



PERSONAL PARADIGMS  
*A Game of Human Experience*  
Flying Fish Books





**PERSONAL PARADIGMS**

*A Game of Human Experience*

*Flying Fish Press*

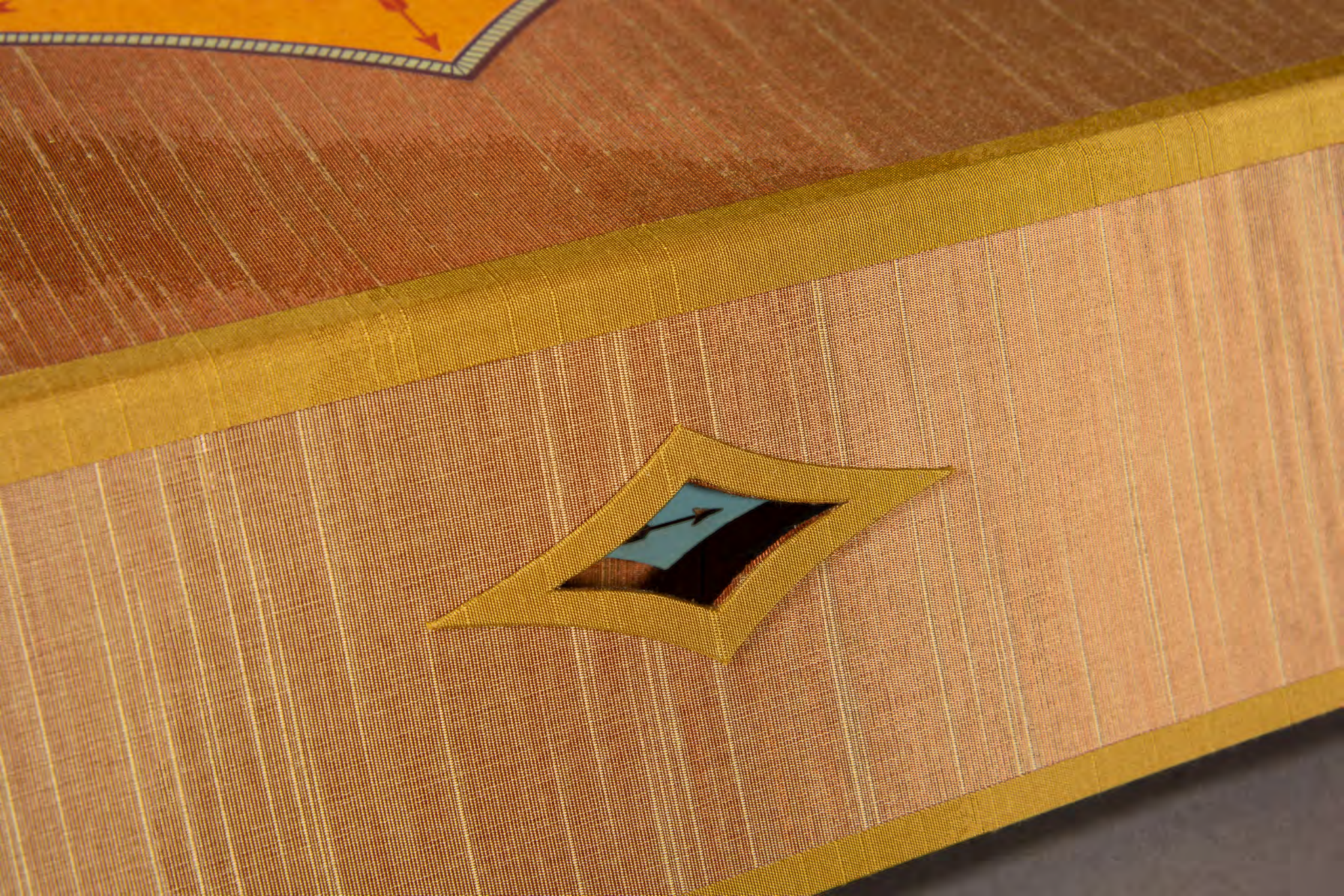




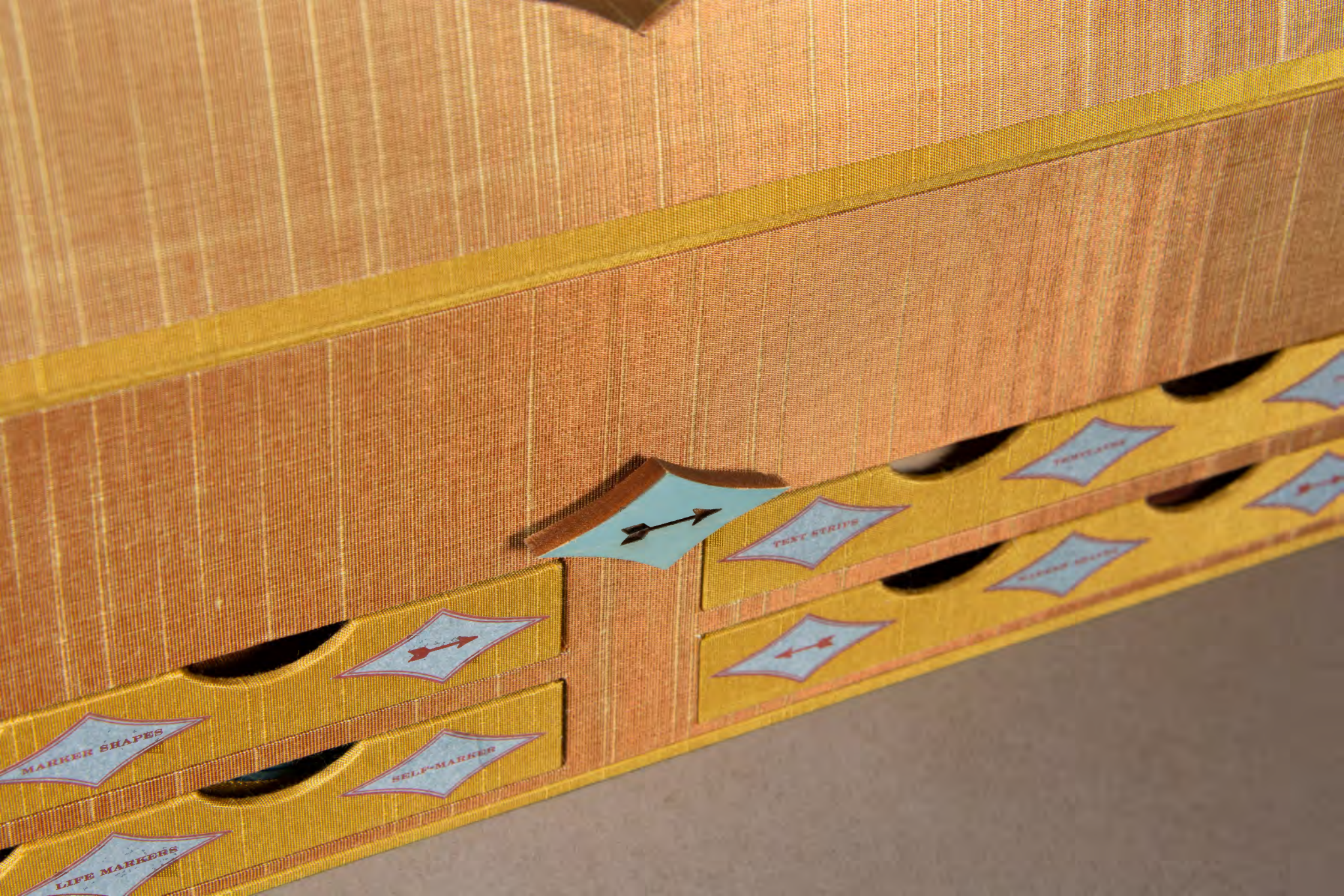












MARKER SHAPES

LIFE MARKERS

SELF-MARKER

TEXT STRIPS

MARKER SHAPES

TEXT STRIPS

TEXT STRIPS













RULES OF PLAY

AL PARADIGMS  
*Roman Experience*  
*Fish Dress*





PERSONAL PARADIGMS  
LEDGER BOOK





PERSONAL PARADIGMS  
LEDGER BOOK



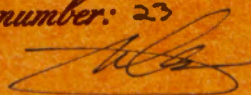
This game was designed and produced by Julie Chen at Flying Fish Press in Berkeley, California. All elements were letterpress printed except for the pages of the ledger book which were offset printed by Coast Litho in Oakland, California. The various game pieces and game box were lasercut and otherwise fast at the press. Special thanks to Macy Chadwick for assisting with the printing and binding, and to Elisabeth McDevitt for editing Personal Paradigms was produced in an edition of 100 copies. This is number: 23

*Julie Chen*  
Copyright 2003 by  
Julie Chen



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DATE:

TIME:

CIRCLE ONE: MON TUES WED THURS FRI SAT SUN

NAME (OR INITIALS):

OCCUPATION:

CIRCLE ONE: FEMALE MALE

TITLE OF COMPOSITION:

AREA OF FOCUS (CIRCLE ONE): WORK COMMUNITY FAMILY ROMANCE NATURE SPIRIT PAST FUTURE

REMARKS:

HOW DO YOU FEEL AT THIS MOMENT?  
(CIRCLE AS MANY AS NECESSARY)

