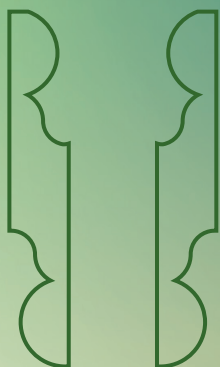


ROLES

FUTURES
DREAMER



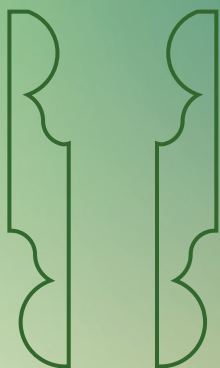
ROLES CARD

ROLES & RELICS

A stylized illustration of a person's head and shoulders in a light green color. The head is replaced by a large, circular gear with a smaller gear inside it. The shoulders are also represented by gears, one on each side. The background is a gradient of light green and yellow. The entire illustration is framed by a dark blue border with rounded corners. The word "ROLES" is written in a dark blue, serif font in the top right corner, and the word "MULTIPLIER" is written in the same font in the bottom center, enclosed in a decorative bracket.

ROLES

MULTIPLIER



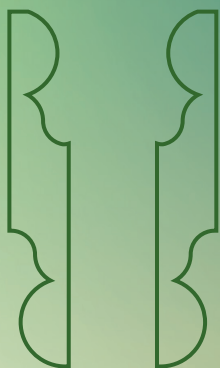
ROLES CARD

ROLES & RELICS

A stylized illustration of a person wearing a dark purple hood. The face is a bright, glowing yellow-green circle. In front of the person is a large, dark purple hourglass. The hourglass is filled with a liquid that transitions from yellow-green at the top to light blue at the bottom. The background is a gradient of teal and blue. The entire illustration is framed by a white line with decorative corners.

