

# The DIY WANDER GAME

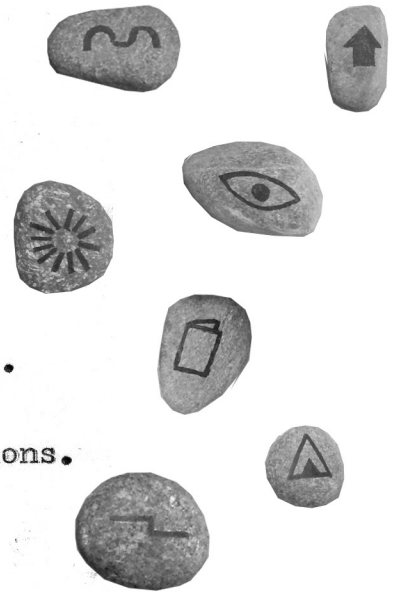
1. Collect 20 or more roundish rocks.

2. Using a permanent marker draw the symbols ~~on~~ on them.




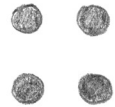



















3. Place rocks in some kind of container, (preferably a handmade bag of some kind).

4. Pick one while wandering. Using the key follow instructions. Add some of your own symbols.

Solvitur Ambulando



## WANDER GAME Key

					
Leave a wander station.	Leave a wander symbol.	Leave a message	Breathe more deeply.	Faced with a choice do both.	Explore with touch.
					
Find a talisman.	Go in this direction	Remove one of your senses.	Focus on what you can't see.	Do nothing.	The answer you seek is here
					
Release attachment to outcome.	Trust yourself.	Resist habitual movement.	Locate very small objects.	Ask your body what it needs.	Retrace your steps.
					
Leave something for me to find	Abandon all control.	Find a sitting spot.	Find a new vantage point.	Open to a random page in book.	