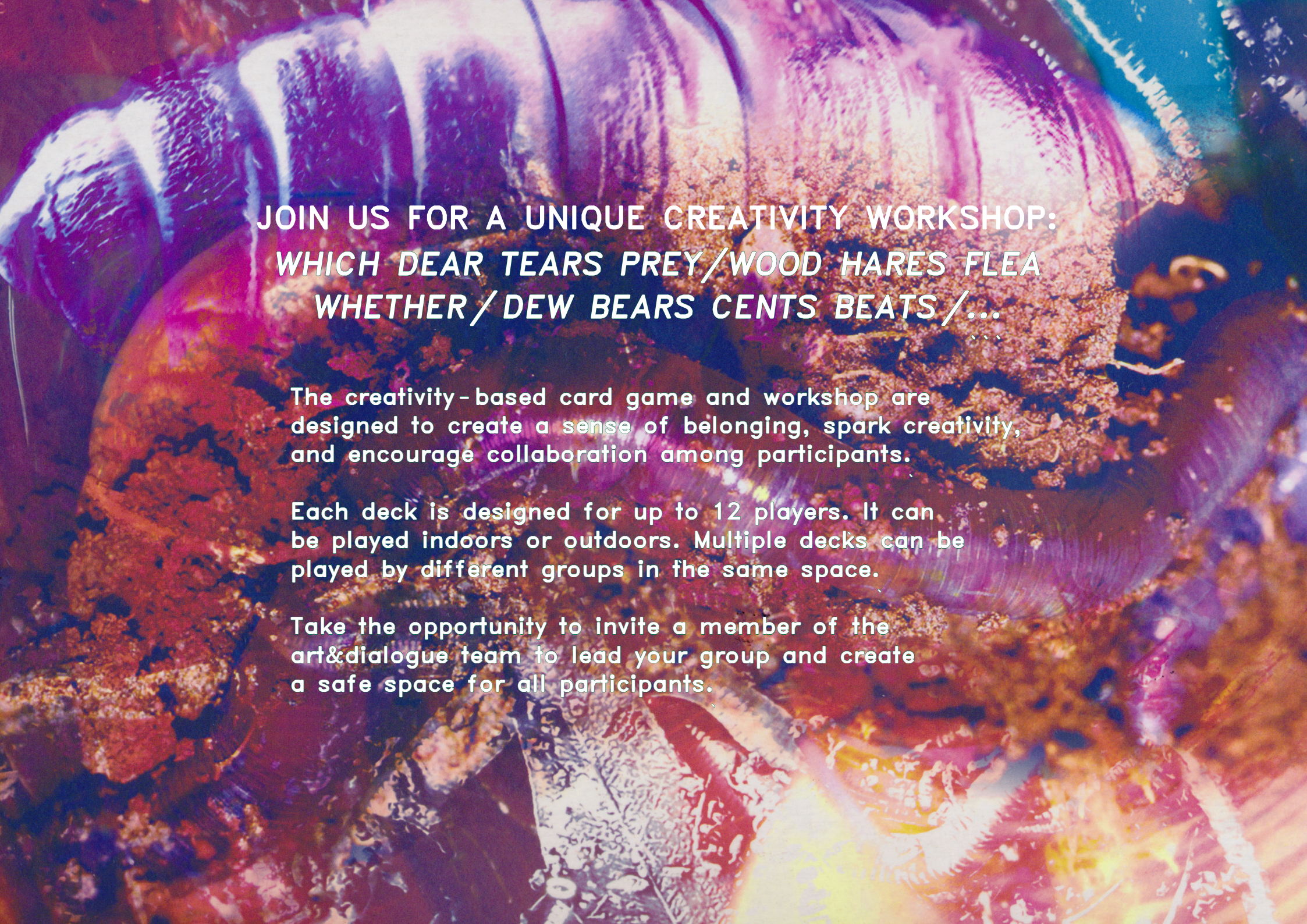
ART&DIALOGUE PRESENTS

Dew Bears Which Bear Prey Fears Wood Nymphs Whether Fed Tears

A NEW WORKSHOP TO ENHANCE CREATIVITY AND COLLABORATION

Creatists Beats



JOIN US FOR A UNIQUE CREATIVITY WORKSHOP:

