

ENG

heyheyhey land

Rules by T.F.G. Lomine

Important: information about this game.
Carefully guard **this** information for future reference.
Small and electronic parts **have** to be assembled by an adult.

Attention:

1. Follow the instructions sometimes carefully, sometimes carelessly. Use only the suggested means or the means that you deem suitable yourself and make sure to deploy all means correctly.
2. It is possible to mix old and new, standard or odd means.
3. Don't put small parts in nose, mouth, or other vacant body cavities.
4. Remove the batteries or aggregates in the case you don't play with the product for a longer period of time.
5. Note the "plus" and "minus" poles. Make sure that the wires do not short circuit. As we know from experience, short-circuiting may happen but has no negative consequences.
6. In the case this product causes others to malfunction, please move this product out of the others' perimeter.

This game, unknown around the world, may be played by 2-x persons. The game includes x objects, x instruments, x colors, x sides of the game board for at least one player for each possible side.

Players involved

- Game masters; also banker (central coordination by Renske van der Putten and happy chans by Erik Sjouermaa)
- Anyone who is interested in the game and those who for the moment have a reserved albeit interested disposition.
- A variety of objects and instruments.

Assembling the board

Both game masters will prepare the materials and, whenever necessary, set them up. It is recommended that the players assist in doing so because there's often little time and much work to be done before the game can be started. The underside of the materials -- in case there is one -- is mainly used as the side of the object that is placed on the carrier of the object. It is best to arrange objects based on their color, or not. It also may be the case that these objects are arranged according to their usage, ready at hand to attain the goal set for the game. The parts that can be dismantled, by screwing, gluing, hanging, or otherwise, will be determined by the game masters (and may be suggested). If necessary, electricity will be connected and game catalysts will be provided in order to get the game going by means of auditive, visual, solid, or liquid stimuli. Thus the setting and experience of the game are positioned.

Short explanation

The players move between natural and unnatural fellow players and game accessories.

Aim of the game

Participating is nicer than winning and participation is a communal activity. One has to withdraw from the mechanical urge of the game economy to generate a net profit from dubious, practicing social capital within a given environment of dubious materialism. The game element in our human nature has to be used to arrive at new experiences.

There we go!

1. Regardless of his age and the chronology of the game, a player may make a first move.
2. The game manifests itself diagonally, vertically, crosswise, and horizontally in relation to the pointers of the clock.
3. The players have their turn when they want to seize the moment.
4. The seized moment encompasses both passive and active elements as options in the game.
5. The moments may use given objects and given ways to play the game.
6. All creativity is allowed, on the condition that it is applied inclusively and justified exclusively.
7. The body of the player may carry his introverted thought or may manifest itself extrovertedly in the form of action contributing to the physical shape of the game board or the shared atmosphere around it.
8. Going to the bathroom is always allowed. Phones are also allowed to remain switched on.
9. Twittering during the game is allowed.
10. If a player wants to organize the course of the game differently, he will have to postulate this effectively and generously, in order not to jeopardize the game (principle of accountability).
11. If a player arrives at a situation in which he is clearly more prominent on the board, he has to give an explanation for this position to the other players, so that other players enduringly recognize him as a fellow player.
12. If a player arrives at a situation in which he sees no solution, he may communicate this by means of humor, inquiry into practical solutions, or simply by playing the trump card of patience.
13. The player should recognize the game related directions of fellow players, whether explicit or implicit, and positively enforce them or, in case they are negative, neutralize them.
14. Players who feel the need to additional credit, can earn this on the basis of synergetic reciprocity or to make an appeal to the bank under control of the game masters based on mercifulness.

And the winner is...

Inexistent. The winner is the one who yields a good return from the present creative conditions for material differentiation or social game. He who plays the joke as the common denominator.

Variant for advanced players

Advanced players may introduce pieces and objects to the board on their own, without the game becoming saturated or losing its fundamental dubious basic condition. If a potential player wants further to develop himself in the game, he can make a request to the game masters.