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Photo: MagKi



FINDHORNSPECIAL

The PLANETARY GAME

a sacred theater for
a better world

Her posture and shrill voice shows that she is not at all pleased. Frustrated, she meets the man's gaze and points out that this is not the way she wants assistance. The man tries again, this time with big gestures and more power. An uncomfortable atmosphere spreads in the room. We have a failure in communication.

This scene could have played out in your living room, at your workplace or at your council meeting. The conflict between man and woman, between manager and employee or between the rulers of society and the citizen, but now we find ourselves as living pawns in the middle of the Planetary Game. We are in the magnificent Universal Hall at the Findhorn Foundations location in Scotland. Midsummer celebrations just ended in Sweden and we are on our way to make significant discoveries of what is going on in the room. More on the crisis between the woman and the man hereinafter.

To change through the courage to be yourself

The game is designed as a sacred theater, this means that everyone's immersion into the game is important and, for the roles to be played as large as possible. During the game, everyone will go through fears, resistance and contemplate situations in their lives, and thus gain insight about their own strengths and new choices. Choices that lead the individual in the right direction. Being truthful and having courage to openly share your life is crucial to the game.

The word sacred intends that the game is being played for a higher purpose. In this case, the starting point is the belief that the world is facing a shift and that we as individuals can contribute in making the shift easier. By changing our own world, that is ourselves, we influence our environment and hopefully the world. The game's purpose and this year's theme was formulated like this;

"We intend to illuminate and tend inner and outer pathways of love and grace, shaping and coming into a higher order of coherence with the heart of the earth and the heart of humanity."

The basics of the game

Imagine an ordinary board game like Monopoly, but in a colossal format. The game is laid out frame by frame on a large floor surrounded by the audience in bleachers. At the short side of the floor is G.O.D. (Guiding Overall Director) consisting of seven game leaders wearing white ankle-length robes. Right next to them is two Chroniclers documenting all that takes place in the game. In the stands are participants who currently are not on the floor playing.

In 2012 over 60 people participated in the game and it lasted for seven days, from nine in the morning until half past nine in the evening, with the exception of two days when finished after dinner.

The game plan's crew, a mirror of the world

Representatives of the five groups met on the playing field. The groups were selected to reflect what is happening on our planet right now. We expected to see the first three groups, they were "Ourselves and our relations", "Governance and our economies" and "Nature and our environment." The last two were more unexpected, but instantly felt both obvious and inspiring: "The subtle worlds" and "The emerging impulse."

The subtle realms refers to all the beings that live alongside us without very many of us seeing or recognizing them. It may include nature spirits, spirit guides and angels. The group's involvement in the game is to find out what the different worlds want to express and also what they need from the other groups.

The emerging impulse would be an exciting part of the game. No one can really explain what the impulse is and how it works, but we know that the world is going through a very eventful phase. In many places, people start to question the prevailing conditions, and also taking steps to be a part of the change. This can apply to things



like the environment, living standards and governance, but also more personal things like career choices, family and especially ones own yearning for inner development. The emerging impulse could be that which awakens us to become more active in shaping our lives, our communities, and thus the world, so that we achieve more harmony, empathy and co-creation.

A clear separation - the people verses the governing of society

The first day of the game we got to choose which field of the game to represent. The different fields were sent to us in advance but we were now asked to let go of the decisions we had reached earlier. Like us, many had resistance to join the group, "Governance and our economies." That area felt heavy and full of rules, conflicts and bureaucracy. It was obvious that we took distance from and, distinguished between the people and the governing.

Fons Saenen, from Holland, says he carried a lot of anger in his life against governments. In his rebellious youth, he gladly participated in movements that acted for change in a more powerful way. - I have played the board game "Transformation Game" a few times previously and noticed how good it was for my personal growth, says Fons. Although I felt resistance to be part of "Governance and our economies", I realized that this was where I could get the most help.



The roles to play in the game

Within each group, there are four different roles to fill. The most prominent is the player, the live game piece that by rolling the dice moves around the playing field. The player needs to be brave and is expected to openly and heartfelt share his life in front of everyone when the game asks for this. The other three roles are seemingly in the background only stepping onto the field when the game calls on them to do so. The first is "Insight" - that person supports the player in everything concerning insights and also distribute "insight cards" when the game says to. The second is "Setbacks" - that person supports in everything concerning the player's setbacks and obstacles in life. The last role is the "Angel" who may appear to have a passive role, but in fact, require a high presence of energy surrounding his player, his team and the whole playing field. Prior to the start of the game the group pulls a card with a word representing the energy of their angel, that the angel role will represent during the game, such as "Obedience", "Peace" or "Spontaneity".