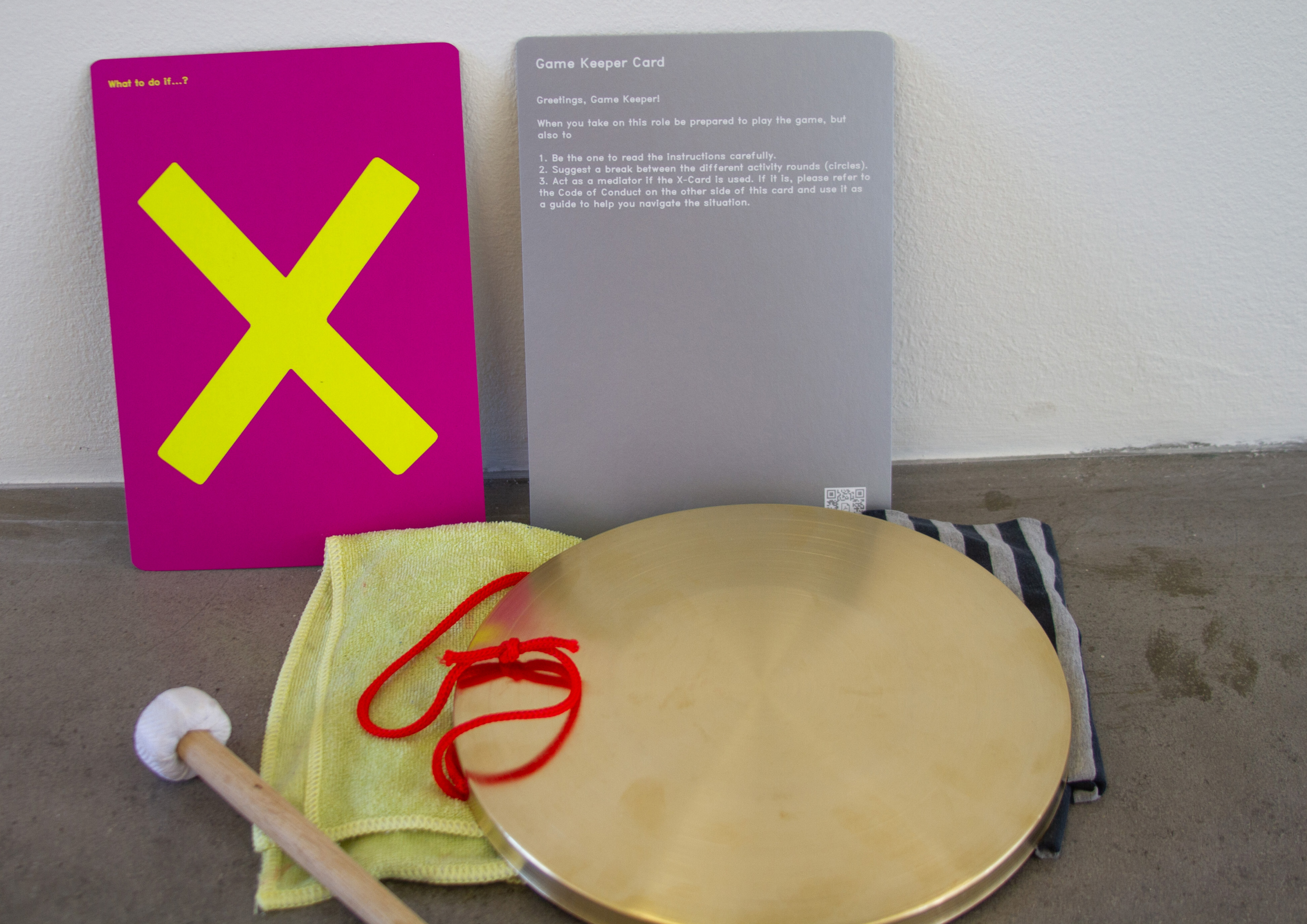
WHICH DEAR TEARS PREY/WOOD HARES FLEA WHETHER/DEW BEARS CENTS BEATS/...

