

playing  
with  
trust

# parallel paths

board



minimum duration



10 minutes

number of players



2 people

## how to play?

### step 01



**objective of the game:** to get to know the other player better by talking about a theme such as: **nature, city, society, this place, memory, or you and I**



**supercases** are the hexagons with the edge highlighted. on each one are written **ME** and **YOU**, indicating the two possible paths.

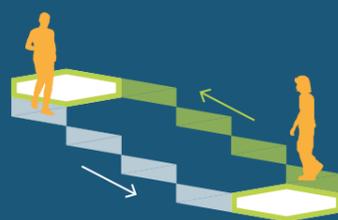


always start from the path of **ME**, reaching **YOU** in the other superhouse. before you start, attention: two people can never occupy the same house!



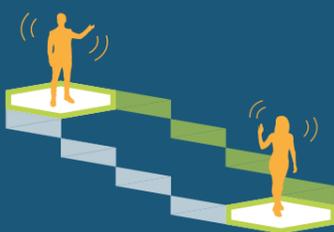
each person stands at one end of the board, in the middle of the superhouse in this game, the two people move at the same time, walking in opposite directions.

### step 02



you will see on the ground the indication of your one-way path: the path of the **"ME"**. before you start, choose a theme to be the **theme** of the round. you will comment on it on the way back and forth.

### step 03



also choose which movements you will do to get to the opposite side, with **actions** like:

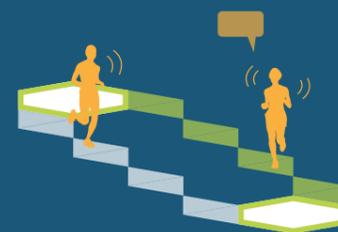
- . jump with the right foot
- . jump with the left foot
- . jump with your feet together
- . jump with feet apart
- . twist and jump
- . jump and squat

### step 04



you can also draw the theme and actions through the **app!** download it and point your phone to the marker on the edge of the hexagon to see the augmented reality.

### step 05



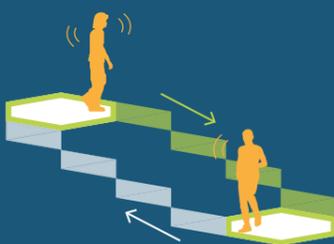
on the way there, tell about yourself: at each house you pass, there will be a **word** written on the floor. say something about it out loud! don't forget the theme of the round.

### step 06



listen with attention: stay tuned to hear what the other person is commenting on the way. when you get to the other end, get ready: now it's time to go back the same way as **YOU**.

### step 07



each participant must say what the other said about each word on the board this turn, making the same movements already agreed upon.

### step 08



the round ends when both players return to their starting **superhouses**.

### step 09



you can play as many times as you want, changing the themes to get to know each other more and more.

now you know all the steps! let's play?

realization

THE CITY  
NEEDS  
YOU

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