

Casual Alchemy 2021

We are being lived by powers we pretend to understand. W. H. Auden



SYMPTOMS of Transition:

There's been a SHIFT, an imbalance in sleep, friends, memory, hearing, seeing; in Interests, Health, Strength, Responsibility, Centrality, Visibility, Standing. You are Out of Adjustment, There's Unexpected Turbulence. Things May have Shifted during Flight Listen Carefully as Menu has changed Third Eye is blinking Top Chakra is opening

“Who am I when I am no longer doing, no longer productive, no longer indispensable to so many others? No longer wearing the masks? Where does my attention go? Am I shedding objects, clothes, books, body? Am I grumpy, angry, annoyed, foggy, sad?”

Play Casual Alchemy 2.24.21

Play to Understand More, not Win.

A game that *reveals* through contact with the creative unconscious via chance, accident, intuition.

It's Unplanned: The path shows the next step

Helps rebalance Head, Hand, Heart

WHY are you Interested... or NOT?

From Curiosity, Adventure, Wound?

PREPARE

Get Your GameNames: *anagram of given name helps with shifting persona*

GameEquipment *Board, Dice, Cards, Spinner, Sand Timer, Buddha Board? Alt Uses?*

GameBoards *Leather, cloth, placemat, photos, paintings, posters . Kuba Cloth, Stained Fabric, paintings, clothes, potholders, kilm pillows pincushions,*

GameCards [Start a Deck of ATCs](#) with suggestions, quotes, doodles

ActionCards for use of Materials

Haiku-inspired Sensory, Now, Contrast

GamePieces: *Objects that can hold meaning:*

Ordinary materials found in home: *old/new, soft/hard, juicy, wet, ink/fruit/liquid for stains, yarn, dental floss, bones screws, pins, Sm band aids, feathers, wire, twist ties, empties, spirals, mirror pcs, ATCs, lead sinkers, Sticks, "blades", keys, beads, tacks, black sand, paper clips, rubber bands, oyster shells, washers, screws, old coins. 5x7 Cards, copper tacks, chain, nuts*

Basic Game = pins, thread, timer, a few cards

Start ALONE

See what comes; *Prepare CARDS*

Review your Five Needs

SEE page 7

Explore the different elements of The Game

With OTHER PLAYERS

Discuss why/when to play together

Parallel Play or Play on Same Board?

GameRules & Ways *always in discussion*

Agree How/When to End Game

Ritualise the Game: place, time, collection,
access to Elements, candle? flowers? scrying?

ID current Intention: themes, task, concern

What Board form speaks to this?

Arrange Pieces on Your Game Board

ReArrange them

SPINNER Themes By Remembered People Needs

Colors Insects Animals ?

DICE

How to Use?

ACTIONCARDS

to MAKE Something:

OUTERING *The Game goes on!*

Alone in Digestion, Quiet, Wandering Derive

what images, themes presented and recur?

Be Alert! To Visitors Make Cards and Objects

Record Dreams

Find Altars

Be Web/Curious about *Surrealism, The Occult*

Community **Keep Contact** *Select/Make/Send*

a poem/quote, a made GIFT to Others

Make mini-wonder room; Leave Boards in Public

Be Alert to Others *who are exploring like you are*

What's SPECIAL *About this approach?*

Not easy this and so esoteric, Occult James Hillman

A CHECK-UP and CHECK-IN

To Reveal, Express, Examine, Update, Move On
as lenses change with *Your Current, Emerging*
and Lingering Themes; Your ARCHETYPES...

