

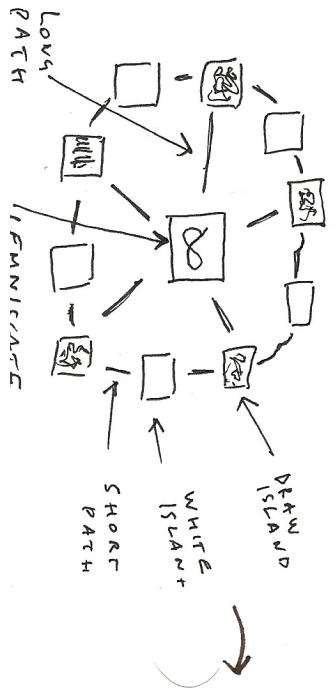
FROM 6 TO 5 PLAYERS
ALL AGES
COOPERATIVE GAME

COMPONENT:

- 5 DRAWING ISLAND
- 5 WHITE ISLAND
- 1 LEMNISCATE NOMADISM
PERMANENCE
- 5 BACK PACKS
- 5 NOTE BOOKS
- 1 BOAT
- 15 PATHS

PHASE 1. PREPARATION

CUTE OUT ALL THE COMPONENTS.
PUT THE LEMNISCATE AT THE CENTER OF THE TABLE. THAT IS THE CENTER OF OUR ARCHIPELAGO
PUT AROUND THE CENTER, THE ISLANDS IN THE ORDER YOU WANT
BUT ALTERNATING DRAWING ISLAND WITH WHITE ISLAND.
CONJOIN ISLAND WITH SHORT PATHS AND THE DRAWN ISLAND WITH THE CENTER WITH LONG PATH.



PLAY DOWN-

COMPONENT / PHASES / RULES

A LUDIC WAY TO EXPLORE A POETIC AND TO INGENERATE NEW POSSIBLE VISIONS

PHASE 2. EXPLORATION

EACH PLAYER START A PERSONAL TRIP. WHEN YOU ARRIVE ON A DRAWN ISLAND YOU CAN EXPLORE THIS PLACE AS YOU WANT. YOU HAVE AVAILABLE MY PERSONAL SUMMARY DESIGNED ON THE MAP, THE INFORMATIONS ON THE REPORT, THE PHOTOS, THE LINKS TO THE WEBSITE WITH MUCH MORE PHOTOS, VIDEOS, WORDS. FEEL FREE TO DO WHAT EVER YOU WANT ALSO GO ON THE WEB INSERT A KEY WORD FIND IN THE DRAW AND GO AWAY.
NOTE ALL YOU CAN FIND, ALL DUBT, QUESTIONS, VISIONS ON YOUR NOTE BOOK.

PUT THE BACKPACKS ON THE CENTER, ONE FOR EACH PLAYER. YOU MAKE AVAILABLE TO A PC FOR EACH PLAYER OPENED ON THE REPORT FILE.

PHASE 3. EMPTYING

TO CONTINUE YOU ARE FORCED TO PASS IN A WHITE ISLAND. HERE YOU HAVE TO LEAVE ALL THE INFORMATIONS OF LAST EXPLORATION. YOU CAN DRAW ADD IMAGES, WRITE, WHATEVER YOU HAVE TO EMPTY YOUR BACKPACK REFRESH YOUR MIND AND GO ON.

WHEN YOU HAVE DONE ALL THE EXPLORATIONS THE GAME IS OVER

RULES:

AT THE BEGINNING YOU MOVE FROM CENTER TO DRAWN ISLAND THAN WHEN YOU WANT TO GO FROM A DRAWN ISLAND TO A DRAWN ISLAND YOU HAVE TO PASS FOR A WHITE ISLAND LONG THE PATHS. YOU CAN USE THE BOAT TWO TIME DURING THE MATCH. WHEN YOU PASS FOR THE CENTER YOU CAN DECIDE DON'T EMPTY HERE YOUR BACKPACK. YOU CAN DECIDE TO PLAY OR EVERYTHING AT ONCE OR STOP AND CONTINUE THE GAMES AS MANY TIME AS YOU WANT. IT'S JUST IMPORTANT AT THE END ARE PRESENT ALL THE PLAYERS.

