

HOW TO DO A DÉRIVE?

A Set Of Print`n`Play Cards

The rules of the game:

There are no rules. It's not a game. Play it. Time doesn't matter. You decide the end of the dérive. A dérive could last several hours up to months. Goal of the dérive is to get lost and make new experiences. It's possible to play with up to 30 persons or even more.

How to start?

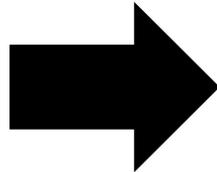
Print the cards. Cut them out. Keep the sections of „Get lost“, „Action“ and “Perception” cards separated. Riffle the cards, grab one card of each section and follow the instructions. Start with a „Get lost“ card. During getting lost do the „Action“ and after the action do the “Perception”. Repeat it. Feel free to create other options.

GET LOST CARDS



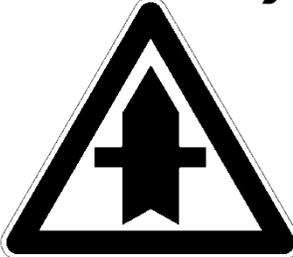
Take a map, close your eyes and point out a place to go

www.nowhere-nowhere.org



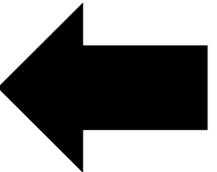
Walk right

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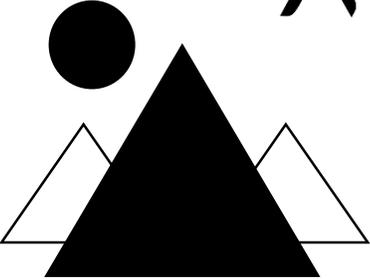
Walk to the next crossroad

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Walk left

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Walk to the next mountain or hill

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Walk to the next park

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Follow a pedestrian
(don't distress him/her)

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Take the next public transport
(Bus, Train, Subway etc.)

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Use privat transport

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Roll the dice for direction:

1 East, 2 West, 3 North, 4 South, 5 Walk down, 6 Walk up

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Lower your speed/hurry up

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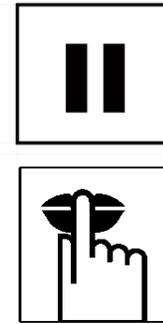
Make a field record

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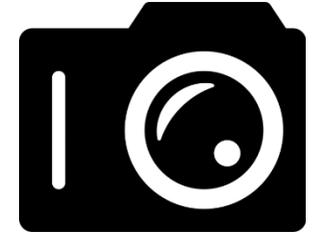
Collect items

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Rest for a while and see what happens

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Make some snapshots

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Ask the next person some questions about the location

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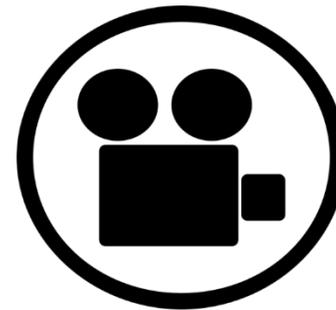
Walk into the next house

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Find a place to party

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Make a video

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Be a judas priest

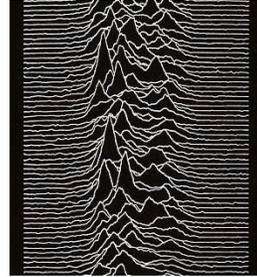
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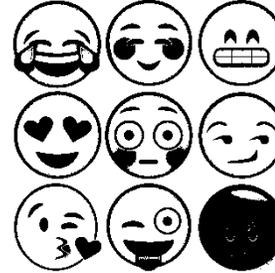
What do you smell?

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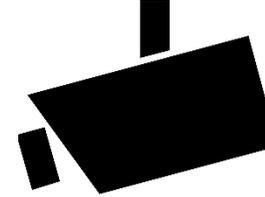
Draw a relief of the area

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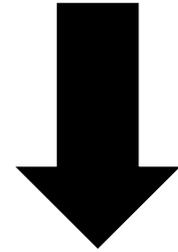
How does the location feels like?

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Does the location control your behavior?

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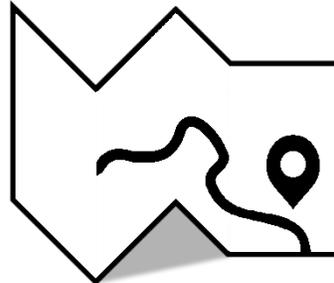
Describe what you see at the ground

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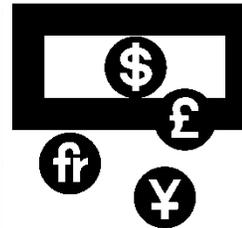
Does the location remind you of something?

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Draw your own map of the area

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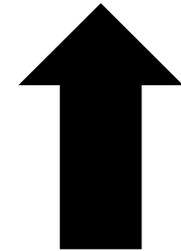
Describe when and where the area has changed

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Your indication:

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Describe the clouds

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