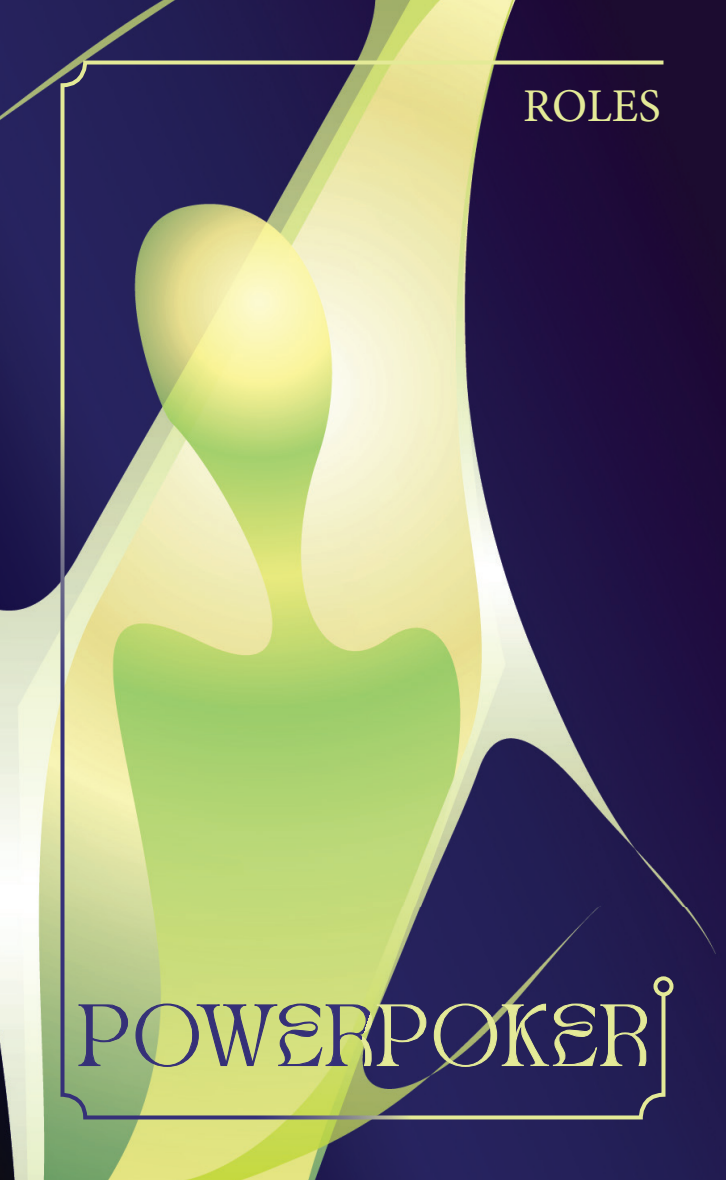
ROLES

TIME
EXCAVATOR



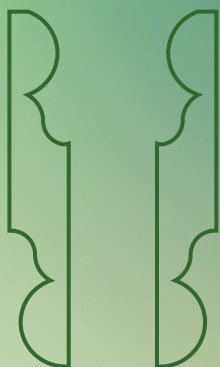
ROLES CARD

ROLES & RELICS



ROLES

POWERPOKER

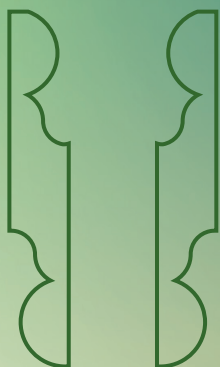


ROLES CARD

ROLES & RELICS

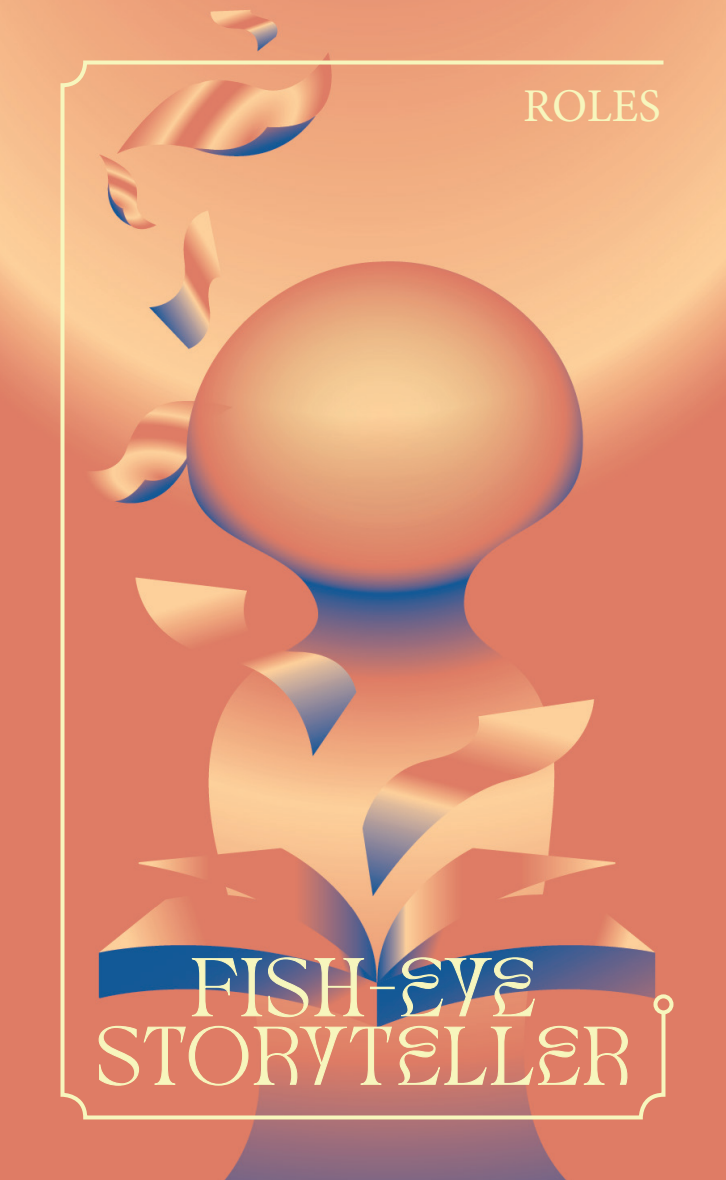
ROLES

SHAPESHIFTER



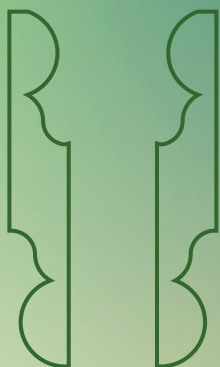
ROLES CARD

ROLES & RELICS

The background is a solid orange color. In the center is a large, glowing orange sphere. Surrounding the sphere are several flowing, ribbon-like shapes in shades of orange and blue, creating a sense of movement. The entire composition is framed by a thin, light-colored border with decorative corner elements.

ROLES

FISH-EYE
STORYTELLER



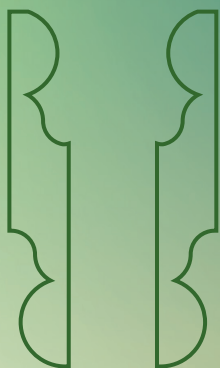
ROLES CARD

ROLES & RELICS

An illustration featuring a teal silhouette of a person from the chest up, facing forward. Behind the person's head is a large target with concentric orange and grey rings. An orange arrow is shown hitting the center bullseye of the target. The background is a gradient of teal, yellow, and orange. The entire scene is framed by a dark blue line with decorative corner brackets.

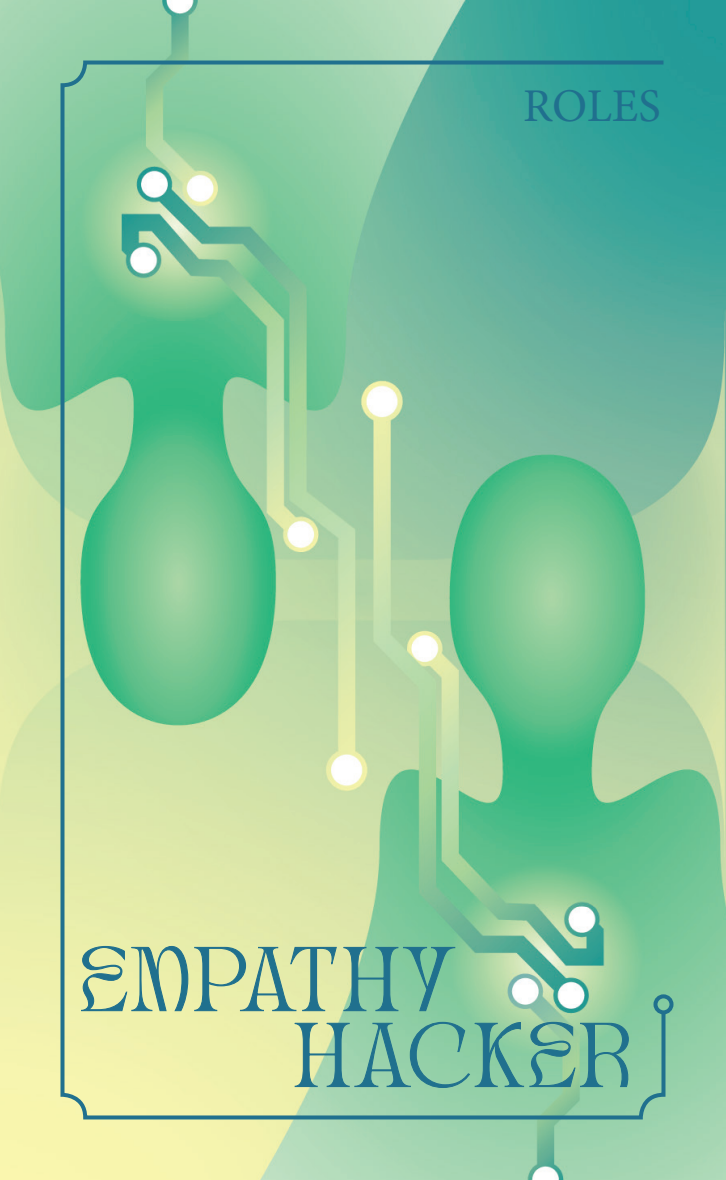
ROLES

GOAL FIXER



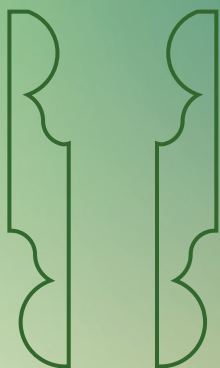
ROLES CARD

ROLES & RELICS

The background features a stylized illustration of two human figures in shades of green and teal. Overlaid on these figures is a network of glowing yellow and green circuit lines with circular nodes, suggesting a digital or neural connection. The entire composition is framed by a dark blue border with rounded corners.

ROLES

EMPATHY
HACKER



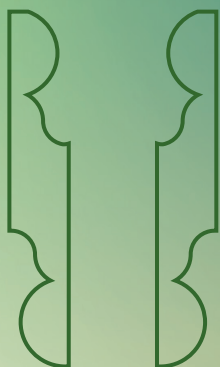
ROLES CARD

ROLES & RELICS

ROLES

The background features a stylized, abstract figure in shades of blue and green, set against a light blue gradient. The figure appears to be in a dynamic, possibly dancing or athletic pose. The overall aesthetic is modern and artistic.

WAVESTARTER



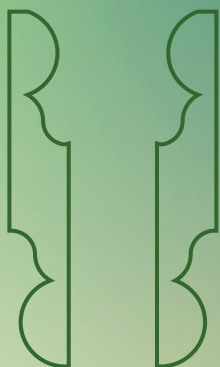
ROLES CARD

ROLES & RELICS

A stylized graphic featuring a dark green silhouette of a person's head and shoulders. The silhouette is centered against a light green background. Behind the silhouette is a large, bright yellow starburst or sunburst shape, composed of many small, irregular triangular segments. The entire graphic is enclosed within a thin black rectangular border with rounded corners.