BOAT:

MAY BE DURING THE GAME YOU UNDERSTAND THAT YOU HAVE WITH YOU, IN YOUR BACKPACK, IMPORTANT STUFF FOR A WHITE ISLAND THAT BEGIN TO BE A DRAWN ISLAND. BUT YOU ARE TO FAR. A BOAT YOU CAN TAKE THERE AND YOU CAN EXCH AND YOU

CITY CENTER

OPENING NEW HEAVEN A PUBLIC WALKSPACE AROUND CASTELFRANCO VENETO (ITALY)

1° EDITION APRIL 2015

6 HOURS WALKING
ALONG 6 KM
80 PEOPLES INVOLVED
PRODUCED BY TOWN OF
CASTELFRANCO VENETO
WITH 2500 €

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WALK THE DARKSIDE
ABANDONED PLACE
URBAN
DRAMATURGIES
SOMETIMES PLUGGED
LIKE A STRIKE
SLOWLY YEARS
CHANGE IN
POINT OF VIEW

HOSPITAL

BIG SHOPPING CENTER

2° EDITION NOVEMBER 2015

5 HOURS WALKING
ALONG 4 KM
250 STUDENTS INVOLVED
7 WORKSHOPS IN 7 CLASSROOMS
TO PREPARE STUDENTS
TO WALK
1 EXHIBITION WITH FOTO
VIDEO COMICS MADE
BY STUDENTS
PRODUCED BY TOWN OF CASTELFRANCO
+ ULSS 8 WITH 3000 €

KEYS WORDS

ABANDONED FACTORY

TENEMENT BUILDING

HEAP OF EARTH WITH AMIANTUS

PROBLEMS:

How to SPEAK
TO SO MANY
PEOPLES?
AMOUNT AFFECT
THE QUALITY?
EVER?

MIRACLES
HAPPEN IN THE
SHADOWS
OF DAILY LIFE

THE WALKING MAN

A THREE HOURS WALKING PERFORMANCE
WHERE THE AUDIENCE STIES A MEN
DURING A JOURNEY INSIDE HIS TOWN

3 HOURS WALKING DURING 6 KM
20 PEOPLE EACH PERFORMANCE
8 TIMES PERFORMED
1 INSTALLATION
1 SHORT FILM
5 PERFORMERS
1 TECHNICIAN
15 CITIZENS INVOLVED
1 VIDEO TAKER
3 RESIDENCY
PRODUCED BY TERMI FESTIVAL
TEATRO STABILE DELL'UMBRIA
WITH 7.500 €

CEMETERY

A CROSS
BETWEEN
PERFORMANCE
AND WALK'S
EXPIENCE

THE CITY LIFE
IS ALREADY
A PERFORMANCE

CHAPTER 3
Outside, the wall

MAIN SQUARE

ABANDONED FACTORY

HANDMADE BRIDGE



STADIUM

CHAPTER 2
We contemplate
the flowers



A THIN OF URBAN
STORY
DRAMATURGIES

CHAPTER 1
In this world

COURTYARD

LITTLE WOOD

OPEN-AIR MARKET



PROBLEMS:
HOW TO RECREATE THE PERFORMANCE
IN NEW PLACES?
HOW TO GO MORE DEEPLY INSIDE THE
RELATION BETWEEN REAL AND FICTION?
WICH SPACE FOR THE STORY? WICH SPACE
FOR THE LANDSCAPE?
NEED A DRAMATURG?

