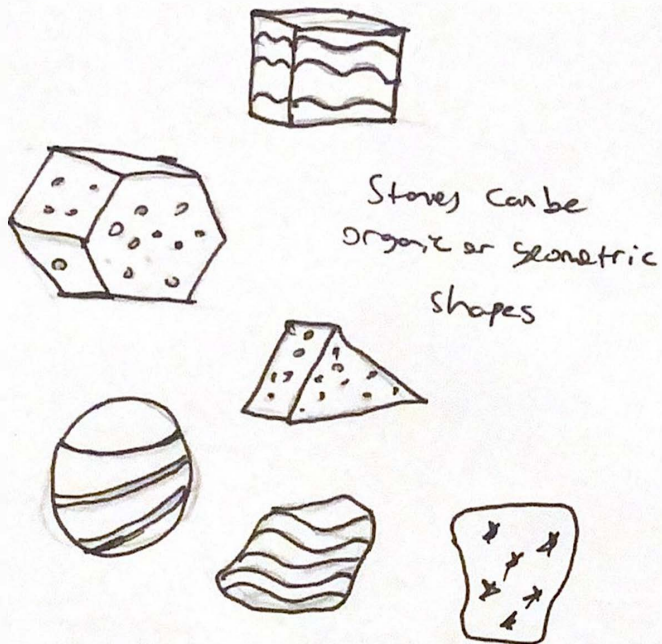




Red	Courage/Passion
Blue	Calm/Peace
Yellow	Joy/Fun
•••	Childhood
≡	Journey
✦ ✦ ✦	Dreams/Hopes

info card can be the same materials on the stone like plastic or wood and it can be textured like the stones.

Players draw Stones or geometric objects from a bag each with two attributes:

- 1) Color = Represents a theme or type of emotion like red for courage, blue for calm, yellow for joy
- 2) Texture or Pattern = Adds another layer of meaning (eg. dots = childhood memory, stripes = family)

All combinations of ~~color~~ color and pattern exist in the bag, making each draw unique and open to creative story telling.

Gameplay

- Stones are placed in a bag
- A player draws a stone
- Check the meaning of stone from info card
- Player shares a memory or story inspired by both the color and texture.
- After sharing, the stone put in to the bag and bag passed to the next player.

The game includes a set of cards in different colors. (eg. "yellow = joyful memory, blue = life lesson, green = rebel to nature")

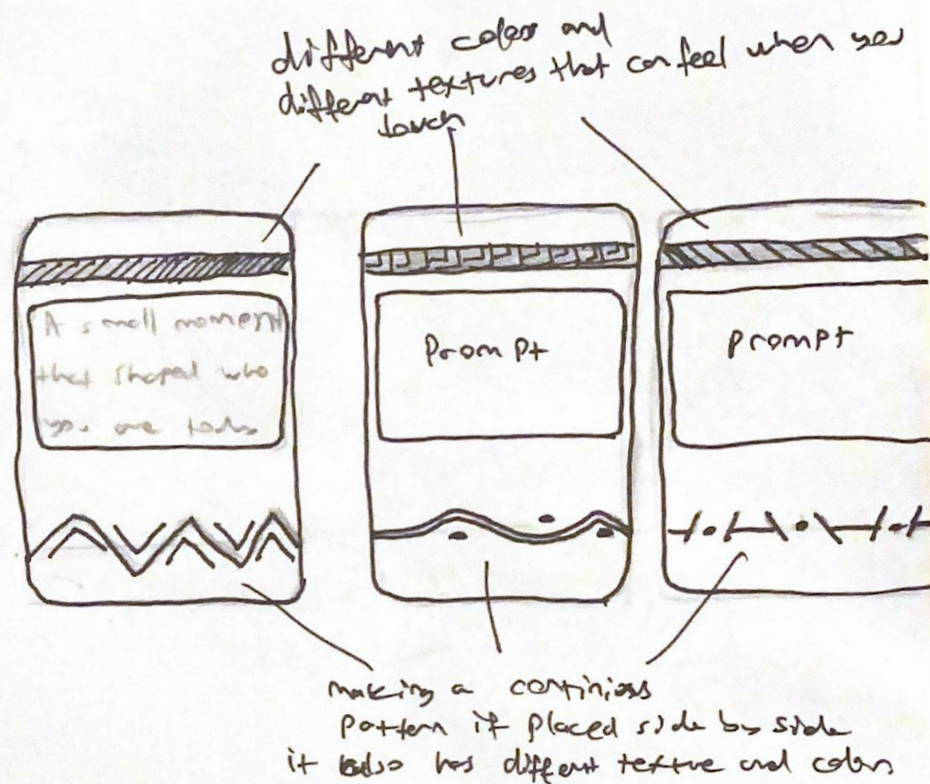
Each card has small prompts:

- "A small moment that shaped who you are today..."
- "A childhood fear you remembered vividly..."
- "A family tradition passed down through generations..."

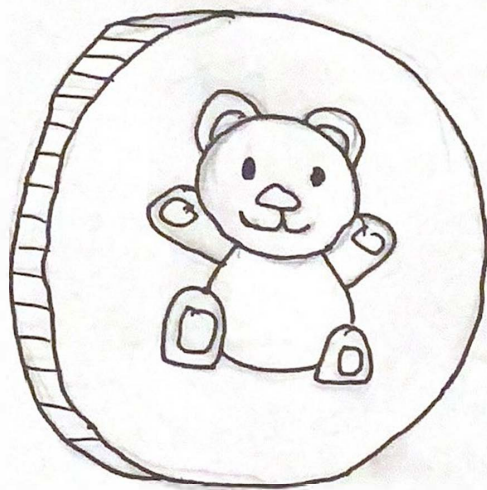
The person draws a card from the deck and shares a memory. Another player from different generation shares their own related story. After sharing stories, card will be placed into middle and continues lines with the cards makes a pattern to observe after sharing dozens of stories.

Visual Identity:

- Vibrant colors
- Soft rounded forms
- Light textures on the bottom of the card



STORY TOKENS



Sun



Key



Flower



Moon



Fire



Chair

Players are each given a set ~~of~~ number of tokens at the start of the game. Each token represents an object ~~for~~ (eg., a key, a teddy bear, a sun, a flower etc.)

Game play

- On their turn, a player chooses one or more tokens from their hand.
- Each selected token serves as prompt for a memory or story from the players life.
- Players can share a story related to a single token or combine multiple tokens to create a more complex or layered memory.

Purpose

- Tokens act as conversation starters.
- Combining tokens encourages creativity and connections between different experiences.
- The game allows flexibility: players can keep it simple with one token or explore richer stories by using multiple tokens together