

Graham Yeager's
Deck of Searching

2 players - ages 6+

Overview

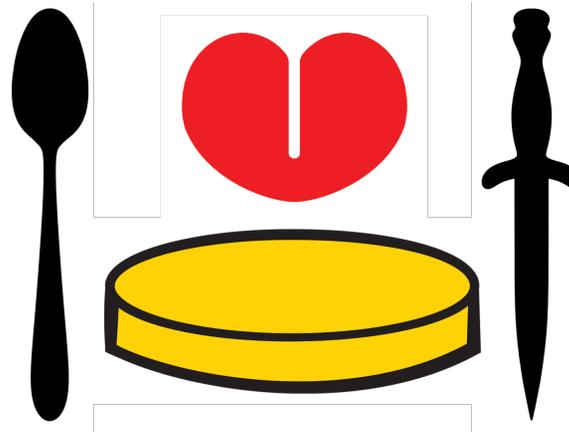
This legacy card game is part of a participatory performance that uses a custom deck of cards, conversation and cartography to chart a path towards improving our community. A legacy card game is one in which the game is designed to change permanently over the course of multiple sessions. The physical result of playing the Deck of Searching is its destruction/conversion from a playable deck of cards to actions taken to empower humanity.

The Deck of Searching uses the conversation potential of divination to promote the power of dialogue and an awareness of the forces of change around us. The custom cards are excuses for two humans to have an exchange of stories and experiences.

A Searcher sits with a Reader and discusses the cards drawn at chance: one card for the unknown, one for solitude, one for a relationship and one for society. Interpretation of the cards helps identify areas of potential change in the Searcher's life. At the conclusion of each reading, the Searcher will select one card and rip it down the middle across the longest edge. This act signifies their commitment to address the specific forces identified by that card. They keep one half as a reminder of their promise. The other half and additional halves from each reading are plotted together to create a map. The pathways that emerge show our desire to identify the forces of privilege, language, power and wealth. They are evidence of our commitment to always use these forces to empower humanity.

Contents

40 pip cards
25 lifecycle cards
1 title card of authenticity
1 instruction sheet



The Deck

The complete sixty-five card Deck of Searching contains forty pip cards and twenty-five lifecycle cards. The suits are spoons, tongues, might and coin. Each suit represents a force of change in the world: privilege, language, power and wealth respectively. These forces can be used to affect change across a spectrum of good and evil. The conversations that develop through the use of the Deck of Searching can help us to identify the ways these forces are in play in our communities. We then can choose to take action.

The Suits/Forces

Spoons - privilege
Tongues - language
Might - power
Coin - wealth

"I had three chairs in my house; one of solitude, two for friendship, three for society."

-Henry David Thoreau

Setting the Deck

There are numerous methods of using the Deck of Searching for trying to talk with humans. The four-card spread described here is based on simple and elegant three card Tarot layouts.

The human seeking a conversation about forces of change in their community is known as the Searcher. The Searcher sits at a table opposite the Reader and both humans maintain a respectful attitude. The Reader will be setting the deck, playing the cards and starting the interpretations.

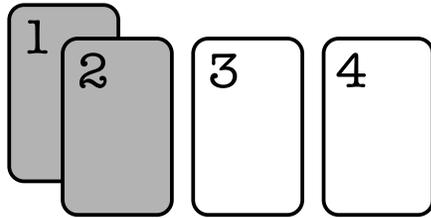
The Reader begins by removing the five unsuited life cycle cards from the deck, shuffling them and setting them aside. The remaining cards should be separated by suit into four piles. Each suit should be placed in the following order: Joker, Elder, Age, Youth, Birth and Ten through Seed; the Seed of each suit will be the last face up card on each pile. The piles should be stacked in the following order: Coin on top of Might on top of Tongues on top of Spoons; the uppermost, face up card will be the Seed of Coin. Flip the deck face down.

NOTE: Resetting the order of the deck between sessions is at the discretion of the Reader.

The Reader passes this deck to the Searcher for shuffling. The cards may be shuffled either hand over hand, scrambled, riffled or any other method that will sufficiently randomize the cards. These cards are not to be shuffled by the Reader. When the Searcher and Reader are satisfied with the shuffling, the cards are placed face down in the middle of the table.