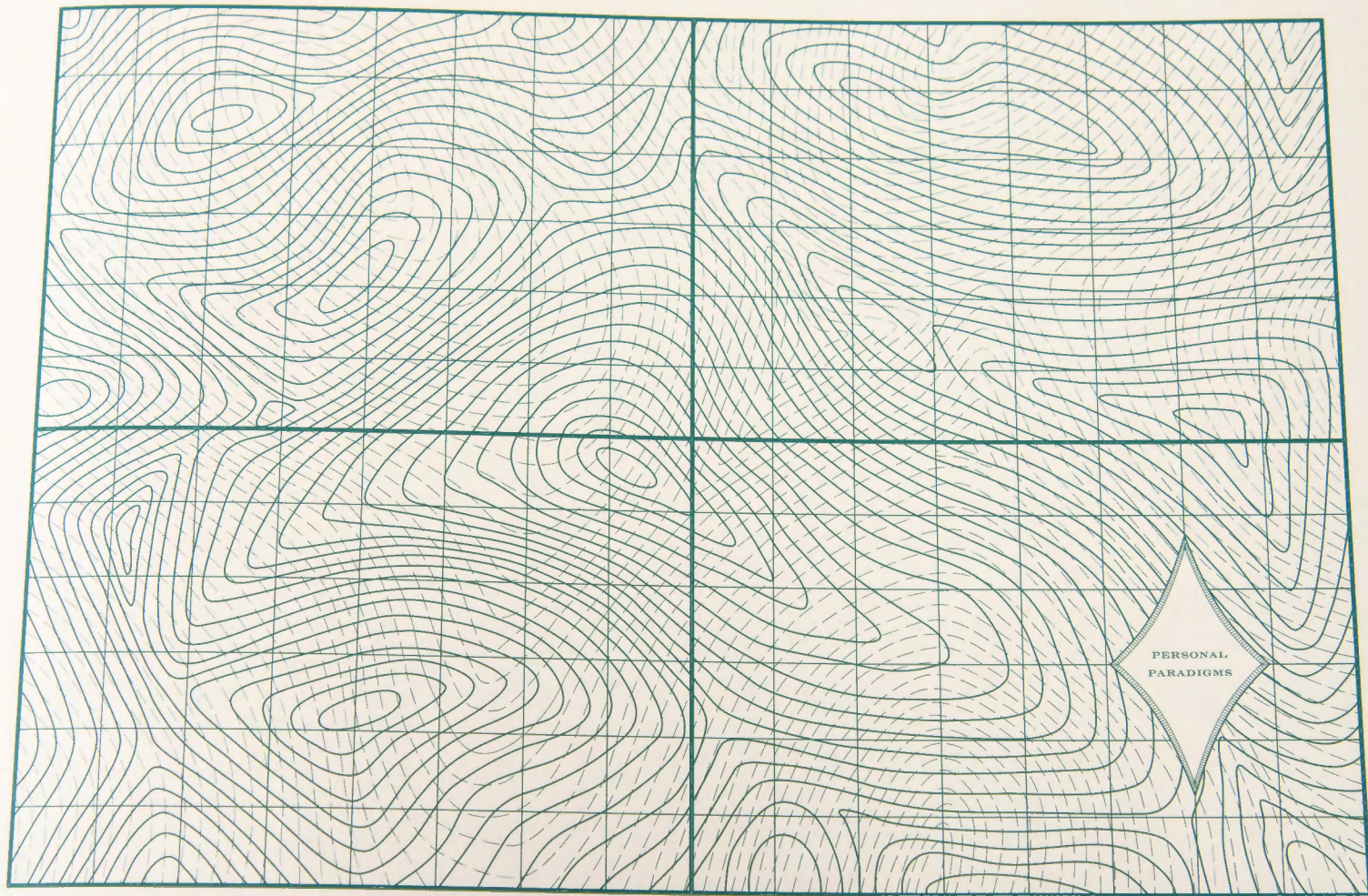
HAPPY	SAD
ANXIOUS	ELATED
INSIGHTFUL	WISTFUL
ANGRY	INTELLIGENT
NOSTALGIC	OPTIMISTIC
EXCITED	DEPRESSED
LUCKY	DISILLUSIONED
CALM	FRUSTRATED
INSPIRED	DISAPPOINTED
OTHER _____	

**INSTRUCTIONS:**

After playing the game, please enter all information requested on this page. Next, use the templates and colored pencils provided in the game box to record your composition on the scale diagram of the game board located on the facing page.