The creativity-based card game and workshop are designed to create a sense of belonging, spark creativity, and encourage collaboration among participants.

Each deck is designed for up to 12 players. It can be played indoors or outdoors. Multiple decks can be played by different groups in the same space.

Take the opportunity to invite a member of the art&dialogue team to lead your group and create a safe space for all participants.

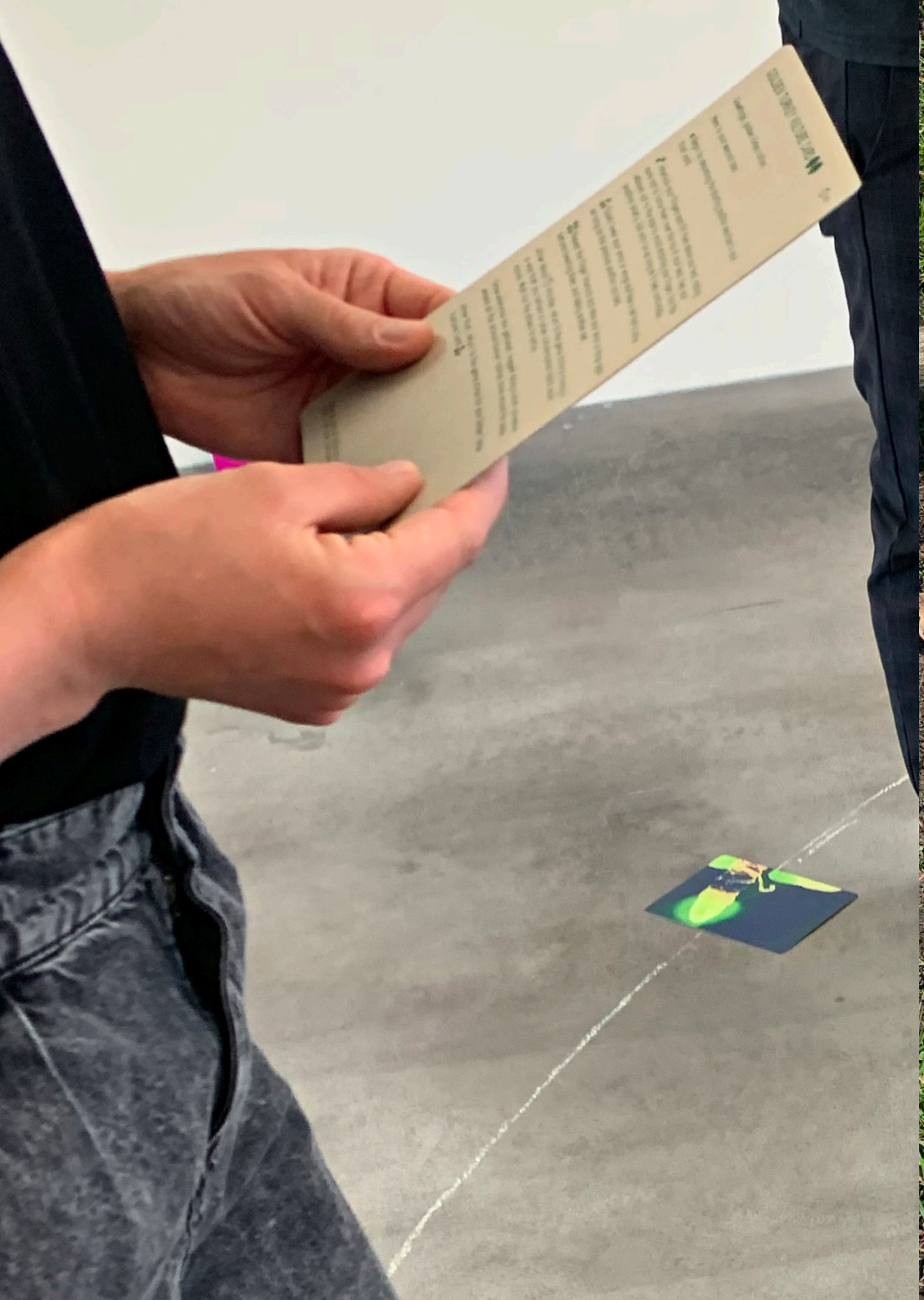



What to do if...?
Game Keeper Card
Greetings, Game Keeper!
When you take on this role be prepared to play the game, but also to
1. Be the one to read the instructions carefully.
2. Suggest a break between the different activity rounds (circles).
3. Act as a mediator if the X-Card is used. If it is, please refer to the Code of Conduct on the other side of this card and use it as a guide to help you navigate the situation.



art&dialogue presents *Which Dear Tears Prey/Wood Hares Flea Whether/Dew Bears Cents Beats/...*, a unique card game and participation-based performance focused on creative collaboration. Inspired by James Carse's concept of the "infinite game" — as opposed to finite games with winners, losers, and rigid rules — this experience encourages collective creation, hybridity, and the blending of individual identities.

The game highlights the value of active participation, ongoing growth and creation without a focus on specific outcomes. Participants are invited to come together, explore the art of collaboration, and simply exist in a space where they can transcend their individual selves.