Spreading the Cards

Beginning with the top face down card as number one, the second as number two and so on, the Reader plays the first four cards, one at a time in the following sequence. Cards one and two are played face down. Cards three and four are placed face up. The cards are always viewed from the Reader's perspective.



The significance of the positions is as follows.

Card 1: The Unknown - not within the range of one's knowledge, experience or understanding.

Never look at this card. The card in the unknown position always stays face down and should be shuffled back into the remaining cards at the end of the reading in a way in which its value remains secret. This card should remain a mystery to both the Reader and the Searcher. The card in this position is one of many things in motion outside of our awareness. It is there as a reminder of what we do not know. Never, ever look at this card.

Card 2: Solitude - the state or situation of being alone.

Only look at this card with permission of the Searcher. The card in the solitude position always stays face down. When interpreting this card, the Reader advises the Searcher to pick up the card, look at it and return the card, face down, to its original position. The Reader may look at and offer interpretation only if permission is granted. The card in this position relates to an internal force. It is a component of the Searcher's spirit, personality, subconscious, etc. Never permit this card to be face up on the table. Change here requires quality time alone without distraction.

Card 3: A Relationship - the way in which two humans are connected.

The card in the relationship position is always face up on the table. The connection between the Searcher and the Reader is a relationship. It mirrors the link between the Searcher and whomever the card is revealing. Consider starting the reading here. The card in this position

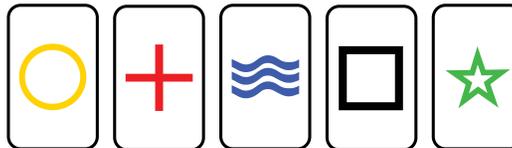
addresses a one on one relationship in the Searcher's life. It is not necessarily tied to the present, but is unlikely to be connected to the future. Change here requires respectful dialogue between two humans.

Card 4: Society - the specified section of a community.

The card in the society position is always face up on the table. When interpreting this card, the Reader inquires about the macro-elements of the Searcher's community. The card in this position involves three participants at the absolute least. It is a complex mix of personalities and viewpoints that could be localized to a family or expanded to our global society. The connections are currently unlikely to reach beyond our atmosphere. Change here requires developing empathy and promoting compromise.

The Lifecycle Cards

The five unsuited lifecycle cards set aside earlier are for any additional clarification that is needed. The Reader may flip over one of these cards to gain additional insights into any cards on the table, the state of mind of the Reader/Searcher or anything else that is necessary. These cards are to be reshuffled at the start of each reading and are to remain intact. Do not ever rip these cards in half.



Zener Deck

Karl Zener designed a deck of cards in the early 1930s for use in extrasensory perception (ESP) experiments with his colleague J. B. Rhine. Contained within the Deck of Searching is a full set of Zener cards. There are twenty-five cards in a set with five groups of five different designs. The different card designs are: a hollow yellow circle (1 line), a red Greek cross (2 lines), blue waves, (3 lines), a hollow black square (4 lines) and a hollow green five-pointed star (5 points). $5 \times 5 = 25$

Standard Deck

The Deck of Searching can be easily modified to use as standard playing cards. A set of 52 cards can be achieved by removing the Age cards and green star 'Jokers' for each suit along with the five unsuited life cycle cards. $65 - 13 = 52$

Interpretations

Humans reading the cards should bear in mind that the various meanings presented below are just suggestions. The Reader should interpret each card in a manner that feels most comfortable and responsive. The same value card from each suit will have a similar meaning. The particular suit of the card drawn will further modify the interpretation.

Seeds - potential, inspiration, manifestation

Twos - duality, choice, partnership, balance

Threes - communication, friends, collaboration

Fours - stability, harmony, home

Fives - adversity, conflict, loss, regret, defeat

Sixes - growth, transition, progress, charity

Sevens - faith, imagination, fantasy, vision

Eights - change, travel, movement

Nines - fruition, persistence, manifestation

Tens - completion, loss, achievement, triumph

Births - ideas, curiosity, discovery, creativity

Youths - motion, energy, lust, adventure

Ages - influence, exuberance, intuition

Elders - authority, intellectual, disciplined

'Jokers' - unknown, crossroads, mystery