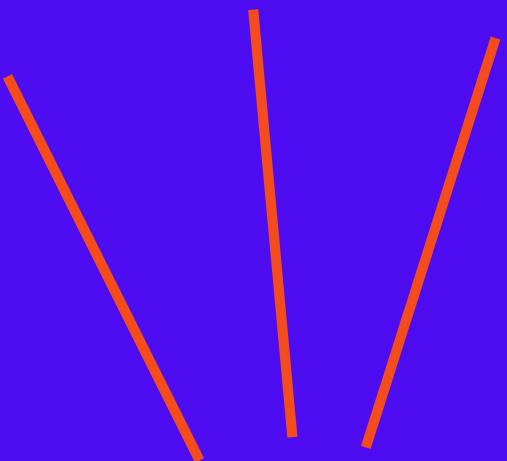


Hum a song that
could be a
soundtrack for this
moment/space.

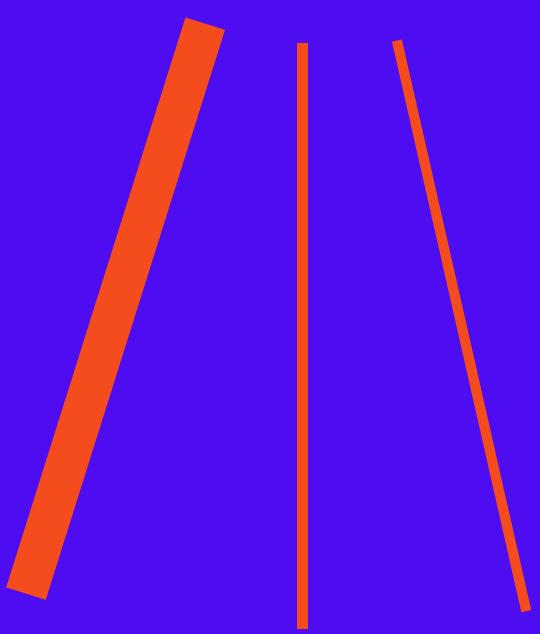
Count your steps
*(up the stairs, from
A to B, etc).*

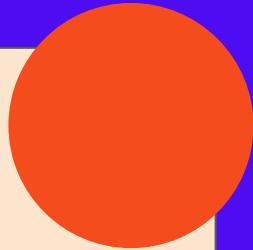


What usually
comes in quantities
of this number?



Only walk in the
sunny spots.





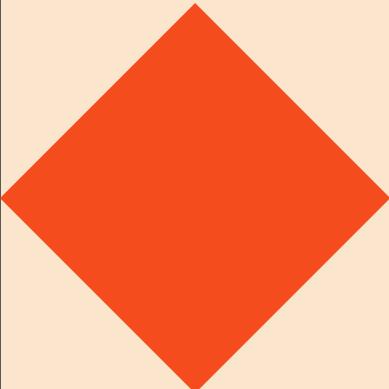
**What would you
add/take
away/change
about this space
we're in?**

—

Why?



Name all of the
red elements you
can see.



Are there any other
similarities about
them?

**What would you
order at this
restaurant if it
was open?**



**How does it
taste?**



Imitate the walk
and posture of
someone you can
observe.

If no one is around,
imitate how you
think I walk.

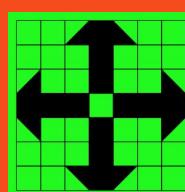


A GAME CREATED BY
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Thanks for
playing!

Please share
your
experience
with us using
this form

wonder



trust
in play

European School of
Urban Game Design