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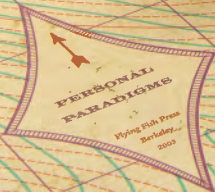


PERSONAL  
PARADIGMS













SPINNER

RULES OF PLAY

PERSONAL PARADISMS  
By Fred Fallows  
Illustrated by  
Helen

WORK COMMUNITY  
Office, Ballroom, Club, Shop, Restaurant, School, Church, Home, Garden, Park, Beach, Mountains, Sea, City, Country, etc.

PERSONAL PARADISMS  
NAME: \_\_\_\_\_  
AGE: \_\_\_\_\_  
DATE OF GAME: \_\_\_\_\_  
SCORE: \_\_\_\_\_  
THE FUTURE  
THE PAST  
THE PRESENT









SPINNER

RULES OF PLAY

*[Faint text on the board, likely instructions or game rules]*

SPINNER

*[Faint text on the envelope, likely instructions or game rules]*





MARKER SHAPES



ARROWS

LIFE MARKERS

SELF-MARKER



TEXT STRIPS

TEMPLATES

DIE



MARKER SHAPES











THE FUTURE

SELF

8  
9  
10





LOVE

STRESS

HAPPINESS

EDUCATION

UNFULFILLED DREAMS

HEALTH ISSUES

RESOLVED CONFLICTS

COMMITMENT

TIRE MANAGEMENT

LONELINESS

CURIOSITY

ON-GOING ANXIETIES

LIFE AMBIGUITY

PERFECTIONISM

LONELY

CRASHING

HEALTHY IDEALISM

PERFORMANCE





STRIPS

TEMPLATES

MAKING SHAPES





#### RULES OF PLAY

This game is designed to be played by a single player. It can also be played by several players taking turns.

The object of this game is twofold: first, to have the player create a successful abstract composition on each of his or her 15, and second, to have the player receive the highest score by recording his or her composition in the longer book.

**Components**  
1 game board, 1 die, 1 token, 1 self marker, 8 line markers, 10 marker chips, 10 cut paper, 1 ruler, 1 pencil, 10 dice, 10 tokens, 1 colored pencil, 15 record sheets.

**PREPARATION**  
Laid the game board and place it on a table along with the scoring and die. Place the large recording sheet on the table and lay it on the table. Place all the rest of the items on the table and lay them up to some recording sheet.



#### CHANGING THE COMPOSITION

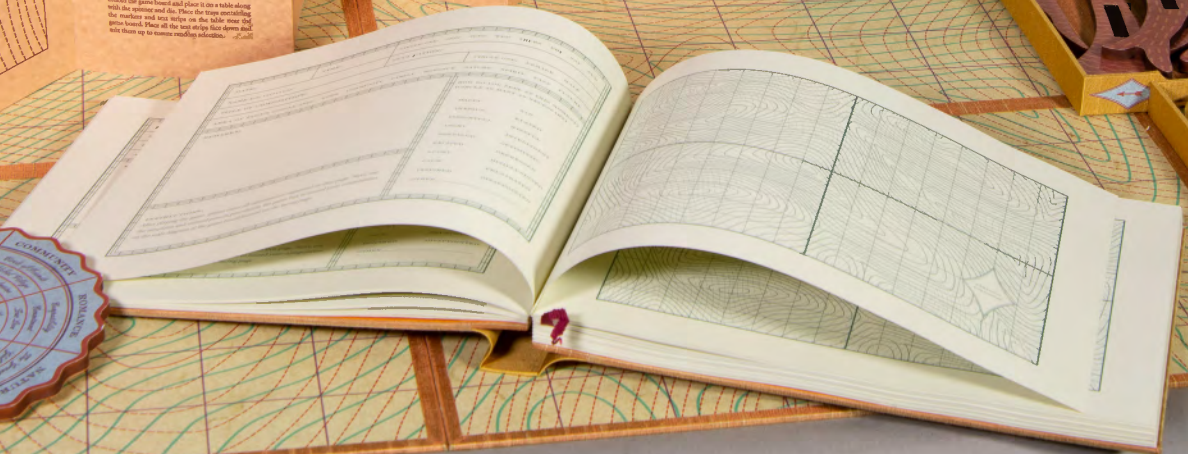
You will create your composition by placing the self marker on the markers and the line markers on the game board. The recording sheet will be used to record your composition. Only you can see what these compositions are. The area of your composition is perpendicular to the line markers. The area of your composition is perpendicular to the line markers. The area of your composition is perpendicular to the line markers. The area of your composition is perpendicular to the line markers.

When you have completed your composition, you will have a recording sheet with your composition on it. You will have a recording sheet with your composition on it. You will have a recording sheet with your composition on it. You will have a recording sheet with your composition on it.

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### RULES OF PLAY

This game is designed to be played by a single player. It can also be played by several players taking turns.

### OBJECTIVE

The object of this game is twofold: first, to have the player create a meaningful abstract composition on the game board based on the examination of one area of his or her life, and second, to have the player participate in an ongoing collaborative documentary book project by recording his or her composition in the ledger book.