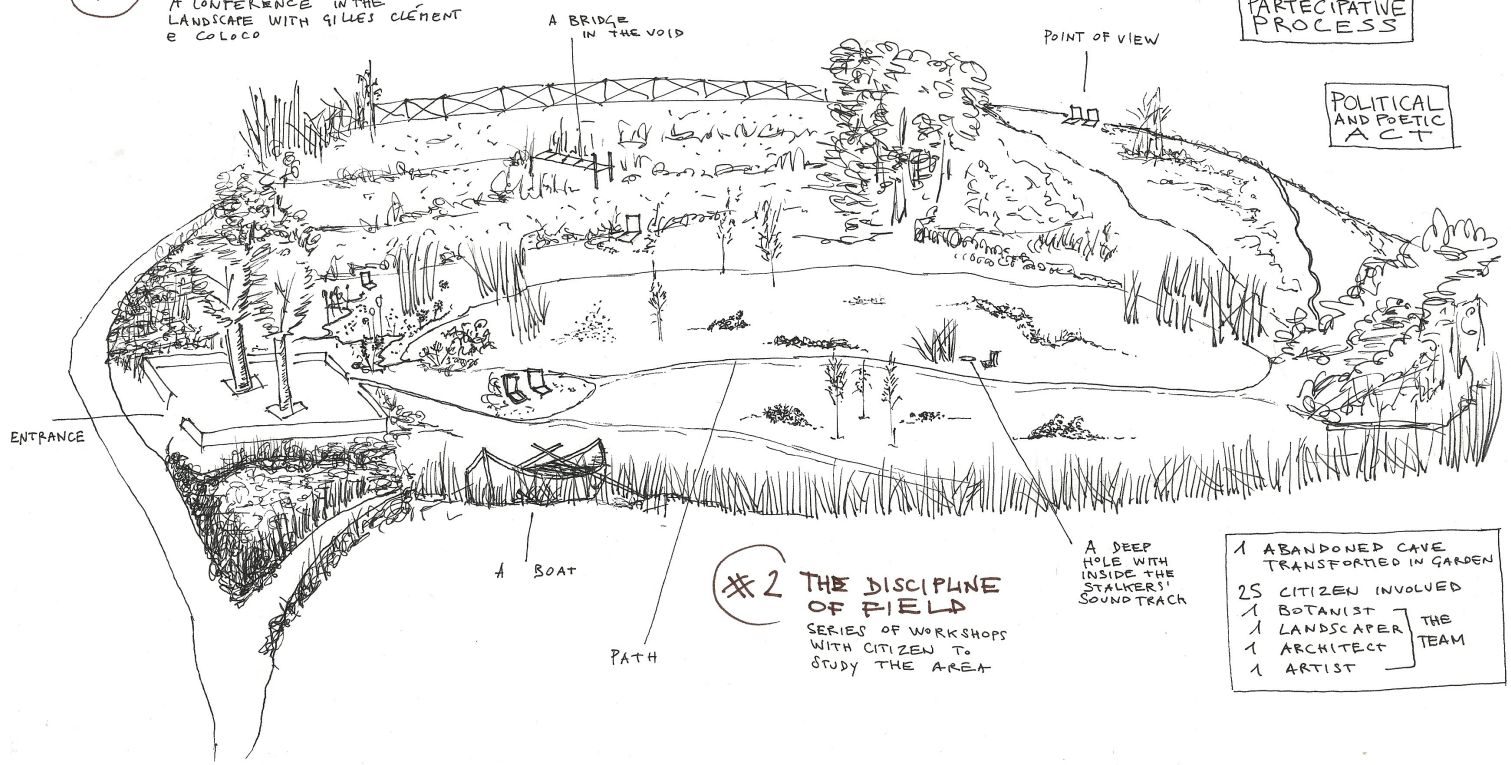
GOING
DEEP
IN THE
TIME
OF
LANDSCAPE

BIG
ABANDONED
PLACE

#3
 THE MEETINGS
 OF THIRD PLACE
 WORKSHOP FOR THE
 CREATION OF A GARDEN

FROM CAVE TO GARDEN
 HOW THE ETHEMERAL OF PERFORMING ART
 CHANGE THE STATE OF A PLACE
 SANTARCANGELO DI ROMAGNA 2013-2015

#1
 INDECISION
 COHABITATION
 ADVERSITY
 A CONFERENCE IN THE
 LANDSCAPE WITH GILLES CLEMENT
 E COLOCO



#2 THE DISCIPLINE
 OF FIELD
 SERIES OF WORKSHOPS
 WITH CITIZEN TO
 STUDY THE AREA

- 1 ABANDONED CAVE TRANSFORMED IN GARDEN
 - 25 CITIZEN INVOLVED
 - 1 BOTANIST
 - 1 LANDSCAPER
 - 1 ARCHITECT
 - 1 ARTIST
- THE TEAM