ROLES

COMMUNITY
EXPRESSIONIST



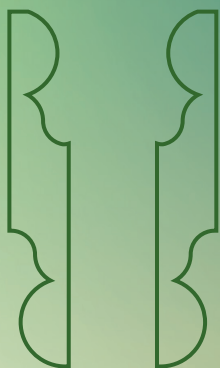
ROLES CARD

ROLES & RELICS



ROLES

WOODPECKER



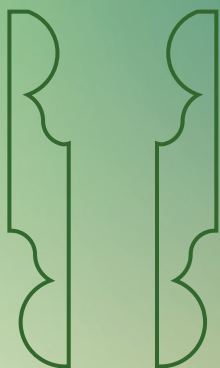
ROLES CARD

ROLES & RELICS

The background features a stylized sun with a teal face and a long, curved neck. The sun's rays are represented by triangular segments in shades of orange and red. The entire scene is framed by a thin yellow border with decorative corner elements.

ROLES

CREATURES
FOLLOWER



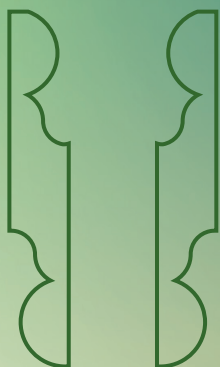
ROLES CARD

ROLES & RELICS

The background is a complex geometric composition. It features numerous 3D cubes in two colors: a vibrant orange and a deep blue. These cubes are arranged in various patterns, including a tall, stepped column on the left and several smaller clusters and individual cubes scattered across the scene. In the center, there is a large, smooth, orange, blob-like shape that resembles a drop or a stylized flame. The entire scene is set against a gradient background that transitions from a lighter orange at the bottom to a darker blue at the top. A thin, dark blue line forms a rectangular frame around the central elements, with decorative corner brackets.

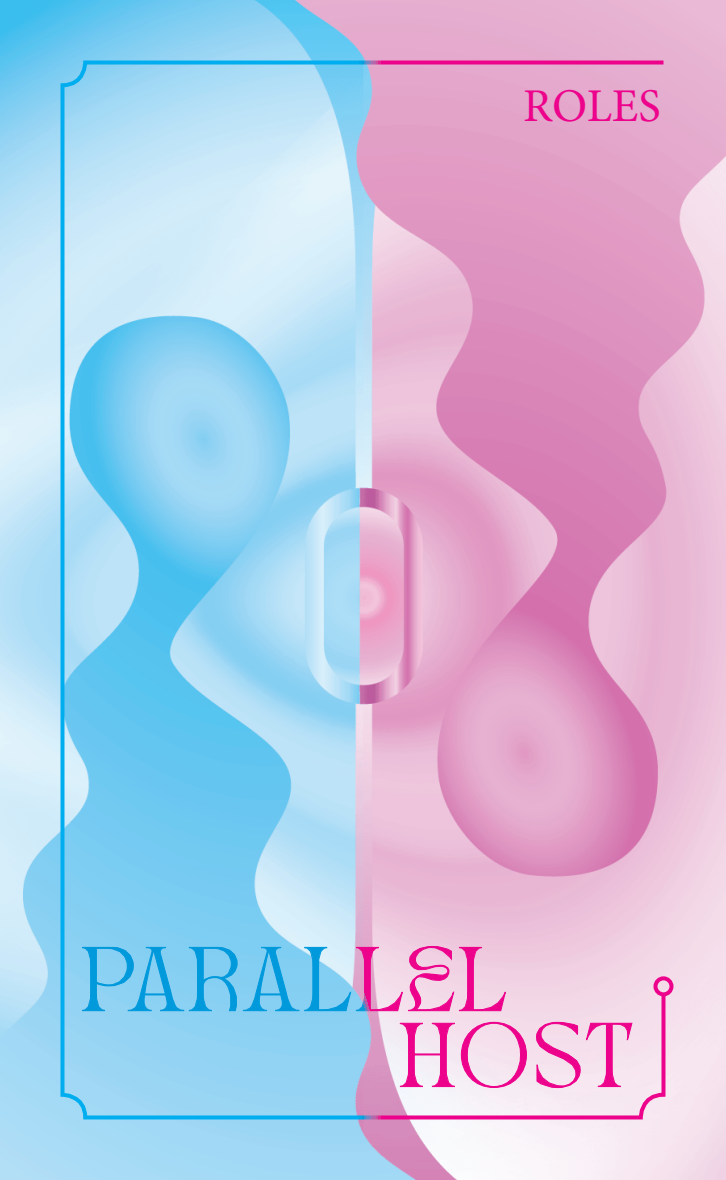
ROLES

PARADOX
BUILDER



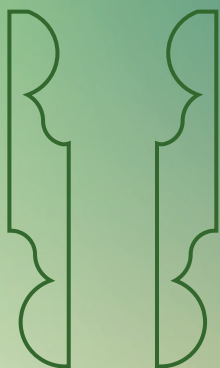
ROLES CARD

ROLES & RELICS



ROLES

PARALLEL
HOST



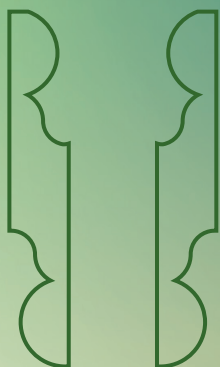
ROLES CARD

ROLES & RELICS

A large, stylized magnifying glass icon in a light blue color. The handle of the magnifying glass is positioned diagonally from the bottom right towards the center. The lens is a large circle that frames a glowing, yellowish-white sphere. The background features a warm orange gradient with vertical blue stripes and a yellow triangular shape on the left side. A dark blue line forms a rectangular frame with decorative corner elements.

ROLES

RULE FINDER



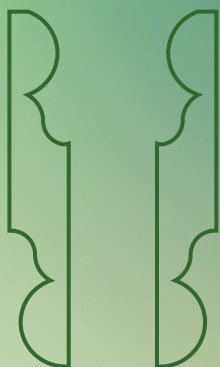
ROLES CARD

ROLES & RELICS



ROLES

GRAVITY
ORCHESTRATOR



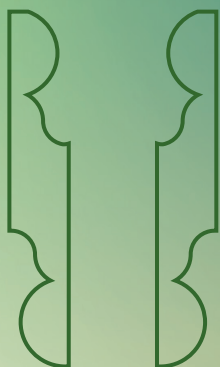
ROLES CARD

ROLES & RELICS

The background features a complex, abstract design. It consists of several concentric, overlapping circles in shades of purple and green, creating a sense of depth and movement. A large, stylized yellow figure, resembling a person with arms and legs, is positioned in the center, appearing to be part of the circular pattern. The overall effect is a vibrant, swirling composition.