### COMPONENTS

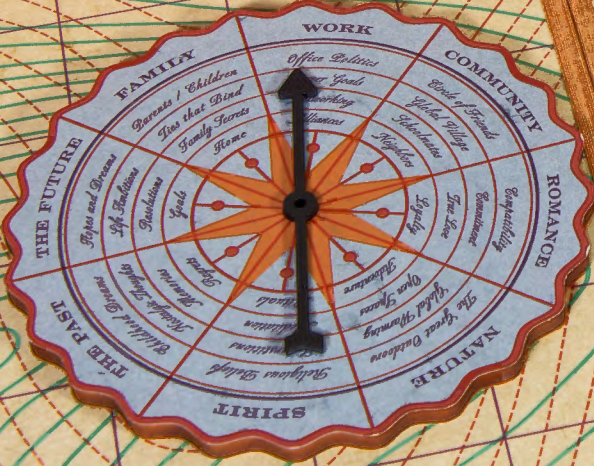
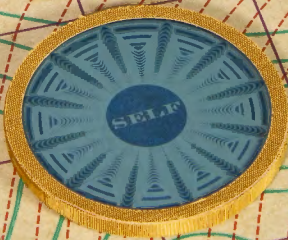
1 game board, 1 die, 1 spinner, 1 self-marker, 8 life markers, 18 marker shapes, 36 text strips, 1 ledger book, 2 plastic templates, 3 colored pencils, 15 metal arrows

### PREPARATION

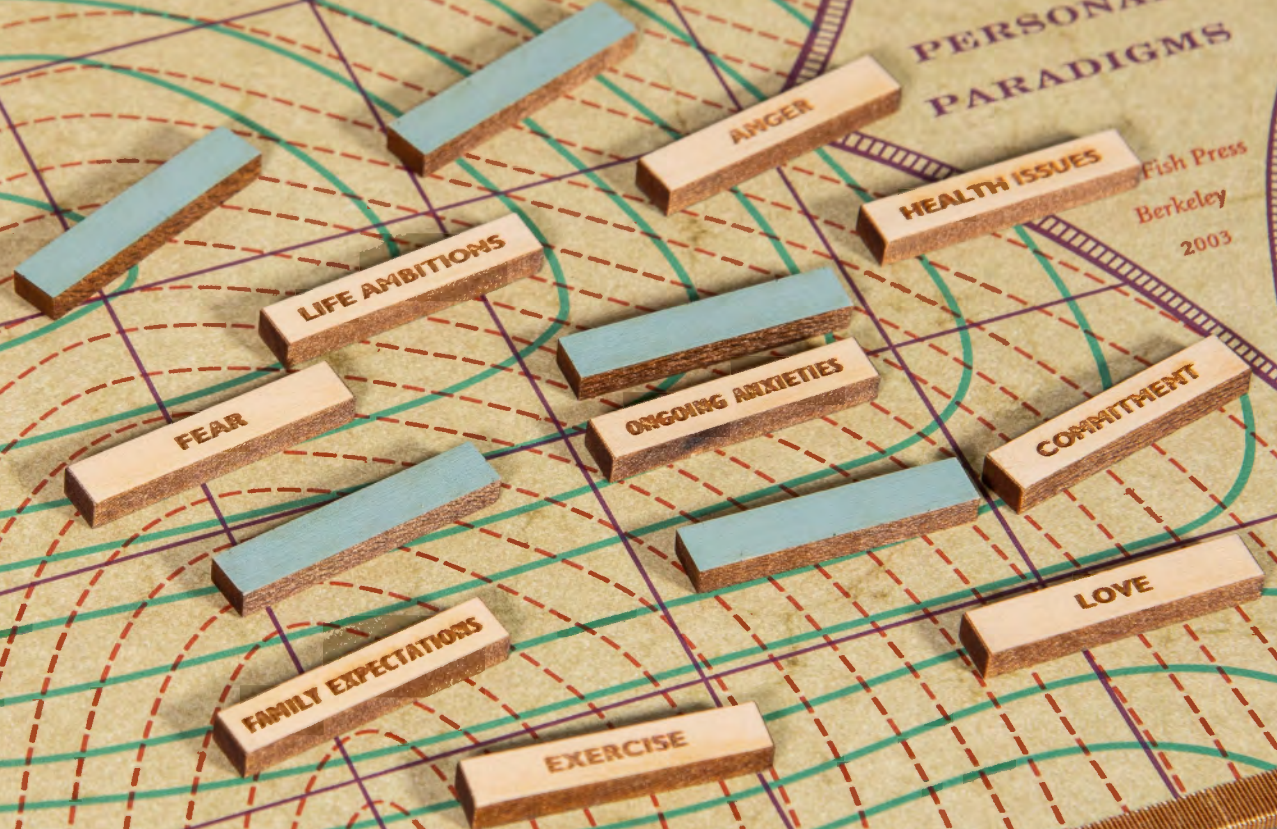
Unfold the game board and place it on a table along with the spinner and die. Place the trays containing the markers and text strips on the table near the game board. Place all the text strips face down and mix them up to ensure random selection.