LIGHT
 AS FIRE
 MANY
 TIMES

DAVID LYNCH
 SWING

IN THE HOUSE THERE IS
 A BURNING PINE
 WHAT'S HAPPEN WHEN 10 PERFORMERS
 TRY TO INHABIT A WOOD

THE SUN
 CIRCLE MOTION

THE PINETOPS
 CIRCLE MOTION

FICTION
 REALITY

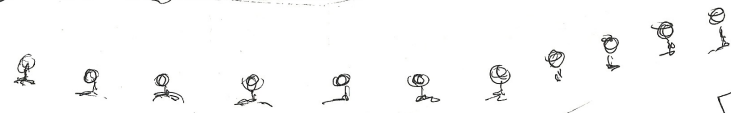
DEEPTIME

WORK
 WITH THE
 NATURE'S
 FORCES

BODY AND LANDSCAPES

FEAR
 VIOLENCE

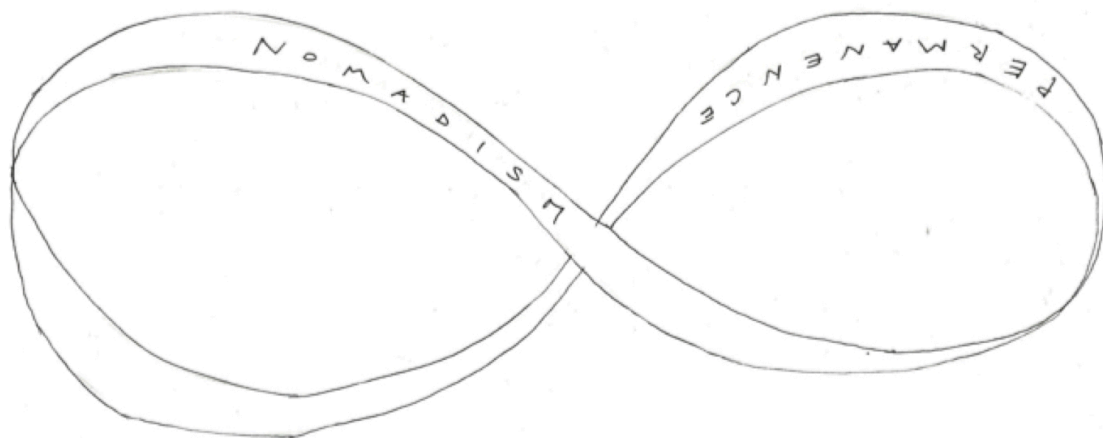
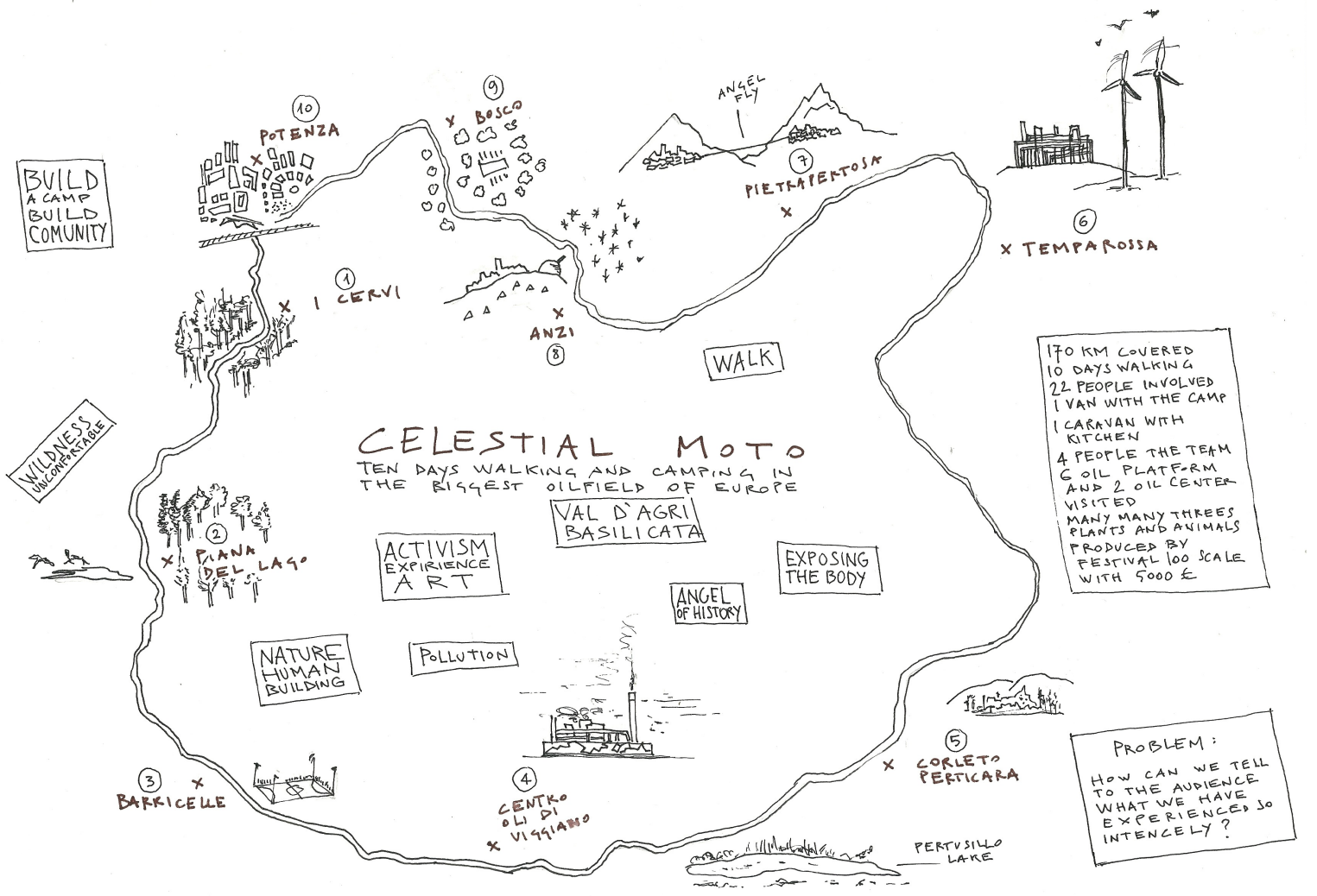
THE HUMAN
 CIRCLE MOTION