ROLES

TEMPORAL
DISRUPTOR

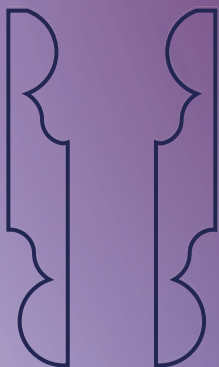


ROLES CARD

ROLES & RELICS

RELICS

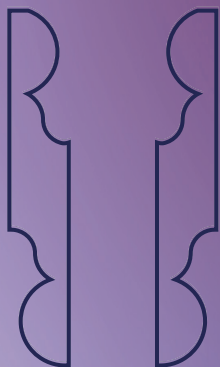




RELICS CARD

RELICS

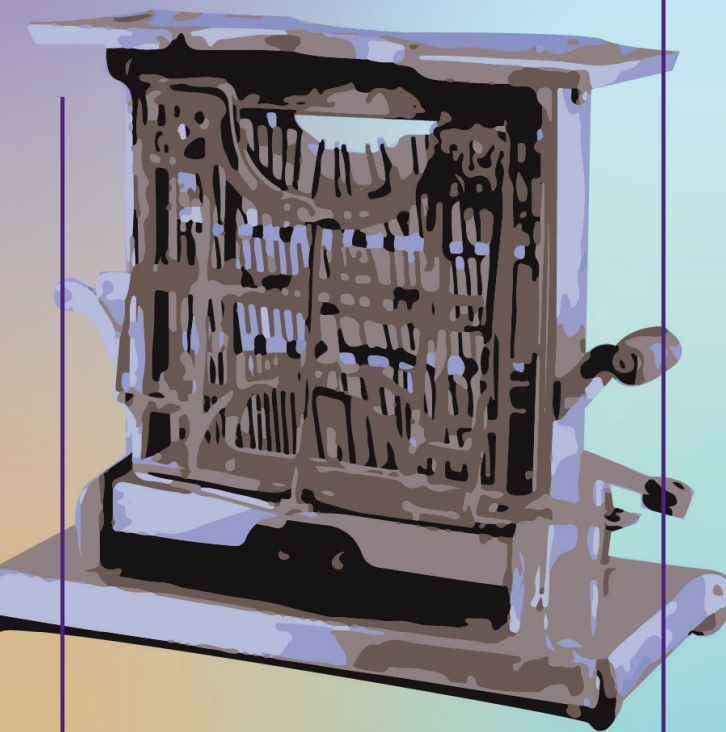


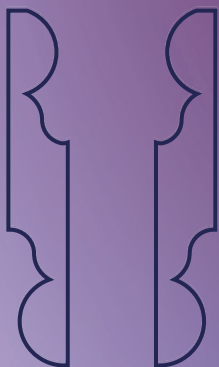


RELICS CARD

ROLES & RELICS

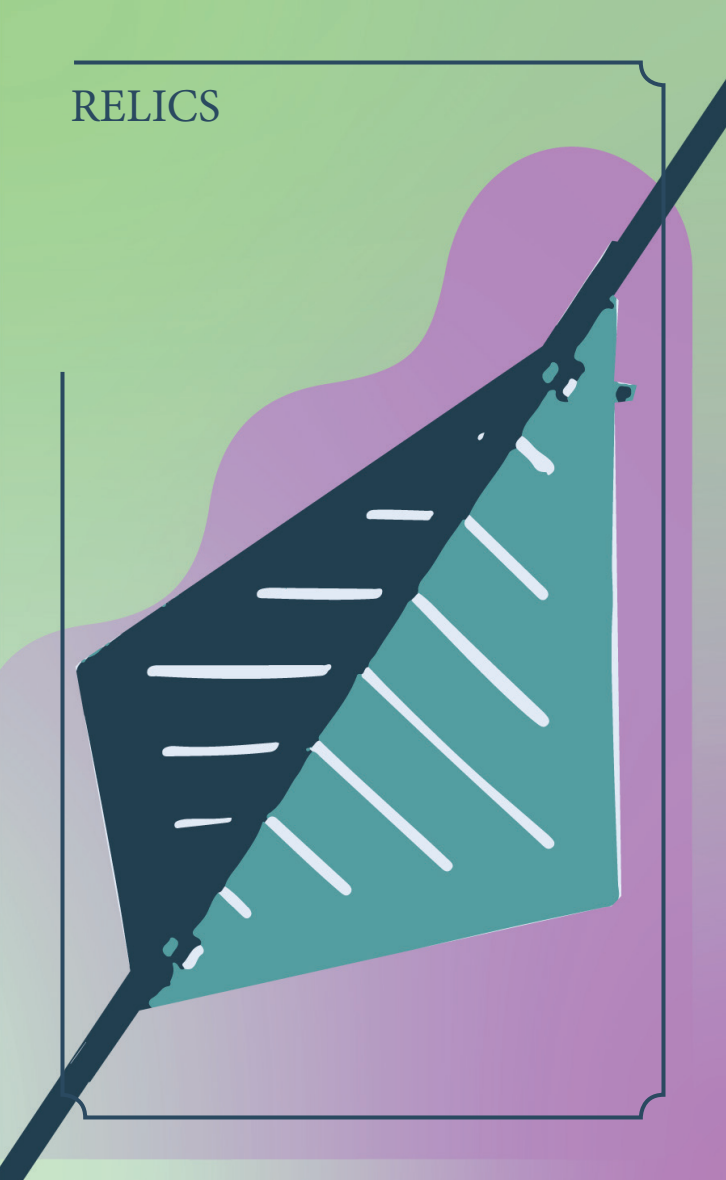
RELICS

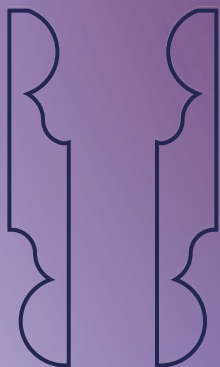




RELICS CARD

RELICS



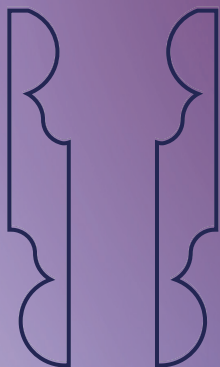


RELICS CARD

ROLES & RELICS

RELICS



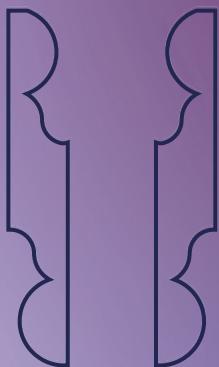


RELICS CARD

ROLES & RELICS

RELICS

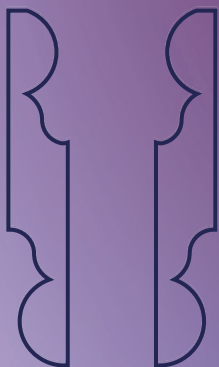




RELICS CARD

RELICS

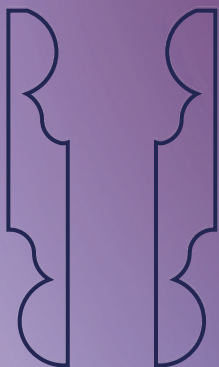




RELICS CARD

RELICS

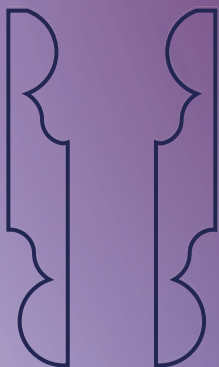




RELICS CARD

RELICS

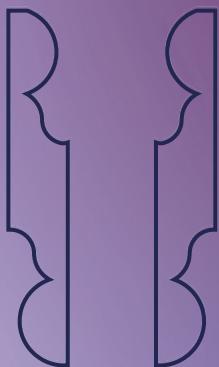




RELICS CARD

RELICS

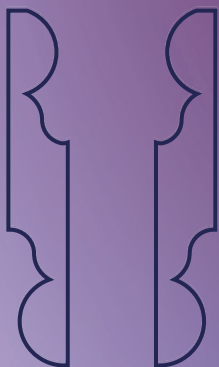




RELICS CARD

RELICS

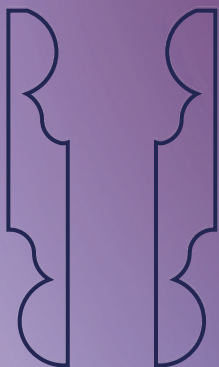




RELICS CARD

RELICS

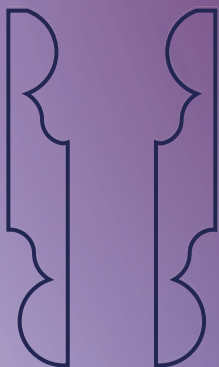




RELICS CARD

RELICS

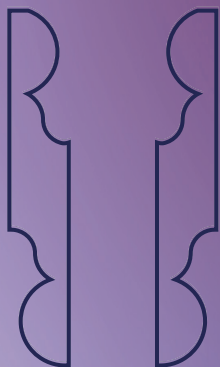




RELICS CARD

RELICS

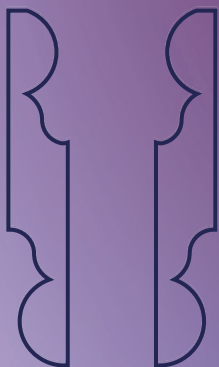




RELICS CARD

RELICS

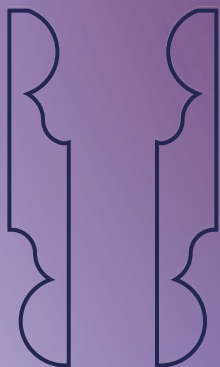




RELICS CARD

RELICS

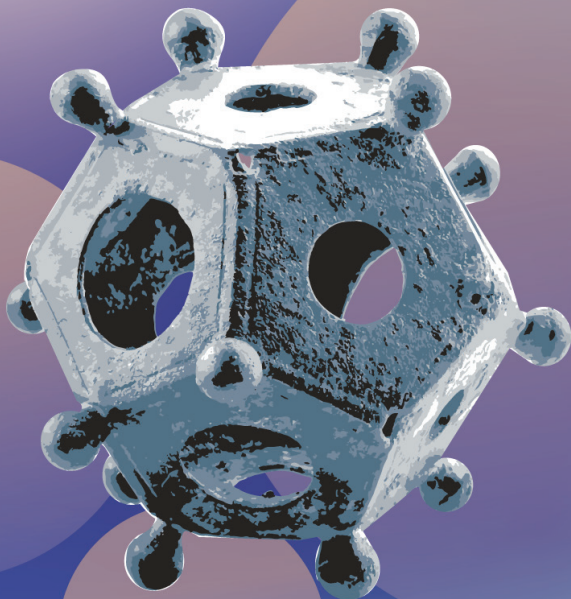


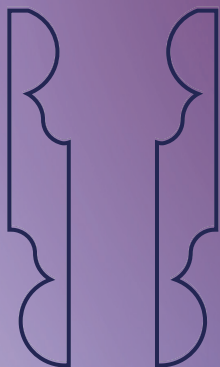


RELICS CARD

ROLES & RELICS

RELICS



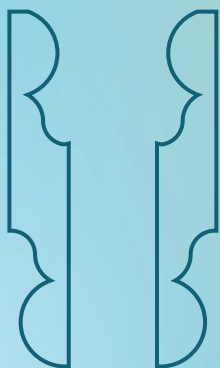