The nature of certain elements in your life. For instance, markers placed far apart from one another might signify a feeling of disconnection or loss, while markers bunched close together might signify a sense of constriction or even mystery. You may choose to place some markers as barriers between other markers, or perhaps all markers might be placed in a circular configuration, each open to every other

Begin by placing your self-marker and life marker on the board in relation to each other. Then place your text markers on the board, paying close attention to the relationship of each text marker to the other text markers. Take your time with this process, moving the markers around on the board as needed by rolling.









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### CONTENTS

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### PREPARATION

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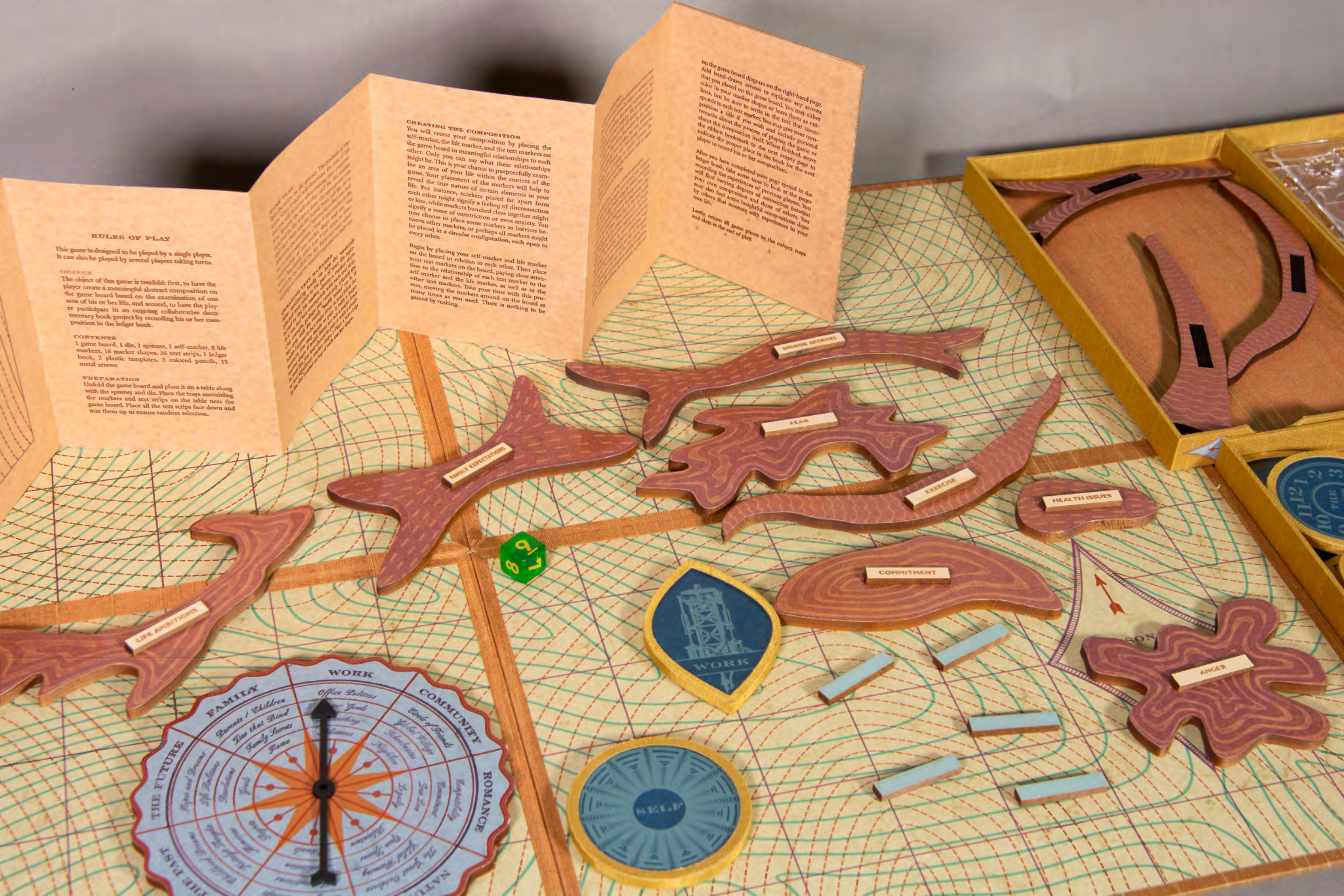
### CREATING THE COMPOSITION

You will create your composition by placing the self-marker, the life marker, and the text marker on the game board in meaningful relationships to each other. Only you can say what these relationships mean as you place them. This is your chance to purposefully examine the area of your life within the context of the game. Your placement of the markers will help to reveal the true nature of the relationships. For instance, markers placed far apart from each other might signify a feeling of disconnection or a sense of isolation, while markers placed close together might signify a sense of connection or even anxiety. You may choose to place some markers as barriers between other markers or perhaps all markers might be placed in a circular configuration, each open to every other.