AUDIENCE

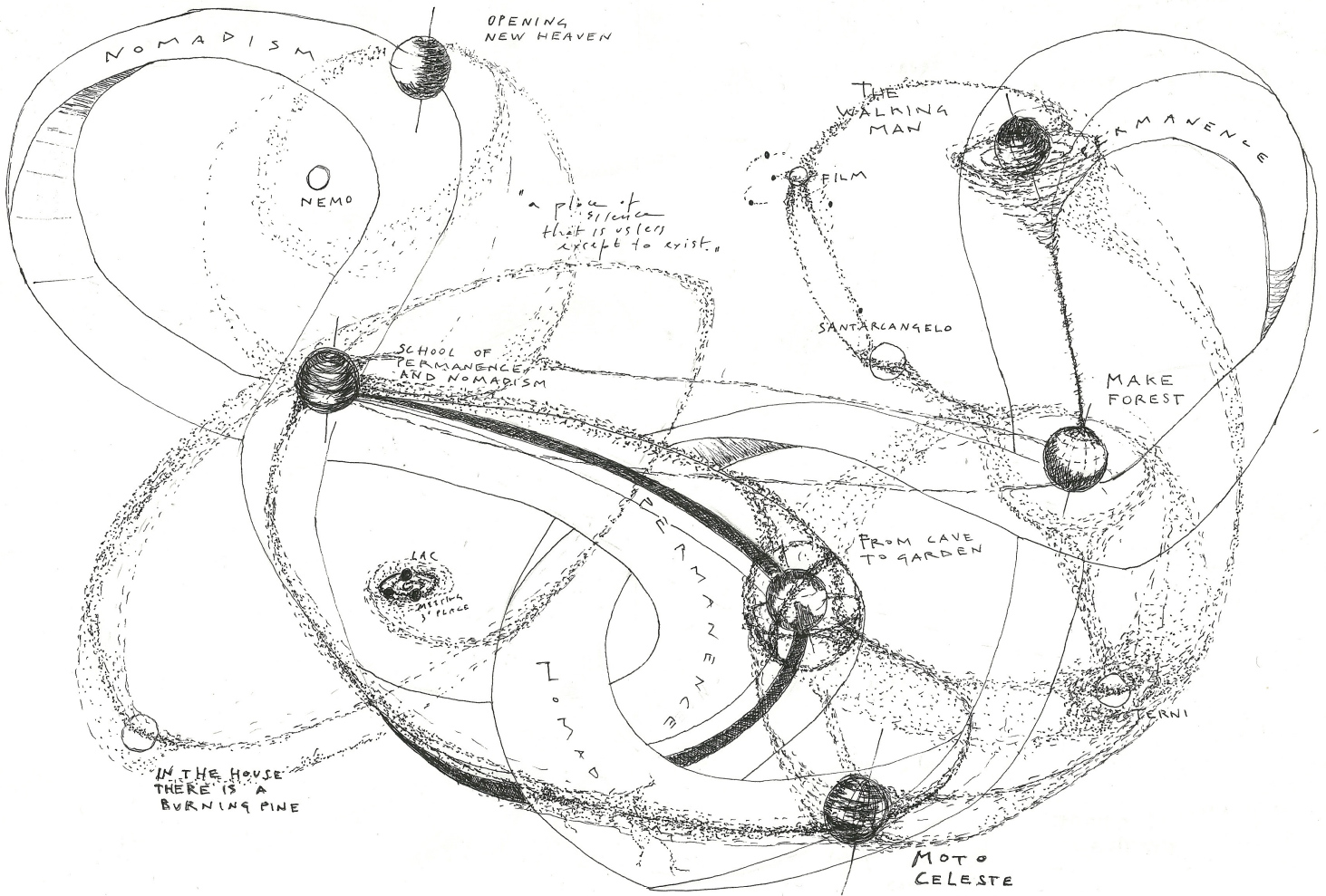
THEY ARRIVE IN THE WOOD
 AFTER 20-MINUTES WALK

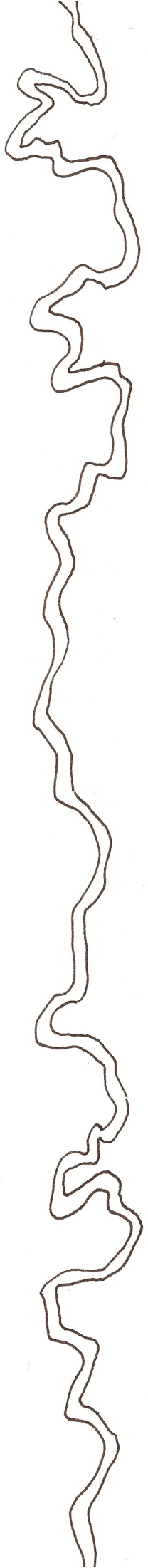
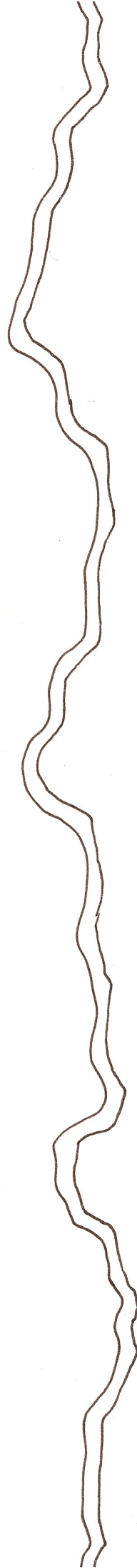
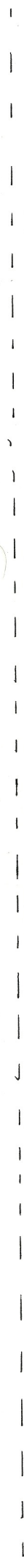
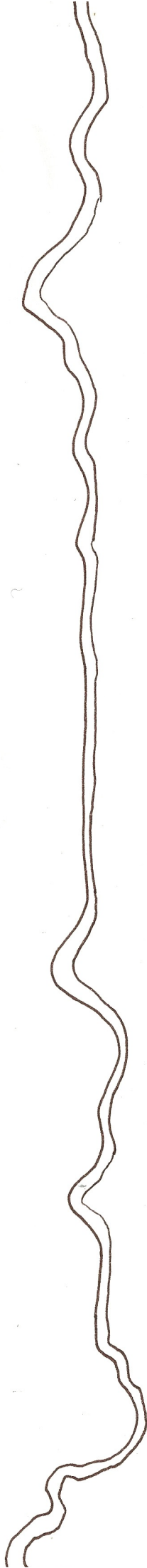
