

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 2.22.21

Contact with the creative unconscious via chance, accident, intuition *Unplanned: The path shows the next step* **Activities** built around **Five Needs**

Play to Understand More, not Win, A game that *reveals 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*
Explore the different areas 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? flower? scrying?

ID current Intention: themes, task, concern

What Board form speaks to this?

Arrange Pieces on Your Game Board

SPINNER Themes By Remembered People Needs

Chaos Colors Insects Animals Visible,

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*

poem/quote, a made GIFT to Others

Make mini-wonder room; Leave Boards in Public

Find Your CA ClanS, Your 4-year old selves

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 our lenses change with *Your Current, Emerging*
and Lingering Themes; Your ARCHETYPES...

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

CONTACT w SACRED and OCCULT

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,

OBJECT-BASED

Actually Making a Toolkit. Emphasis off talk,
onto the indirect, poetic, clues, the Visual, the sensory.
The weight, mass, feel of Id-ish objects: cobbled, carved,
adorned from ordinary materials, inspired by disorder, which
speak to lurking, emerging selves.

BE INDIRECT *see Theurgy: work by gods*
by CLUES, The Casual, Poetic, en-tranced, indications,
not directions Chance, Play, Guessing, Accident
Uses, random play, Ambiguity to Find Meaning

EGALITARIAN

Honors who players are, what capacity and sensibility
they bring Capability, not Deficiency
Welcomes and Celebrates different /Learning styles
Played alone and/or with others, virtually and via
FT/Mail [Formats, like rules evolve](#)
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?

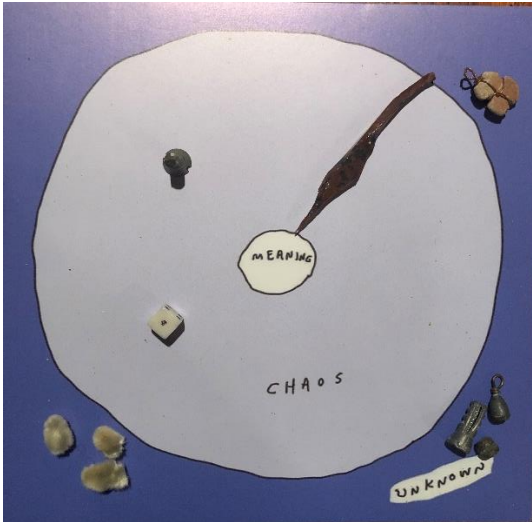
Each form of the “board” helps inspire and direct new ways of playing and discovering:



Kuba Cloth

Kilm Pillow

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



Drawing by Liana Finck

MY NOTES ON ALCHEMY

Alchemy is a chameleon term, describing several different, interesting and true traditions. There's the technical inflection and the spiritual one. But all agree that "Alchemy" is about transformation or transmutation.

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

STOP Talking!

Go Make some object for a deceased relative

Alchemy contends that Matter is Alive, that matter speaks and responds and shapes humans as much as we try the same on Matter. Matter is about the elements : Fire, Earth, Air and Water Alchemy is also about Time, but not the linear, chronological one we are used to. It's about KAIROS, time with meaning, where it may be circular: "Oh, that again!" or very slow need ignPatience and Waiting for some meaing to emerge.

Alchemy is about paying attention your Five Needs: for 1. Awe/Wonder/Joy, 2. The Carnal/Feral, 3. Facility/HandWerk. 4. Stories and Processing your life and 5. Outering and Community Activity



Quelle: Deutsche Fotothek