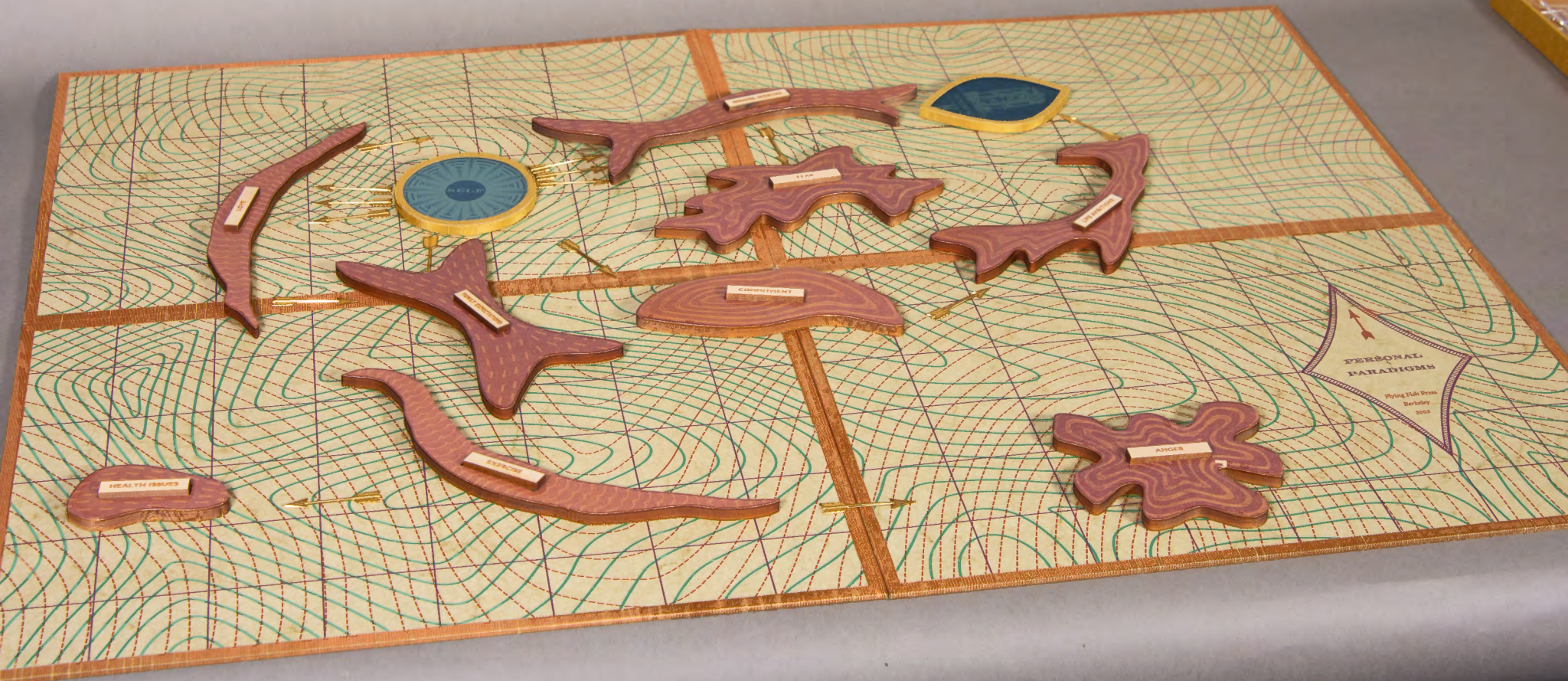
Begin by placing your self-marker and life marker on the board in relation to each other. Then place your text marker on the board, paying close attention to the relationship of each text marker to the other text markers. Take your time with this process, moving the markers around on the board as many times as you need. There is nothing to be gained by rushing.

on the game board diagram on the right-hand page. Add a hand-drawn arrow to indicate any arrow that you placed on the game board. You may either color in your marker shapes or leave them as outlines. Be sure to write in the text that corresponds to each text marker. You may give your composition a title if you wish and include personal remarks about the process of playing the game or about the composition itself. When finished, store the markers and text strips in the next empty page of the ledger book. Place the proper piece in the book for the next player to record his or her composition.