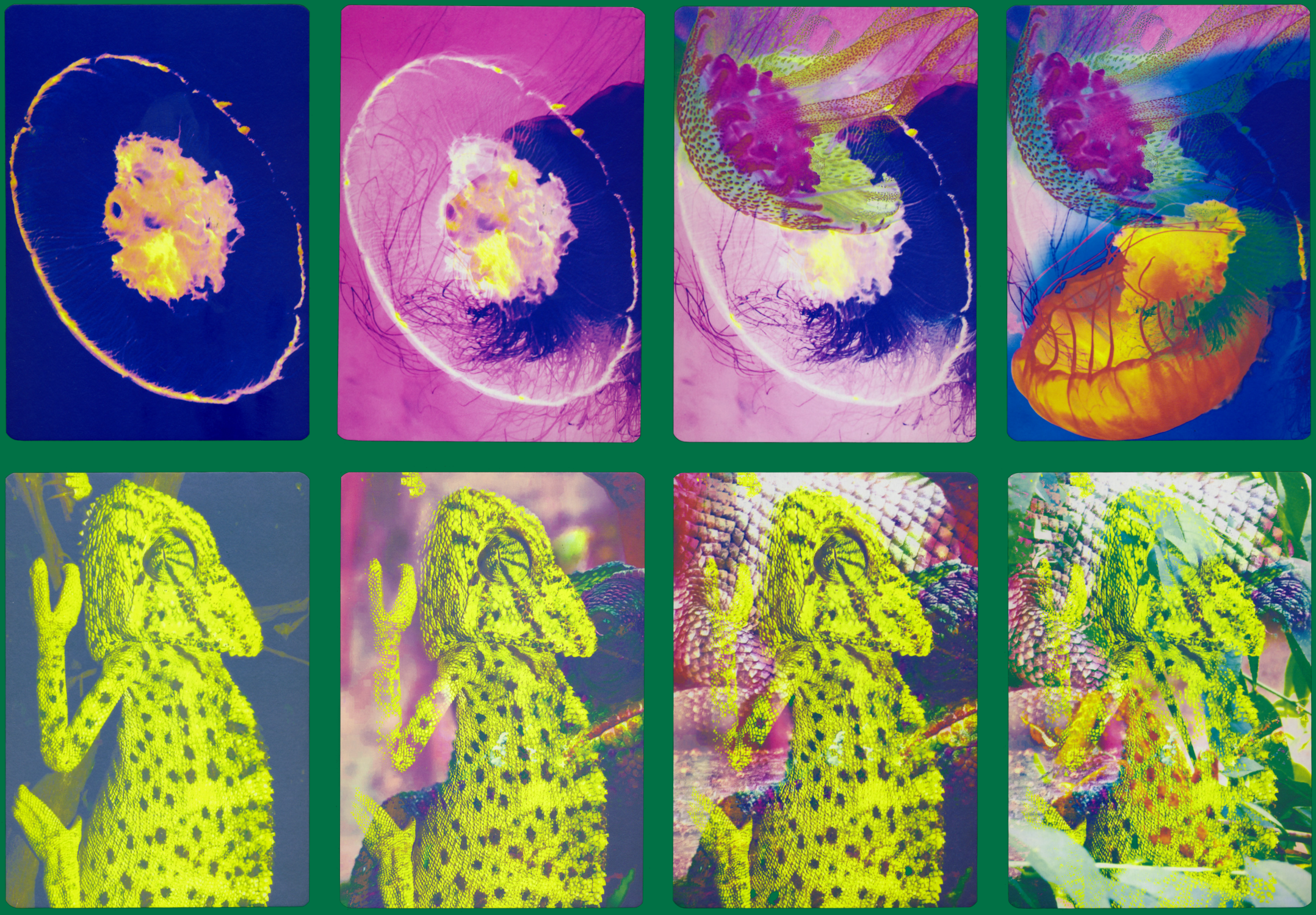


HOW IT WORKS

Through a series of cards, players enter a game world in which they imagine themselves as hybrid beings, blending their human senses and perspectives with those of animals or insects. As they explore the abilities, sensations, and worldviews of these non-human species, they engage in individual tasks and collaborative activities. These may include creating transformative rituals, composing an infinite poem, or designing new skin for a collective body.

This game welcomes all participants ages 15 and up, whether they consider themselves “creative” or not.

The cards are available in English, with a QR code on each card providing access to a German translation.






PER IMMORTAL JELLYFISH CARD

PLAYER TESTIMONIALS

“I’m actually more of a shy, reserved person, and usually something like this would be an absolute nightmare for me. I am not used to chatting and being around strangers. But I really enjoyed the game, and I’m glad [the curator] made me do it. Thank you!” — Tom G., carpenter and art handler

“The animal exercises on the cards were really nice and oddly relaxing, almost like meditation. We ended up making an ’infinite poem’ together, and it was a silly, weird, fun experience. I felt friendlier with my colleagues afterwards.” — Anya D., office manager

