



Do you like lively, juicy, free-flowing conversations that:

...are full of laughter & life, humour & seriousness, entertainment and enlightenment?

...expand our awareness and our understanding of ourselves and each other?

...open us up to the possibilities in ourselves, in each other and in life?

Yes? Play the game!

GAME OVERVIEW

I suspect that from time to time many of us, being the very social creatures we are, have experienced a small group conversation that was so free-flowing, enjoyable, interesting, informative, fun and incredibly satisfying that it made us wish we could experience such conversations much more often in our lives. I definitely have, and the strength of that wish in me motivated me to create the Appreciation Game.

The game encourages, and supports, the sharing of ideas and insights on a wide open variety of topics. The resulting rounds of conversation can easily range from serious to silly and from entertaining & enlightening. For me it is a thoroughly enjoyable way to get deep lightly and I am giving it away to everyone who wants to play it free of charge.

If you are interested but hesitant to participate in an activity as unusual as a "conversational game" (possibly with people you don't know) please know that the game is a very safe, supportive and sociable way to make new acquaintances and to get to know old ones better. No one has to offer more to the rounds of conversation than they are comfortable with and the process of the game tends to create a natural and relaxed conversational flow among the players.

The game is best played by 3 to 7 players as follows:

Players each bring a "Question of Interest" (or two) to the game that they would be interested in hearing discussed by the playing group. The goal of each round of discussion is for the group to come to a consensus answer on that round's question.

The need to come to consensus gives the group a mutual, non-competitive, non-confrontational goal for each round and reaching consensus provides an end point to each round.

The game's unique scoring method is based on the players giving "Tokens of Appreciation" to each other as the game progresses with each player free to give any other player a token at any time for any reason that the giver chooses. The more frequently and enthusiastically the players give Tokens of Appreciation to each other the better the game works.

It is the combining of "mutual", "non-competitive" and "non-confrontational" with the "giving of appreciations" that creates a safe, trusting and welcoming conversational space. That, in turn, encourages and supports the kinds of conversations described in the masthead above.

If you reside in the Victoria, BC area please check out the [Open Invitation To My Current Games](#) document. Wherever you live you can use the **free** "[Game Procedures](#)" document to host and/or play the game yourself.

Additional information on the game can be found on its [web site](#). In particular checking out the testimonials in the "Players Appreciations" document is recommended. When checking the various informational documents available on the site please keep in mind that the words on the paper are to the game as reading sheet music is to playing music. The only way to truly appreciate the Appreciation Game to actually play it!

As I continue developing the game I want to play it with as many different combinations of people as possible. Your help in spreading the word about this free, and very social, game via personal email messages and/or social media postings which include the game's www.AppreciationGame.ca link would be appreciated.

Whether you play it with me or on your own...emails from you sharing your experience of the game, posing questions and offering feedback are always very welcome and highly appreciated.

Appreciate, play, be and do in joy

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