Back to the heated discussion on the playing field

The female player was a representative of "Ourselves and our relationships" and was in a vulnerable position. Previous days of playing had shown that preconceived ideas do not benefit cooperation between individuals or groups. By the dice she landed on "Service", and she chose to help the group "Governance and our economies." She no longer wanted to be angry with the rulers of society and felt that this openhearted gesture was a way to make peace. The rulers would be free to decide how they wanted to be helped, and in the stands discussions on politicians' contempt and responsibility were held. The group "Governance and our economies" concluded that it is not possible anymore to distinguish the leaders of society from those who have chosen the rulers. All have equal responsibility. We are also them.

They thought that the best way to be helped would be if all the individuals in the participating groups took care of their



anger against the government. Now, however it was about the woman on the floor and the group agreed that G.O.D. would coach the woman on the floor about working on her anger. The offer was sent down to playing field with the group's male player and he expressed it in a slightly different way and with a very different energy than the group intended. And this is just how crazy communication can become between people.

"So you want God to fix this for you?"

Kathy, one of the game's founders, dressed as the role of G.O.D., sweeps by with this perceptive yet provocative question to the male player and the conflict was a fact. Both the woman and the man felt they were misunderstood by each other and very far from the openhearted space the entire room was in just a few minutes ago. The man was waved back to the group for clarifications, and the situation was resolved with willingness, commitment and consideration.

Summary - insights gained during game

At the end of the game each group presented, in front of everyone, what their most important insights were from their group's perspective.

"Ourselves and our relationships"

"We are born into social systems and the existing structures. We need to find ways to relate to those that benefit both the individual and the system. When we deal with the fear of getting hurt and that in us that judges and projects, something magical happens. We become visible, vulnerable and loving. When we open our hearts to each other, we realize that it is not outside ourselves but inside ourselves that transformation should occur. Then we can also celebrate the relationships that helped us to realize that. Because life mostly consists of relationships, we need to choose how we want to go through life, in condemnation or in love."

"Governance and our economies"

"Throughout the game there was a will to help each other, but we also discovered that there is a big difference between helping someone from the head and helping someone from the heart. We learned the importance of stillness in our mind. Deep listening and clear communication erases the boundary between us and them."
"Service from the heart alters, but if we are stuck in old patterns and structures, it is difficult to make room for the new. When those who govern listen more to "The subtle worlds" and are in service full out, that is when the work moving towards a better world can truly start."

"Nature and our environment"

"Our group was the first one that came out on the playing field and we realized that we needed to learn to handle crises, manipulation, martyrdom, prejudice and lack of resources. When we get stuck in old structures we close the door to our wild and true nature. Once again, we need to learn to pause. To listen. To attune. And to remember that we are One. We are Gaia. When we open up to nature, we find that it has always existed within us, to love and to co-create with."

"The subtle realms"

"Although we are not seen and although very few believe in us, we do exist. Our sensitivity is at best an asset, but can also be our biggest obstacle if we are ashamed due to our differences. When we step out of martyrdom and depression, and see ourselves, we step into our power of love and call forth miracles. When we make ourselves visible, we help all groups reach higher levels. This is not a doing but a being."

"The emerging impulse"

"We are the emerging impulse, we are the wild energy. No one can capture or domesticate us, neither persuade nor accuse us. We take the leap straight into the unknown because of our great desire to form the new self. The voice of the soul yearns to be heard and we need to listen to what wants to come through. The universe contains infinite possibilities."

The game was developed at Findhorn Foundation

In 1976 an idea began to grow in Joy Drake. She envisioned a game that could help people to be more in touch with their soul and also making it possible for people who could not visit the Findhorn Foundation to nevertheless take part in the experience there. After some years Kathy Tyler joined in, and over the years feedback from many people helped in the design of the board game "Transformation Game". You play the board game with or without a certified game leader coaching you. The game comes in different varieties, ranging from Solo game for one player, Transformation Game (2-4 players), Group Version (6 - 24 players) to the corporate version Frameworks for Change and the great Planetary Game.

Read more about the game
www.transformationgame.se
www.facebook.com/TransformationGameSweden
www.innerlinks.com
www.findhorn.org

Photos: MagKi

Läge för förändring?
Spela Transformation Game!

Transformation Game Group Version är ett kraftfullt redskap där du tillsammans med gruppen arbetar med det du vill förändra. Här får du se dina styrkor, jobba med dina motstånd och öppna dig för änglarnas stöd. Processen leds av en stödjande och klarsynt spelledare.

Storvik, 15-17 mars 2013

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