RELICS CARD

ROLES & RELICS

RHETORICS

“The *ACADEMY OF DROWNING DREAMS* has always struggled with gaining credibility among the conservative elite.”

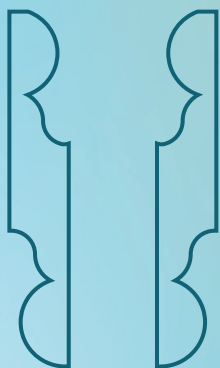


RHETORICS CARD

ROLES & RELICS

RHETORICS

“*ROOFTOP MEAT GRINDING*
is a dying art, not to be
underestimated.”

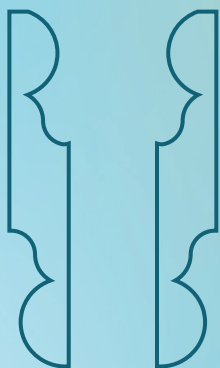


RHETORICS CARD

ROLES & RELICS

RHETORICS

“Let’s try again, this time we
should go further into the
MUSICAL STRUCTURES of the
MACHINE.”

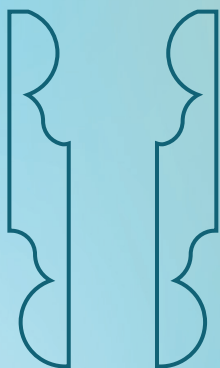


RHETORICS CARD

ROLES & RELICS

RHETORICS

“*FORGOTTEN BEAUTY STUDIES*
always makes me cry, it’s
a harder class than you’d
expect!”

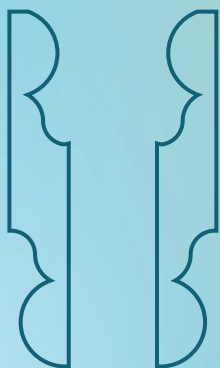


RHETORICS CARD

ROLES & RELICS

RHETORICS

“Breakthroughs in
ANTI-BRAIN SURGERY have
been surprisingly common
over the last two years.”

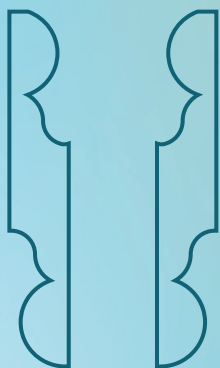


RHETORICS CARD

ROLES & RELICS

RHETORICS

“*VERTICALITY STUDIES* has
a high proportion of
students with extreme
fear of heights.”

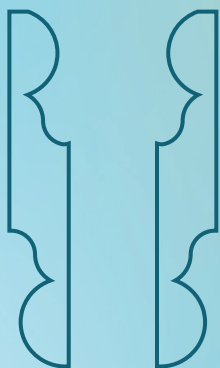


RHETORICS CARD

ROLES & RELICS

RHETORICS

“Traditionally, in the study
of *SCREAMING CHAOS*, words
are not allowed
to convey secrets.”

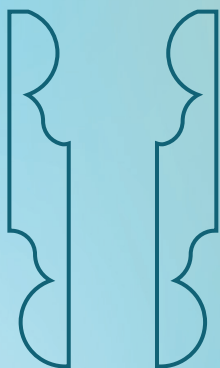


RHETORICS CARD

ROLES & RELICS

RHETORICS

“The process of becoming a
LIVING KNIFE is brutal and sharp,
yet easy to relate to as more
people *HYPER-SPECIALIZE*.”

