

# How to play...

Creafon® no1 provides an easy, slow and quiet means to stimulate aural, tactile and visual perception. Creafon® works according to the principle of "low skills - high sensitivity". A perfect play material corresponding to the ideas of Hugo Kükelhaus, who writes:

*"Low stimuli spark off. Moderate stimuli develop. Strong stimuli handicap. Oversized ones destroy." (Hugo Kükelhaus)*

Due to its condensed form, creafon® no1 provides stimulating play material for a contemplative break on your own or for an inspiring round in creative company. The precious leather cards, reduced to only a few characteristics, hold many secrets and hide wisdom. Even learning to know the material is a fascinating (and literally unique) moment:

*Lay the 48 cards on a large table and follow the arising inspiration with your co-players.*

All the senses are challenged, revealing the richness of inconspicuousness. Creafon® no1 demands relaxed concentration and (focused) leaning back in search of the meaning of life, allowing the feeling of happiness in the moment. Creafon® no1 is play material for many quiet and slow games, for intensive shaping and reshaping, for meticulous searching and comparing and for the joy of discovering, understanding and inventing. Most of the suggestions for playing with creafon® are not about winners and losers, but rather:

- Enjoying one's own creativity and the creativity of others
- The pleasure of discerning a problem and trying to solve it alone or with others
- Play with acoustic, tactile and visual forms
- Investigation into basic questions of language, art, music, mathematics, and life.

Below you will find over 20 suggestions for playing creafon® no1, and new options are continually being discovered.

Enjoy yourself



Game	how to play	visual	acoustic	tactile	Language	Maths
<b>Happiness</b>	Create rows with any cards, play them with the plectrum and vary them until you're happy.					
<b>Phonetics 1</b>	Translate alone or with others the sound of a row of cards in a language at your choice.					
<b>Close your eyes</b>	Sort out the cards on your own or with others with your eyes closed or in a dark room.					
<b>Phonetics 2</b>	Search, alone or with others, the best ways to synthetisize the sound of the word „creafon“ (or any other word or sentence) within rows of cards.					
<b>Read the sound</b>	Create, alone or with others, a row of any cards without playing them. Then, try to scat your composition on the syllabi „doo“ und „di“ exactly in the way they will sound when be played. Evaluate your solution by playing.					
<b>Freedom</b>	Play, alone or with others, one or more rows (or parts of them) repetitively in a steady tempo. Don't stop playing while dreaming your daydream, recite a poem or sing a song.					
<b>Rhythm-Session</b>	Every player creates rows of cards, to be played complete, in parts, forwards or backwards, fast or slow. <u>Var. 1:</u> everyone plays what he wants to play. The goal is, to find a common beat for jamming together and then, to find an ending. <u>Var. 2:</u> fix in the group a length of a chorus (3, 4, 6, 8, 12 or 16 beats). Everyone plays a repetitive pattern. One player after another gives his creafon-Solo, accompanied by the group.					
<b>Compose</b>	Improvise based on a musical form like a Canon or a Rondo, alone or with others. Include other soft instruments or the voice. Develop out of the improvising your proper composition.					
<b>Phonetics 3</b>	Each player or team synthetisizes with any cards the sound of a polysyllabic word or a short sentence. The teams share the words and try to find a solution of synthetisation. It is possible, that a new solution is even better than the original.					
<b>Master-Mind</b>	A player lays out a hidden row of any 6 cards and plays on them. The others listen carefully and try quickly to lay exactly the same melody by themselves.					