To Explore your interiority: the changing balance of
Your Head, Hand, Heart,

CONTACT with SACRED

Objects, Making as Altars to Invoke establish
Contact to/from Psyche/Archetypes Creative
Unconscious; see "ecomysticism"

In Kairos Tyme: may take months. Learning to
WAIT, to allow things to unfold, reveal, take on deeper
meaning as they "cook"

PLAYFUL

Game format allows for experimenting: "loose parts"
no consequences Freed from "rules" Light Touch

Alt forms of Winning: by Imagination not Competitive

To more easily go In, Out, Back in personal history,

[Formats, like rules evolve](#)

OBJECT-BASED

Actually Making a Toolkit. Emphasis off talk,
onto the, the Visual, the sensory, the weight, mass, feel
of Id-ish objects: cobbled, carved, adorned from
ordinary materials,

BE INDIRECT *see Theurgy: work by gods*
by CLUES, The Casual, Poetic, en-tranced, indications,
not directions Chance, Play, Guessing, Accident
Uses random play, *indirect*, ambiguity to find meaning.

EGALITARIAN

Honors who players are, what capacity and sensibility they bring; Their Capability, not Deficiency, Welcomes and Celebrates different learning styles Played alone and/or with others, virtually and via FT, Zoom, e-mail or [snail mail](#)
Allows Others to shift your attention/direction/plans

PRACTICE WITH PLURALITY

seeing, holding, tolerating dissonance, opposites and disorder and Plurality of ways of thinking/doing



"All beauty is a making one of opposites, and the making one of opposites is what we are going after in ourselves." Eli Siegel aesthetic realism

POSSIBLE GAME BOARDS?

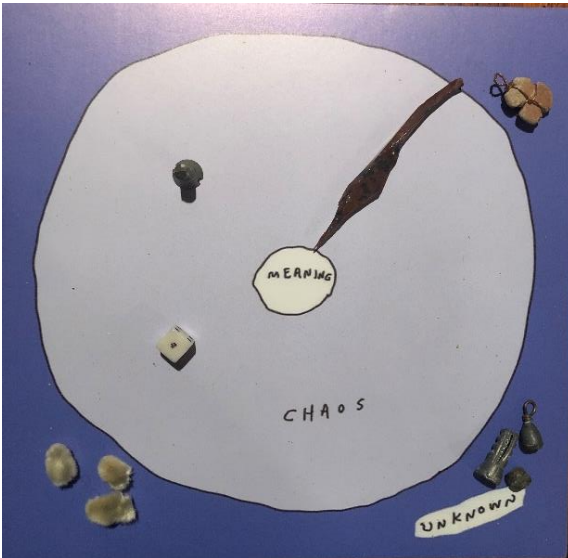
Each form of the “board” helps inspire and direct new ways of playing and discovering:



Kuba Cloth

Kilm Pillow

**Bread Board? Checker Board? Drawing?
Photograph? Buddha Board Painting?
Calendar? Parcheesi Board?**



Drawing by Liana Finck

MY NOTES ON ALCHEMY 2.23.21

Alchemy is a chameleon term, describing different, related, interesting traditions. There's a technical inflection and a spiritual one. But all agree that "*Alchemy*" is about engaging with change, transformation and transmutation.

Alchemy is action-based: more than talk, ideas and arguments. It's a *Practice*, which, I propose, all humans engage in, whether quietly, loudly or without even knowing it. This Practice helps us—*by Making*—reveal, respond and perhaps update our personal life-long themes.

Alchemy contends that *Matter is Alive*; that Matter - *Fire, Earth, Air and Water* - speaks to, responds and shapes humans as much as we try the same on Matter.

Alchemy is about Time, not the linear, chronological one we are used to. It's *KAIROS*: time with meaning, perhaps circular: "*Oh, that again!*" or very slow needing Patience and Waiting for some meaning to emerge.

Alchemy is about attending your Five Needs:

1. Finding Awe/Wonder/Joy.
2. Engaging the Carnal and Feral.
3. Making, Expressing, Doing HandWerk.
4. Stories and Reflecting and Processing your life
5. Appropriate Outering & Community Activity

STOP Talking, Reading, Thinking!
Go Make some object for a deceased relative



Quelle: Deutsche Fotothek