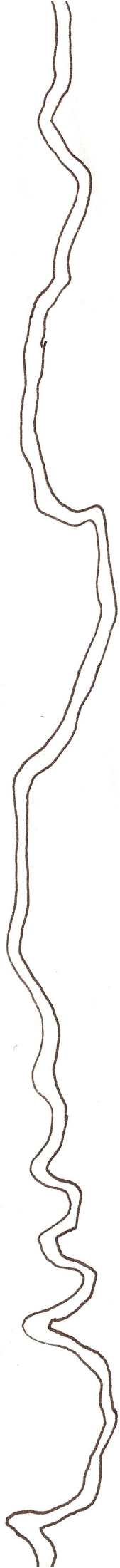
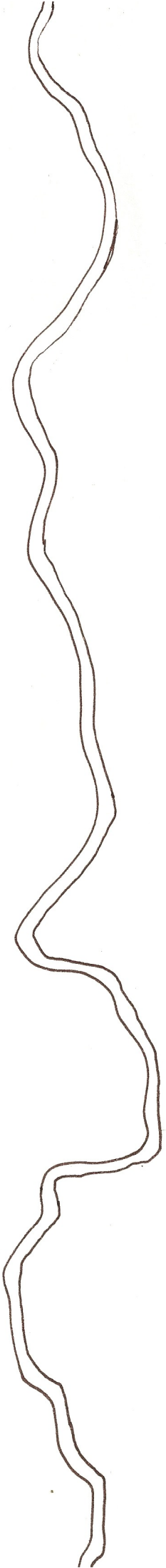
- 1 WOOD PERFORMERS
- 10 TECHNICIANS
- 3 PERFORMED IN 1450' HOUSE BUILT IN 8 MINUTES
- 2 MONTH RESIDENCY PRODUCED BY TENUTA DELLO SCOMPIGLIO

