

Out Of The Box - Game Rules

# **Playing with**

2-10 players Age: 14 and up

## The Joy of Creativity

The secrete of creativity is the freedom of the mind and the willingness to flow with imagination. In short: to think out of the box. The spark ignites by joining 2 ideas or 2 objects which logical thinking does not match naturally. This is why the creative flash is so magical, exciting and opens new lines of thought.

Shuffle all the cards and place them aside as a draw pile. Open the first 9 cards of the draw pile and spread them in the center face up. As soon as all the cards are laid in the center, all the players (simultaneously) start looking for a pair of cards that can represent a concept, a word, a slogan or a name. The first player who comes up with an idea calls it out loud and if it is approved by the rest of the players he wins the 2 cards he used to represent his idea. He takes these cards and keeps them beside him face down. 2 new cards are added from the draw piles to replenish to 9 and the game goes on. The players keep playing like this until all the draw pile has been used. When the game is over,

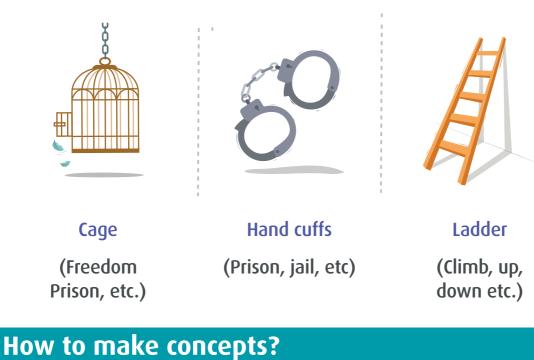
# Playing again

After the game, shuffle the cards and the deck is ready for a new round with new surprising and exciting combinations.

the player with the most cards is the winner.

## Tips

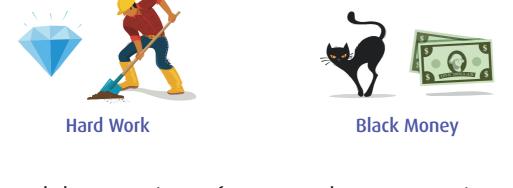
Our brain tends to hurry and give a meaning to a picture or an object – the one that come to our mind automatically and naturally. But if we do not stop at the first meaning and let the picture keep talking to us, we shall find many other aspects and meanings of the picture. Here are a few examples:



# It is allowed to make expressions in and language known

to the rest of the players. There is no limit to the number of words. The only rule is that it must use both cards.





And these are just a few examples. Use your imagination and remember: its limits are just the approval of your friends