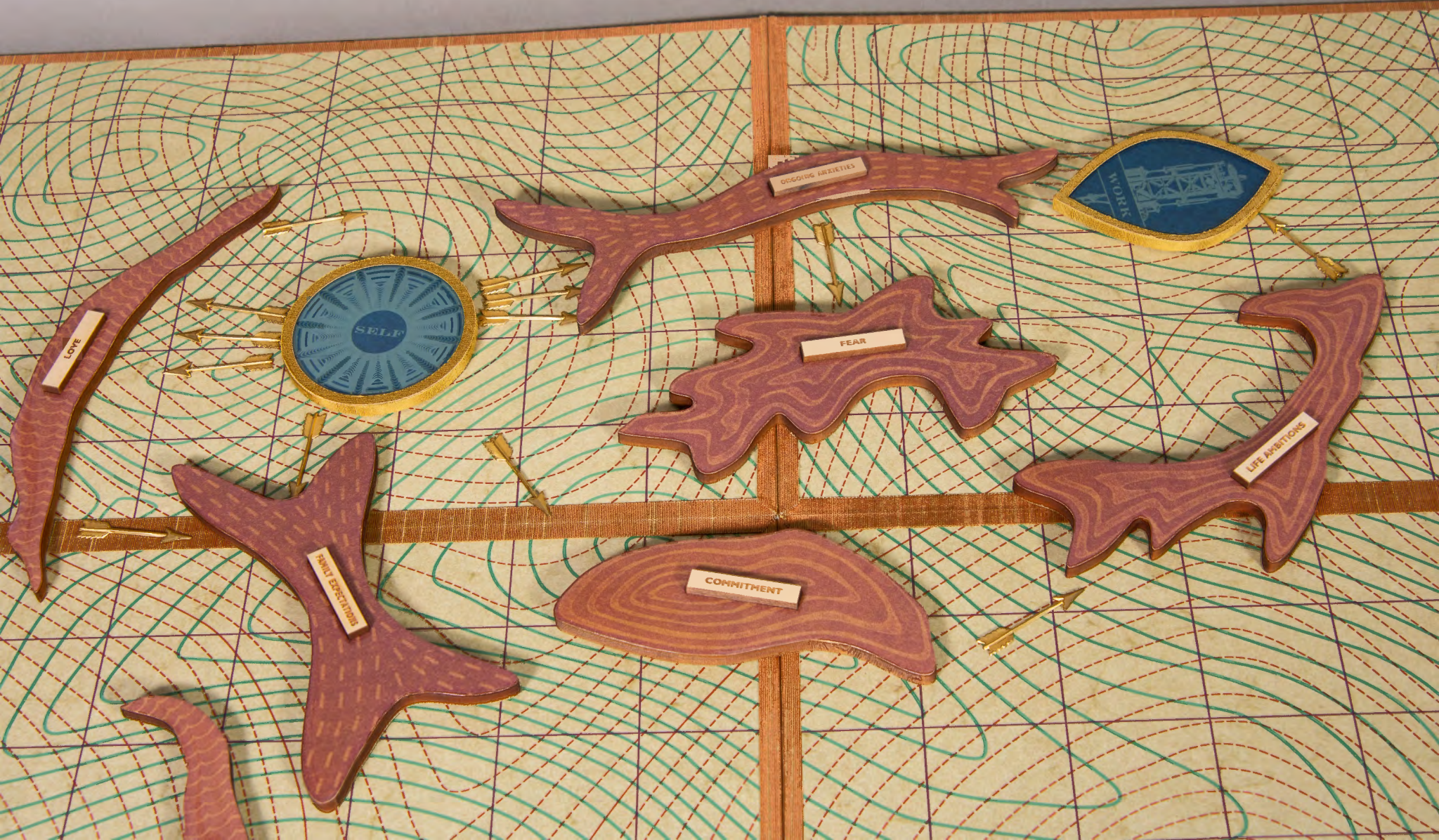
After you have completed your page spread in the ledger book, take some time to look at the pages you will find varying degrees of connection between your own composition and those of others. You may also find some insightful connections between your own composition and those of others. You may wish to record these connections in your ledger book. Lastly, return all game pieces to the correct trays and slots at the end of play.











LOVE

SELF

COGGING INJURIES

FEAR

WORKS

LIFE AMBITIONS

FAMILY EXISTENCES

COMMITMENT





**HOW TO USE THIS BOOK**

After creating your composition on the game board, the next step in playing the game is to record your composition in this ledger book, following the instructions in *Rules of Play*. The composition on the next page is an example of how a typical ledger diagram might look.