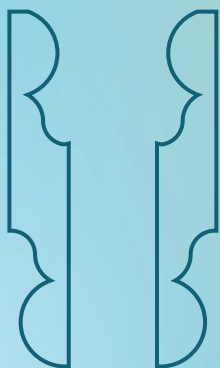


RHETORICS CARD

ROLES & RELICS

RHETORICS

“Discoveries about the *TREE*
GODDESS’s worst prophecies get
minimal coverage, while the
VOLCANO CHILD JOKE COMPENDIUM
instantly permeates *SOCIO-WEBS*.”

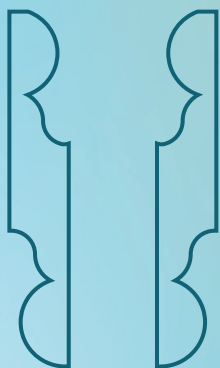


RHETORICS CARD

ROLES & RELICS

RHETORICS

“No, this will be the last time we arrange these *CLOUDS OF SAND*. Next class, we will use them to try and create more *STABLE TYPES OF INVISIBILITY*.”

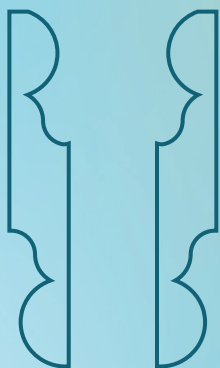


RHETORICS CARD

ROLES & RELICS

RHETORICS

“From within our spacious
classrooms in the *DARK PINE*
FOREST, it becomes harder
to connect to the *IMAGINARY*
FLAME TOWERS.”

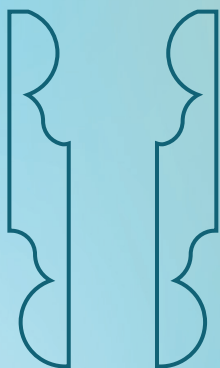


RHETORICS CARD

ROLES & RELICS

RHETORICS

“Scholars in *ELEMENT*
SPECULATION agree that while
the heart is most likely made of
wind, the head is expected to
be mostly dust.”

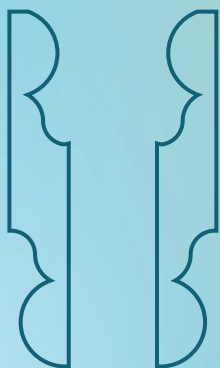


RHETORICS CARD

ROLES & RELICS

RHETORICS

“*CALL AND RESPONSE DISTORTION*
is becoming a real societal
problem, even if it means
getting sick from eating
PATTERN GRAPES.”

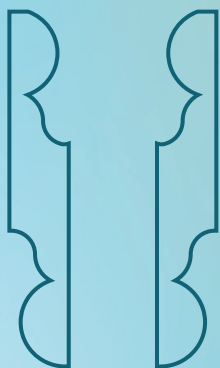


RHETORICS CARD

ROLES & RELICS

RHETORICS

“I’ve been analysing this *TONGUE
GRENADE* for a few years now. I
just hope they’ll let me graduate
with one tongue.”

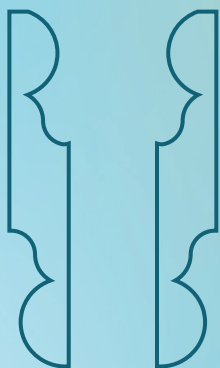


RHETORICS CARD

ROLES & RELICS

RHETORICS

“I remember the time when
there was a lot of *ROTTING MEAT*
involved in the back-and-forth of
REINCARNATION DEBATES. Smelly,
but much more lively.”

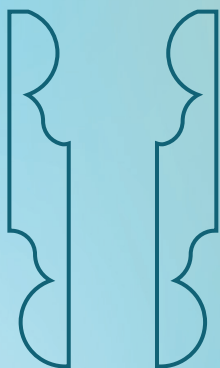


RHETORICS CARD

ROLES & RELICS

RHETORICS

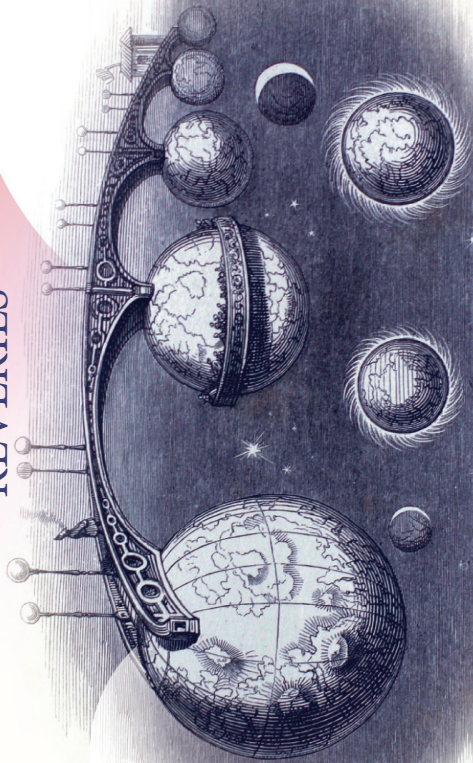
“Did you know that the
ancient Mik had *SIX THOUSAND*
WORDS FOR CANDLES? And we
only recovered them just
before our darkest hours.”

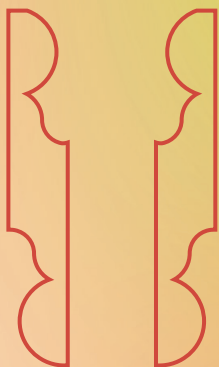


RHETORICS CARD

ROLES & RELICS

REVERIES





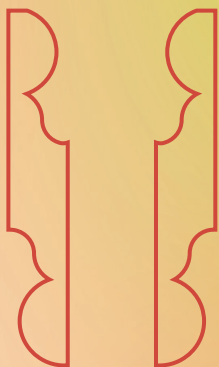
REVERIES CARD

REVERIES



Grandville del.

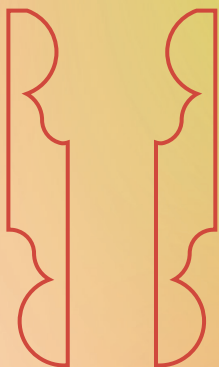
Ch. Geoffroy sc.