Game	how to play	visual	acoustic	tactile	Language	Maths
<b>Squares</b>	The different shapes of the cards give many possibilities of visual combination in squares. <u>Var. 1:</u> lay a square with the 48 cards of the box. Decide the place of any card and where the blank space has to be. <u>Var. 2:</u> lay different squares with 24 or 8 identical cards and decide where the black space has to be. <u>Var. 3:</u> lay a square with 25 or 36 cards at your choice. <u>Var. 4:</u> lay 4 different squares with 16 identical cards. <u>Var. 5:</u> lay 16 different squares with 4 identical cards.					
<b>Memory</b>	Put the cards backside up on a table and mix them. <u>Var. 1:</u> the first player turns four cards. If they are identical, he takes the cards. If they are not, the cards have to be turned again backside up and the next player takes his chance. The goal of the game is, to collect as many cards as possible. <u>Var. 2:</u> try to get only two identical cards. <u>Var. 3:</u> take 8 blank cards away and try to find 5 different cards for one set.					
<b>Combinatorial analysis</b>	Sort out the cards on your own or with others and distribute them to 8 staples. Take one staple. Create a row using all the 6 cards. <u>Var. 1:</u> How many different sounding rows are possible? Perhaps it is easier first to working with 2 or 3 cards out of the staple. <u>Var. 2:</u> How many possibilities exist, if you can choose 6 cards out of the 48?					
<b>Parquet flooring</b>	Build with cards at your choice a part of a parquet flooring.					
<b>Mirror</b>	Two players sit at a table, one against the other. The first builds out of any cards a figure or a surface. The second one builds the same as a mirror. There are several possibilities of symmetries or twists. The arising figure can be further developed.					
<b>Domino</b>	Display the cards in a way, that only identical structures are connected. Is it possible to create a closed layout without any blind end?					
<b>Search the place</b>	Distribute the 48 cards identically on two parties. One party creates sounding rows in the horizontal layer, the others on the vertical layer using the already created rows. At the end there is a more or less compact area on the table. While one party looks elsewhere, a player of the other group plays a part or a row with the plectrum. The "blind" party repeats the sound by singing on the syllabi „doo“ und „di“ and then has to guess the exact place of the sound. If they are right (or they found a identical position) the roles change.					
<b>Sort out in the dark</b>	In a dark room, the cards are on the table. Every player has to sort put as many cards as he can and to pile them up. The game is over, when no more unsorted cards are on the table. A wrong card in a pile invalidates any card in the pile. Who owns the most valid cards?					
<b>Scrabbled Words</b>	Every player takes by chance six cards out of the creafon box. The first creates with his cards the sound of a polysyllabic word he tells the others. The next creates a new word by using at least one card of the already existing rows.					
<b>Get to know</b>	Lay the 48 cards on a large table and follow the arising inspiration with your co-players.					
<b>One-Man-Music</b>	Lay the 48 cards as a big compact area. Take a plectrum in every hand and play your music. Change the positions of the cards until you are happy with your rhythmic carpet. And then, play again and again.					
<b>Seeing fractions</b>	Display a small number of cards in a row and work out the fractional amount of fine ribbed, wide ribbed and blank surface. <u>Var.:</u> Display a row of cards where, say 1/2 is wide ribbed and 1/8 is fine ribbed.					
<b>Feeling fractions</b>	Close your eyes and take a small number of cards. Work out the fractional amount of fine ribbed, wide ribbed and blank surface. <u>Var.:</u> Display with closed eyes a row of cards where, say 1/2 is wide ribbed and 1/8 is fine ribbed.					
<b>Hearing fractions</b>	A player lays out a hidden row of a small number of cards and plays them with the plectrum. The others listen carefully and try's to work out the fractional amount of fine ribbed, wide ribbed and blank surface. Is he even able to describe the exact order of the fractions?					
<b>Peasants' War</b>	Shuffle the cards and deal them to the gamblers. Everyone holds his stack backside up in the hand and lay's the first card on the table. The card with the biggest ribbed surface wins and the winner takes all the cards on the table. If there are more cards with the same highest value (Peasants' War), the involved gamblers play one hidden and on open card. The highest value wins all the cards on the table. If there are again identical cards, the next war has to be fight out. Who's run out of cards, drops out. Winner is the one who gets all the cards.					

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