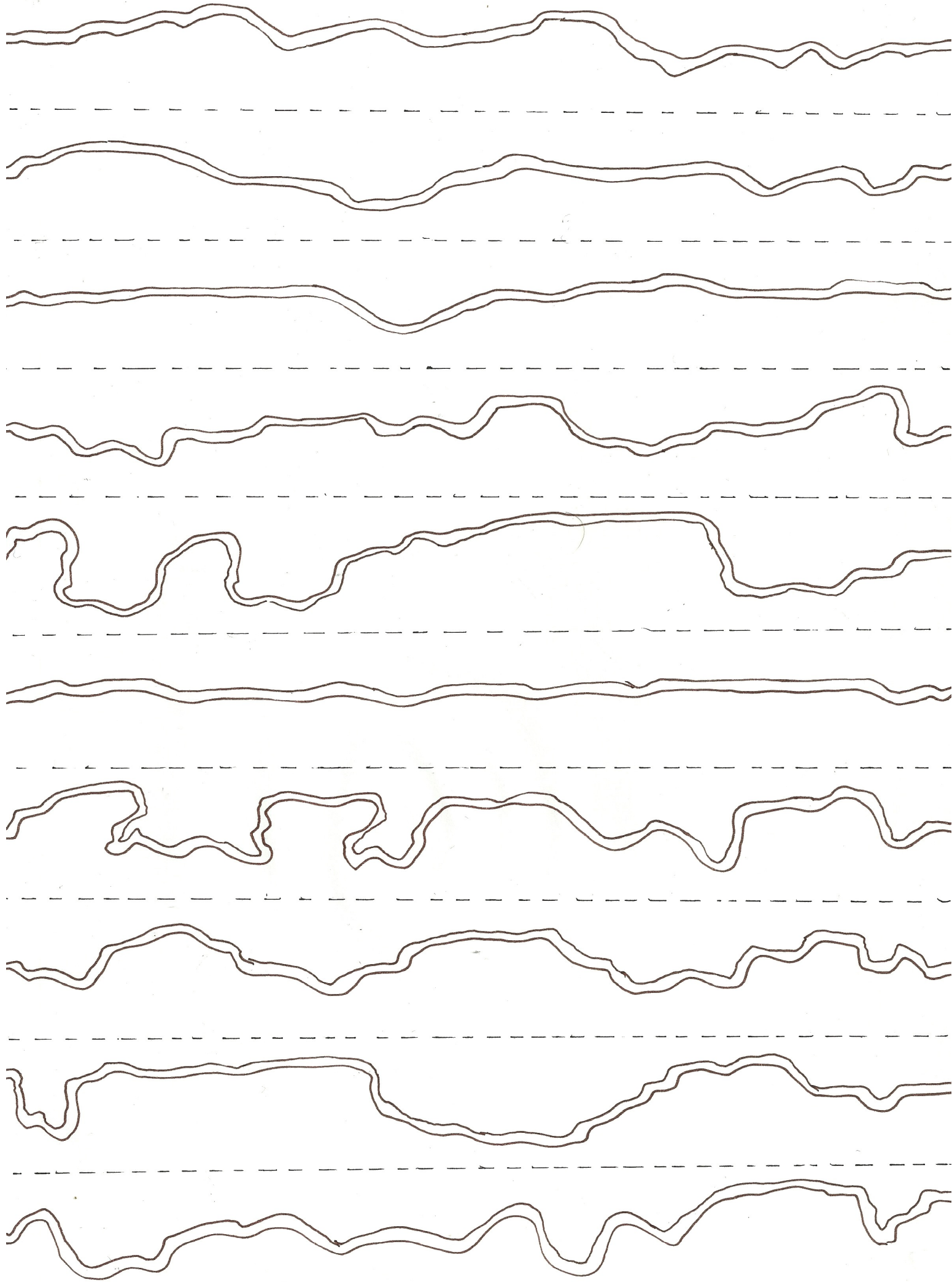


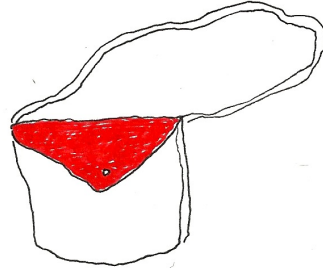
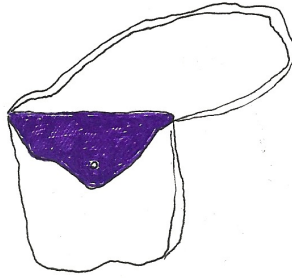
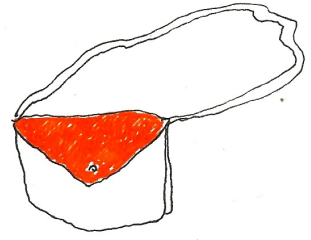