REVERIES CARD

REVERIES

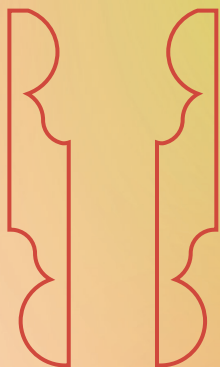




REVERIES CARD

REVERIES



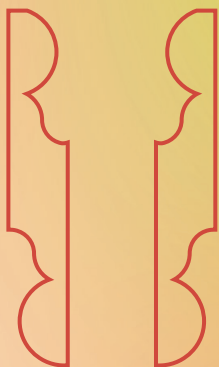


REVERIES CARD

ROLES & RELICS

REVERIES

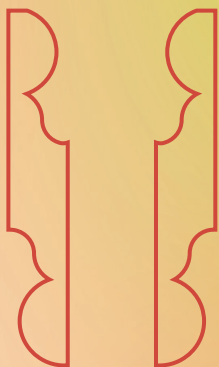




REVERIES CARD

REVERIES

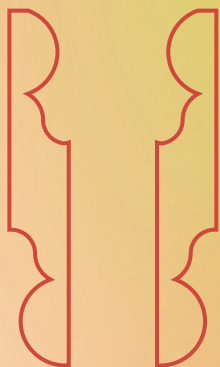




REVERIES CARD

REVERIES



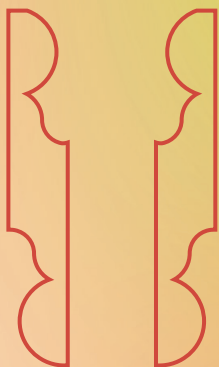


REVERIES CARD

ROLES & RELICS

REVERIES

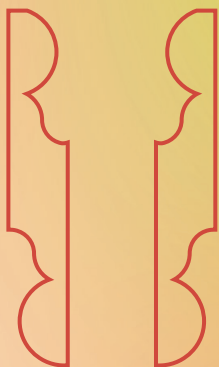




REVERIES CARD

REVERIES



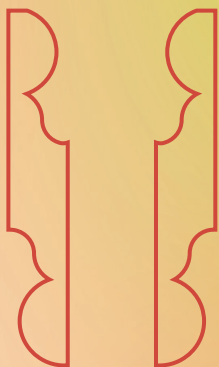


REVERIES CARD

ROLES & RELICS

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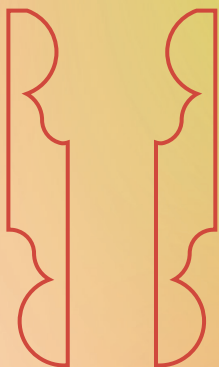


REVERIES CARD

ROLES & RELICS

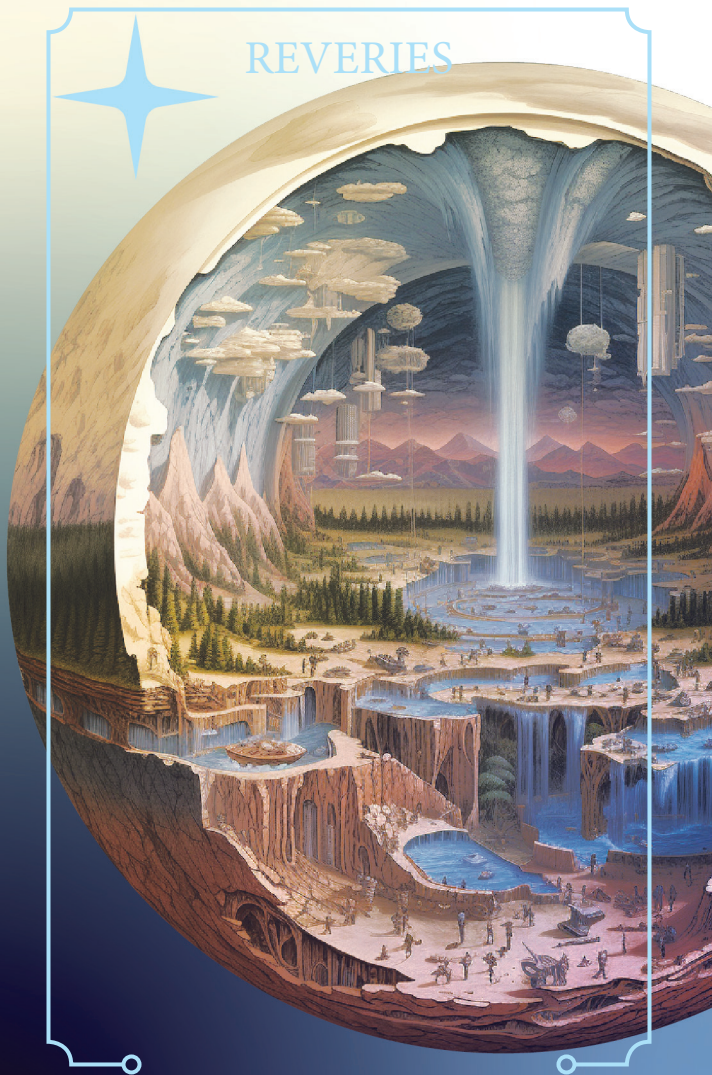
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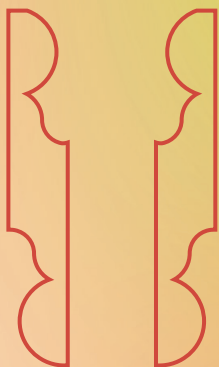




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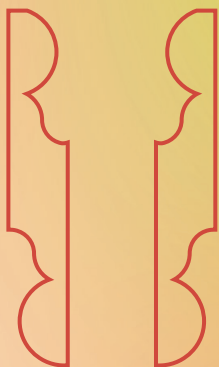




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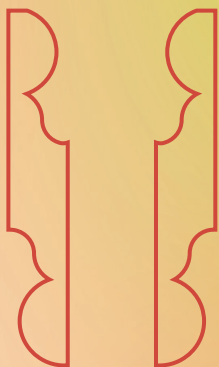


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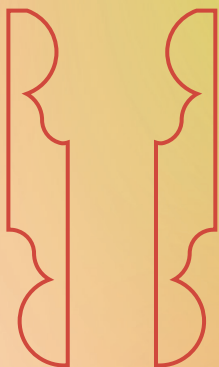


REVERIES CARD

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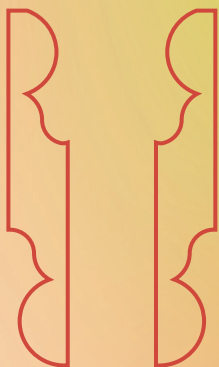




REVERIES CARD

REVERIES





REVERIES CARD

OVERVIEW

Is this game for your group?

- Does **not** require a facilitator
- 1 hour +/-
- 3 or more players

Components

The game includes 4 types of cards:

- 16x **Reverie cards** represent imagined worlds or situations.
- 16x **Rhetoric cards** are imagined sentences spoken in the imagined world.
- 17x **Relic cards** present a mysterious object from the past.
- 17x **Role cards** reflect a personality-type: a way of being in the world in relation to others.

WHY play this?

Roles and Relics is a game designed to explore and open-up worldviews, and spark discussion between participants.

WHAT will you do?

In small groups you will make use of prompt cards to collectively build new worlds. In the process you will engage in discussion, reflection, and exploration.

Before you play

There are multiple ways to play the game. To help you get started the instruction cards included in the box describe different variations you can play. You are welcome to deviate from these instructions and adapt them to suit your needs. Since not all playing styles work for everyone or every group, we encourage re-mixing and putting your own spin to it.

