

The Insight Game

is the ultimate game adventure
in life's journey.

Let's Have Fun Together!

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She has been a meditator and spiritual seeker since 1967, exploring multiple Eastern and contemporary paths, teachers and oracles.

Also, she is formally trained in Buddhism through the Bhavana Buddhist Monastery, in High View WV completing 30+ retreats since 1997 and is a student of the Head Abbot Monk, Bhante Gunaratana, since 1979.

Coaching sessions are available in person or by phone. Learn more at creationcoach.com

*"There is no outside of you.
It's all an inside game."
~Adyashanti~*



Creation Coach

Bringing eastern psychology,
new science, insight inquiry,
meditation and mindfulness
into everyday life.

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THE INSIGHT GAME



A spiritual and intuitive game that uses ancient teachings and oracles such as:

- The I-Ching
- Tarot Cards
- Native Animal Spirit Cards
- The Book of Runes
- Angel Cards
- Random photographs
- The Bible
- The Koran
- Famous quotes
- Various books of spiritual poetry, for example: Kabir, Rumi, Kahlil Gibran ...

Helps to:

- Answer your questions about life or your personal challenges
- Understand yourself better through other's feedback
- Make new friends
- Get to know your old friends better
- Build sangha community
- Have fun!

Game Setup

- Best played with 6 to 12 people.
- The game lasts 60 minutes. So divide 60 by the number of players. Example: 60 minutes divided by 10 players. Each player gets 6 minutes of time.
- Players form a circle around a game table, which has 6 to 12 cards, books and/or oracles in the center (see front panel for some examples); each object is numbered 1 to 12 to correspond with the numbers on a pair of dice.
- The game also uses a timer, bell and pen and paper (optional) for players who wish to take notes.
- Begin by each player rolling the dice. The first highest roller is the "The Fool". (see "The Fool" panel)
- Once the Fool is identified, everyone rolls again for the highest number to determine who will start the game. Once the "starter" is identified, the game will move in a clockwise direction around the circle.

Play!

- The designated Fool (see "The Fool" panel) rings a bell to begin a 3 minute meditation. All players silently bring to mind and focus on a question they would like to have answered by the end of the game. In this short meditation they ask for divine guidance through the oracles.
- When the Fool rings the bell to mark the end of the meditation, the first roller rolls the dice. The number on the dice indicates which numbered deck or book to pick up from the center of the table.
- The player uses their allotted time to focus on their question and ask the universe for guidance.
- Then they draw a random card from their deck or crack their book to read as much or as little as they want. They use their allotted time to share anything that comes up intuitively regarding the significance related to their question. If their finding is too personal or emotional, the player is allowed to pass on their turn.
- No other player in the game can offer feedback until the end of the game.

The Fool

The Fool plays two roles:
The Timekeeper and the Witness

- First, the Fool is the game's Timekeeper. S/he is responsible for keeping the game on track to end after one hour. S/he will keep a timer and a bell and as each player is talking in their turn the Fool gives a one minute "warning signal" to let the player know that they need to start closing their talk. Then the Fool signals the end of each turn and the next player rolls the dice.
- The Fool also plays the most important roll of the Witness. The Fool doesn't participate actively in the game like other players but rather watches and listens deeply (usually taking notes) for an overall "Insight" into the game's unfolding theme. (example: how to manage challenging relationships, illness or worry, right livelihood etc..).
- At the conclusion of the game, the Fool shares his/her insights with the group and then opens the floor to any other insights from the players. At this point the game is officially over but the **deeper connections with friends and your higher Self has just begun!!**

