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Creative Tools for Training & Development

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Faces New game, new magic

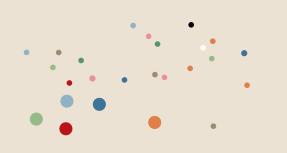
The idea behind **Faces** began in a quiet moment we experienced on one of our desert retreats.

It's interesting that from solitude and silence a game was born that deals purely, with people. We decided to create a direct and powerful tool that would allow us to look at ourselves straight in the eyes.

It took a few years and unimaginable amounts of thought and work, and now it is here.

Beautiful and elegant, our latest and largest game (157 cards)

Please meet... Faces





Let's face it...

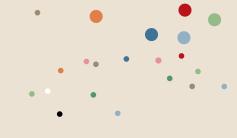
Faces is all about people and points of view. How we ourselves look at others and how others look at us.

Working with **Faces** helps us explore significant figures in our lives. Family, friends, life partners, figures that inspired us and those who offended and hurt us. **Faces**, raises questions regarding relationships in our lives and the parts we choose to play in them.

The cards reflect us like mirrors, we observe the faces we see and discover ourselves within them.

Faces includes:

99 photo cards
58 reflection cards
8 blank reflection cards
1 real mirror card
4 process maps
Inspiration book
Environmentally friendly canvas case





About the cards

While the cards in our previous games presented images of significant everyday life themes, **Faces** presents personalities in pictures and words.

At the heart of the game are 99 photo cards with portraits, faces that look straight at us. 99 people caught at a special moment, which creates an immediate connection within the viewer and awakens thoughts.

All the photos are displayed in black and white to limit distractions and focus our look on the faces themselves. Over 200 professional and amateur photographers from across the globe captured the pictures.

Card number 100 is a special one - a real mirror card - your card. This card literally allows us to explore ourselves and take a close look at our own face.

Alongside the picture cards, there are also 58 "reflection" cards and on them are words that represent different characters that exist inside us. Curious, creative, devoted, sensitive, rebel, wounded, content and more ...



Working with Faces

Like **The Coaching Game** and **Punctum**, **Faces** can be used in many ways.

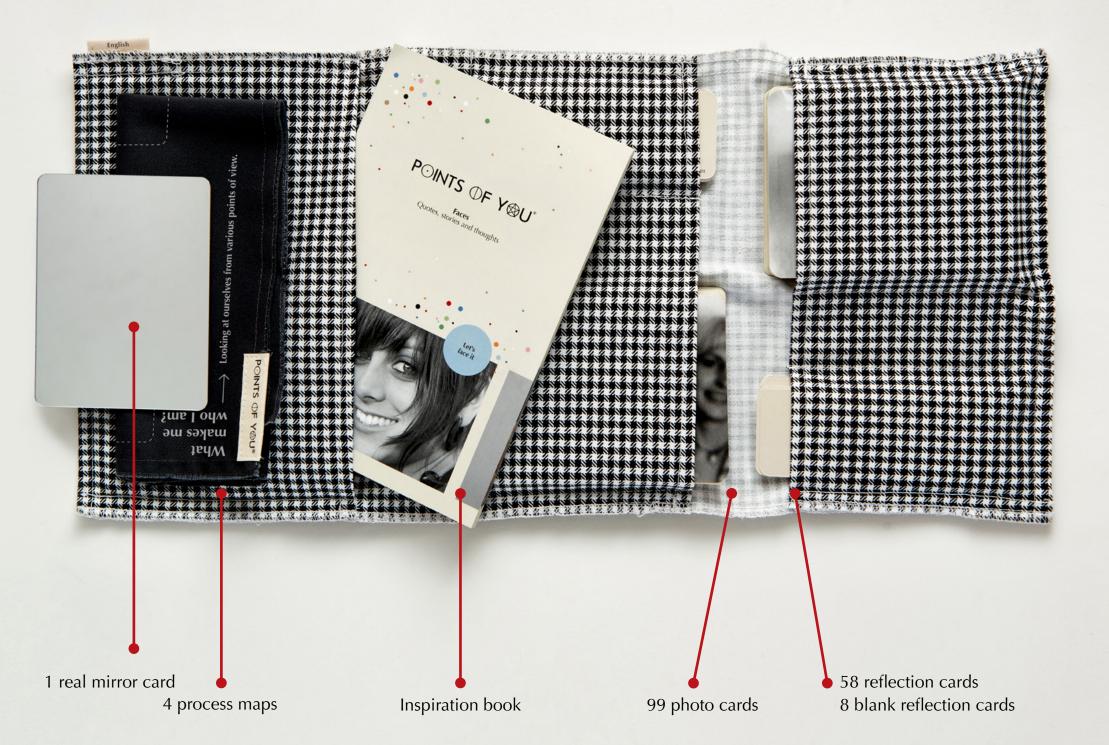
The process maps included in the game introduce 4 observation processes that suit independent and 1:1 work.

Faces can also work in different sized groups.

The development process of **Faces** included the development of workshops based on the game itself.

In the near future, we'll be opening special training workshops for trainers, who wish to get a taste of the variety of options.





Let's connect:

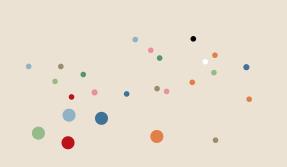
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We'd love to hear from you.





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