MATCH MATCH RULES

Both Players: fill out all 6 cards.

- # Mix the cards, lay them on the table, face down. Take turns.
- # Pick one Yellow Card and one Blue Card. Try to imagine what the combination of those two cards could mean.
 - # If you don't get an idea, put the cards back.
 - # When you have created a satisfying answer, you can remove the cards from the table.
 - # The game ends when all cards are taken away from the table.

PLAYER A

MATCH MATCH TIPS

Help each other!

Map one idea onto the other, then switch!

Relate the ideas to your personal life!

Does anything Practical Utopian
emerges from those ideas?

What works very well in this society in your opinion?	What works very well in this society in your opinion?
PLAYER A ①	PLAYER B 1
What change in society do you fantasize about often?	What change in society do you fantasize about often?
PLAYER A ②	PLAYER B ②
Whose vision you find inspiring? What is it?	Whose vision you find inspiring? What is it?

(3)

PLAYER B

(3)

MATCH MATCH RULES

Both players fill out all 6 cards

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 - # The game ends when all cards are taken away from the table.

PLAYER A

MATCH MATCH TIPS

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Does anything Practical Utopian
emerges from those ideas?

(6)

What was your pragmatic solution in a tough situation?	What was your pragmatic solution in a tough situation?
PLAYER A 4	PLAYER B 4
≪ Which tool have you found very useful lately and why?	Which tool have you found very useful lately and why?
PLAYER A 5	PLAYER B 5
What social situation have you encountered that could be described as functional?	What social situation have you encountered that could be described as functional?

(6)

PLAYER B