If you're not having fun, change the rules! The rules here are very open, and that is on purpose. The cards have been designed to prompt reflection and discussion. This means some concepts and cards may not make sense to you, and that is OK! You can interpret the cards as you wish, play around with the number of cards you draw, how you cooperate at the table, and many other aspects of the game. If something is not clear, you can swap cards, draw a new card, or, we encourage you to create your own definitions or understanding. It may also be that you do not agree with one another. That is also OK! This is part of the process.



INSTRUCTION BOOKLET

ROLES & RELICS

1. SHARED DREAMS

Introduction

In this version of Roles and Relics you use prompt cards to collectively imagine an unusual story set in another world, offering a new perspective on your own reality.

Play

Separate and shuffle each of the card types: **Roles**, **Relics**, **Reveries**, and **Rhetorics**. Read the following steps out loud so that everyone understands the process.

1. Each player places one of the four card decks in front of them. For a game with 3 players: Use only 3 decks (**Reveries**, **Roles**, **Relics**).
2. Player 1, with the **Reverie** deck, places the top card face up in the center. This player gets 1 minute to describe the world that this card represents. Don't be afraid to get creative. This world becomes the setting for the story.
Alternative option: Player 1 is free to select other cards to further develop the story.
3. Player 2, with the **Rhetoric** deck, places the top card face up next to the **Reverie** card. This player gets 1 minute to build on the story by describing how this statement came about in this imagined world. Who spoke it. Why? With what intention? To whom?

→ flip the card to continue!

4. Player 3, with the **Roles** deck, places the top card face up next to the other cards. This player gets 1 minute to describe what this person or being is doing now in this world. What are they trying to achieve? How? What motivates them? What troubles them? Why?
5. Player 4, with the **Relic** deck, places the top card face up next to the other cards. This represents a possible pivot point in the story. This player gets 1 minute to describe how this relic is used in this world. Where was it found? How was it made? Who is using it now and for what purpose?
6. The game can end here, but you are encouraged to keep building the story. To do this each player takes a turn in reverse order (starting with player 3) to advance the story, showing how the **role**, **rhetoric** and **reverie** respond to the relic and impact one another. Once player 1 has spoken, player 4 can introduce a new relic and the story building can continue as long as time or motivation allow.

End of Game

At the end of the game you are invited to reflect on the process. Consider the following questions:

- In what ways does this story differ from our own world?
- What inspired you about this new world?
- What fears do you have for this world?
- What would you have changed in the story if you had played another card? Why?
- How did you connect different cards and concepts that came up?

2. IMAGINARY WORLDVIEWS

Introduction

In this version of Roles and Relics you use prompt cards to collectively imagine a new world, including the most pressing problem it faces. You assume individual roles and make use of relics to address this problem.

Play

Separate and shuffle each of the card types: **Roles**, **Relics**, **Reveries**, and **Rhetorics**. Read the following steps out loud so that everyone understands the process.

1. Draw 1 card from the **Reveries** deck and 1 card from the **Rhetorics** deck and place the two cards face-up, visible to all. Take a minute to individually think about what kind of world the two cards could belong to. Share these ideas in the group and collectively create a world based on these prompts.
2. Once the world is created, collectively decide upon the main problem(s) this world is facing. Keep in mind that people may have differing interpretations and listen to each other.
3. Now you will adopt a role in this world. Each player draws 1 card from the **Roles** deck and 1 card from the **Relics** decks. Everyone places their two cards face-up in front of them.

→ flip the card to continue!

4. Take a minute to imagine your new **Role** in this world, and decide the purpose of your **Relic**. From this role, how can you make use of the relic to start to address the problem facing your world. Introduce yourself in this role to the group, explaining your possible solution to the pressing problems ahead.
5. What will happen next? How will you address the problem? What are the opportunities and challenges that come from working together, or working alone? Are there any alliances? Where are the conflicts?

End of Game

The game ends when time runs out or when the discussions have ended. After the game, you are invited to reflect on the process. Consider the following questions:

- What moments were exciting or inspiring?
- Where did you get stuck?
- What did the game uncover in terms of different values and perspectives?
- Who's voices were privileged or excluded during the game?
- What insights does this activity offer for everyday life?

3. FICTIONAL RESEARCH

Introduction

In this version of Roles and Relics you use prompt cards to collectively imagine a new world, and to occupy it in the roles of specific researchers. Your aim is to work together to construct a transdisciplinary or interdisciplinary research project.

This version of the game is interesting for people involved with academic research, and allows players to think up a research project in an unknown, fictional world.

Play

Separate and shuffle each of the card types: **Roles**, **Relics**, **Reveries**, and **Rhetorics**. Have one player read all the rules below out loud before you begin.

First, individually establish the researcher you will be playing, based on a **Role** card.

1. Each player draws 1 card from the **Roles** deck and places it face-up.
2. Interpret your **Role** as a **future scientific discipline**. You will play this role—as a scientist of this discipline, for the rest of the game. Choose your key concerns, assumptions, limitations and strengths.
3. Do a quick round of introductions.

Then, work together to create the world you will play with.

4. Draw one **Reverie** card and place it face-up. Together, imagine and describe a world from it (~3 minutes): What do you see? How does this fit into the rest of the world? How does the image on the card make you feel? Are parts of the card especially important? Ask each other questions. Once you have some consensus...

→ flip the card to continue!

5. Draw one Relic card and place it face-up. Together, establish the meaning of this Relic to the imagined world. You are welcome to adjust or remove previous notions to make sense of these cards together (~3 minutes).
6. Draw a Rhetoric card and place it face-up. Together, complete the world by integrating some meaning from this Rhetoric (~3 minutes). Do any new ideas arise from the combination of these cards?

In the final stage of the game, put the characters to work!

7. Plan the basis of a transdisciplinary or interdisciplinary research project (20-30 minutes) from your (scientific discipline) Roles. You may answer questions such as:
 - What problem needs to be solved? Who needs this solution?
 - What do we need to know about the world?
 - What is our main research question?
 - How can you answer this question?
 - What limitations will you encounter?

End of Game

The game can end here. Alternatively, you can draw cards from any of the decks to represent your data collection or -analysis. Or you can return to step 1 and discover how your researcher has changed through the collaborative research process.

After the game, you are invited to reflect on the process.
Consider the following questions:

- What moments were exciting, surprising, or inspiring?
- Where did you get stuck?
- What moments were similar to trans- or interdisciplinary projects from your own academic practice?
- What experiences from this game would you like to see more in your own academic practice with trans- or interdisciplinary processes.

ATTRIBUTIONS & REFERENCES

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Midjourney prompts adapted for several reveries cards:

- "a cross-sectional interior-core illustration of the Hollow Earth theory"
- "primordial protozoa meeting in a circle, amoeba, algae, in the style of Remedios Varo, world, city, fairy"
- "a world filled and made of plastic bottles and toys, fairies, bubble, michelin man, flat color illustration by Franz Sedlacek, Giorgio de Chirico, Henri Rousseau"
- "fairies cycling through a wild flower meadow, painting, magic realism, surrealism"
- "old soviet era buildings covered in fungus, mycelium, hyphae, biohybrid"



INSTRUCTION BOOKLET

ROLES & RELICS