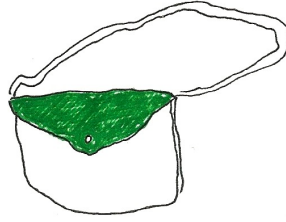
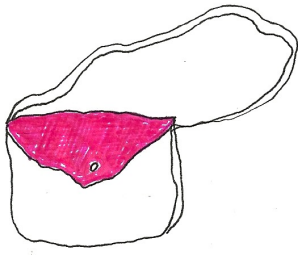




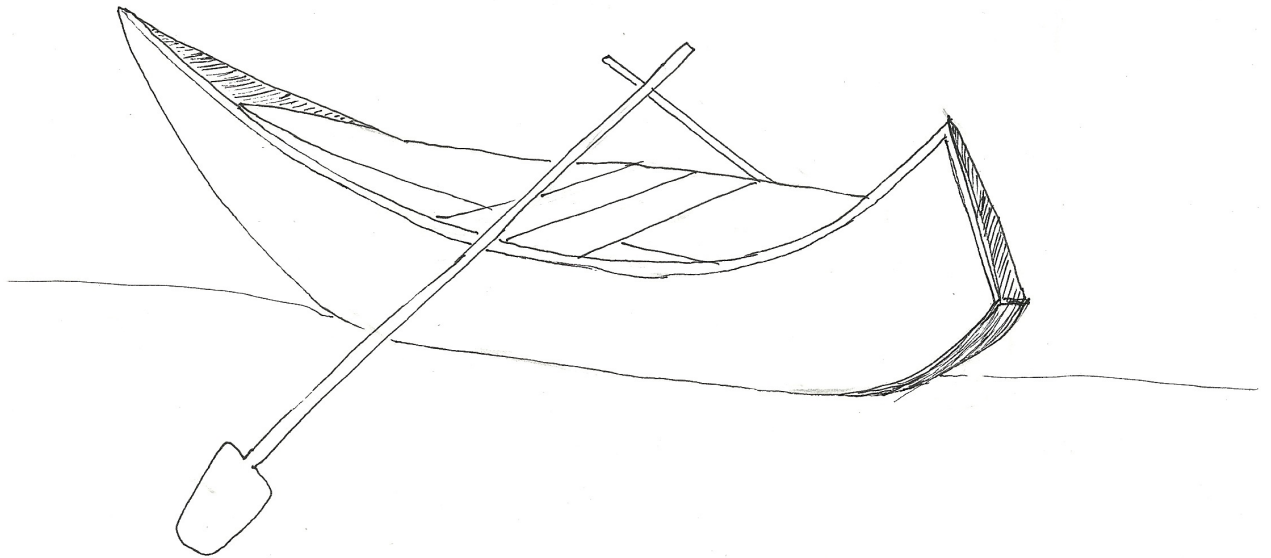








CUT AND CHOSE YOUR BACKPACK



NOTEBOOK OF _____

