



TINTENSTROM - Theater in the Hidden

EDITION 1 - Gnothi Seauton / Know Thyself



The game begins!

48 cards that convey different aspects and roles like messengers. Answers to asked and unasked questions will be provided.

TINTENSTROM is a secret game between real life and theater, between reality and dream, between mind and heart. TINTENSTROM opens a hidden level on various occasions (party, vernissage, party or other group settings). While the actual events continue, a secret game develops.

In Hinduism, there is the concept of *Lila*, which says that creation in itself is a game. A collective game between life and humans, in which above all joy, freedom and spontaneity are inherent. TINTENSTROM wants to mix our function-oriented society with play. Because TINTENSTROM plays in real life, the boundaries between reality and game blur to the realization that we are all actors in a "Divina Commedia / Divine Comedy" anyway and live already our roles with incomparable elegance and naturalness. It looks like real! At some moments TINTENSTROM can no longer be distinguished from *Lila*, they are one.

The game structure of TINTENSTROM is based on laws of the game of life. For example, the fact that evolution evolves with challenges, so there are also opponents and challenges in the game. The players can choose certain roles for themselves or draw by chance and include certain aspects. The aspects refer to qualities that are helpful - as they are in real life - to delve deeper into the game. Players can assist each other to help each other to get there: Gnothi Seauton / Know Thyself.

TINTENSTROM also refers to the current status quo of our society, which mirrors like a collective reflection our individual interior. The root of the problems of our society is man's relationship with himself. Everyone is the tip on the scales and decides where we go. Do we want a more beautiful world?

Shall we play?



GAME ACTIVITIES

Oracle game

Individually

Draw a card, as a present of the day, (to a specific question, decision, quality of the day, etc. or simply as a surprise to include the intuitive level)

Notice what the aspect or role of the card is doing to you. Do you know this aspect or role? Is something striking a chord with yourself?

Sense whether this aspect or role has something to do with you?

If so, put yourself in it, slip like an actor into the role or aspect, be it, live it, walk a mile in its shoes. The more you get involved, the more you get out of it. Observe. If you like it, integrate the experience in your universe.

If not, try to get to know this foreign aspect or role. If you really do not like it, draw another card.

In groups

Start like the individual game, take your time to get to know your role or aspect. Wear the card somewhere visibly on your clothing (you can also use a small clip for it).

Look around

Where are other players?

Follow your impulses, do you want to:

Just watch?

Get to know your own role or aspect first?

Act in your role or aspect?

Interact with other players?



" We must not cease from exploration and the end of all our exploring will be to arrive where we began and to know the place for the first time. " T.S. Eliot

TINTENSTROM - *Theater in the Hidden* has a goal: *Gnothi seauton / Know thyself* has been written since the beginning of our culture at the Oracle of Delphi, the center of the ancient world. How fitting, because TINTENSTROM is an oracle game and this is about really meeting oneself ...

The roles, aspects and tasks of the game want to lead to this goal. But not only them, but also hints in real life can be a mirror for you. You draw a card, have an encounter, make a certain experience or observation. Is it a coincidence? I do not think so.

It would not be a game without **opponents**. Here are four opponents you'll have to face if you want to go deeper. These are enemies that could emerge, but which you do not necessarily have to face:

Distraction

We live in a society where distraction is omnipresent. Mostly we move in a work-eating-entertaining-sleeping cycle. As soon as we approach a deeper truth, something in us throws a stick into the bushes and we follow the distraction. Distraction does not want us to go deeper into the game

Knowledge

Once you think you know something, know its name, it becomes conceptualized. One no longer sees it as a unique phenomenon, but only as a familiar one. Knowing something dispels the magic of direct experience

Fear and control

Fear is like a natural border. Every living being is confronted with it, should it want to leave its usual terrain setting out for something new. Fear is just a warning signal but it could as well become a fixed border, preventing natural development, just clinging to habitual behavior and gaining apparent security through control.

Final boss: Seriousness

A German and an Austrian general talk about the outcome of a battle. The German: "The situation is serious, but not hopeless." The Austrian: "The situation is hopeless, but not serious." In the game of life, the final boss wants to make the situation look important, threatening and serious and he knows how to do that ...