“Through the game I felt myself opening up to others and to the surrounding space. We did the session outdoors and I’m so glad because it was a completely different sensory experience. We were all friends before the game, but it was still great to be and work together in a different way. We were all in such a good mood afterwards.” — Natalià J., design student





SPECS

Custom cardboard box containing 50 cards + 1 leporello with instructions

Print: Silkscreen (box), special 4 color separation (cards)
Size: 16 x 21.5 x 4.5 cm
Language: English, German translation available via QR code. Other translations can be made available upon request.
Edition of 50 numbered copies

Price:
- Deck of limited-edition cards only: 250 EUR*
- Deck of limited-edition cards + guided session with art&dialogue: 1100 EUR*

Playing sessions for up to 12 players, mediated by a member of art&dialogue.

Playing sessions are typically between 2 and 3hrs long.

*art&dialogue e. V. is a registered nonprofit organization based in Germany. Donations via sales are tax deductable.

art&dialogue e.V. is a feminist artist-run knowledge and research hub dedicated to advancing collective, participatory, and dialogue-based art practices. art&dialogue was founded to develop, support, and activate projects that build bridges – that create conversations in situations where dialogue may not have previously occurred, where it may have been difficult or unlikely to happen. A significant portion of our work involves close collaboration with fellow creators and a diverse array of knowledge holders to explore the untapped potential between established systems and familiar modes of thinking.

https://artanddialogue.net/