Beyond right and wrong aspects are only opponents as long as they are not yet friends. Distraction is a friend when enjoyed openly in times without a goal. Knowledge can bring cognitive quality and cut through illusions. Control makes sure that something is done in the best possible way and seriousness helps to give something or someone the necessary attention.

In order to have a better chance dealing with opponents, the game includes **trump cards**.

The trump cards:

Joy

If we find a trace of joy in our tasks, albeit a small one, we free it from mere "doing it" and begin to like it. The world is slowly dying when used merely as a means to an end. It comes alive when you follow joy.

Child

The child represents innocence and new beginnings. It experiences the world directly without mental concepts. It lives the magic of beginning.

Courage

"Courage is fear holding on a minute longer." General Patton

This trump card reminds us not to believe in the whisperings of discouragement, but just keep going.

Humor

"One should not take things as tragically as they are." Karl Valentin

Humor is the weapon against the final boss. If you do not take a situation so serious, humor starts.

The **opponents** and **trumps** correspond with the **tasks** and **power-ups** and the respective **levels**.



Levels

In *Level 1* give yourself friendly attention, feel your body. Find a trace of *liking* in embodying the role or aspect of the card that you drew. What do you like about it? Find the *liking* in the doing. Walk around, compliment someone. The first enemy - distraction - may appear? Do not be distracted. Do your task.

Once you've done the job, you get a power-up: be watchful for the gifts of the universe, good karma is on the way!

Level 2 is about following your impulses instead of your usual conditioning. Either one carries out actions and behaviors automatically, as one always does, or one follows the impulses, which come directly from liveliness. First, embody the aspect or role of the card you drew. Then watch out for impulses, would you like to get in touch? Drink something? Time to get some fresh air? Be curious! Let yourself be guided by your interest. Where does it pull you when you no longer control yourself? Also, pay attention to the second opponent - knowledge: If you do not want to get involved in the direct experience of the impulses, because you think you already know the outcome of the action, the opponent has won.

Once you complete the task, you will be given the opportunity to draw an additional card as a power-up.

Level 3 leads us into the unknown. When we go into foreign terrain, the third opponent - fear - likes to show up, he wants to know you in a safe space, in familiar territory and warns you to go further, because you cannot yet control the new. The task in the third level is to do something you have never done or to do in a way you have never done before. Meet another player, chat with someone of other backgrounds, other ages, take a walk on the wild side! If possible, include the aspect or role of the card you drew. Your trump card here is courage.

Once you have mastered the task, you will receive a trump card of your choice as a power-up.

Level 4 You are in a game, nothing has to be serious here. If it still feels like that, the final boss is already facing you. Your game task is to find ease. Include the aspect or role of your card. Real ease is not found in pushing away the difficult, but in the deep acceptance of the heart, which knows that sometimes life feels heavy and anyway begins to dance with it. In mastering this exercise, you get the biggest prize of the game as a power-up: you have done all the tasks. Now look in the mirror of the oracle, look into yourself and recognize yourself, as for the first time.



While completing the task, take a selfie or have yourself been photographed, or find another evidence that proves you've done the job. Go with the proof to the oracle and ask for the respective power-ups or next level.

If you cannot deal with opponents or want to learn more about them, contact the oracle or look for allied players, you can do the tasks as well together.

More options

It is recommended to choose a *master of ceremonies* and an *oracle*.

The master of ceremonies explains the game and accompanies it.

The oracle watches over the cards, may distribute them in requests or give someone a card in its sole discretion. He / she also distributes the tasks, power-ups and explains the next level.

Depending on the environment in which one plays, one can adapt the tasks and power-ups to the local conditions and action sequences. So, for example, the local supermarket may become a stage or day-to-day routines transform into performances in which everyone plays a role, from the squirrel to the mayor.

The game may be expanded creatively! There is a link to an interactive doc at www.briantrokyta.com, in which you can write your wishes, ideas, suggestions or experiences concerning the game. Your contribution is welcome! Creative developments are very exciting! You enter a world that gradually opens up. Let's develop this game together, let's use the swarm's intelligence and see where it takes us!

The game is ideally suited for people from 14 to 110 years.

Please do not forget, TINTENSTROM is a game, it is not the absolute truth.

You can end the game at any time or decide for yourself how deep you want to get involved.

May the cards bring you joy!