

THE SEEKER GAMES

Created by Jana Ghezawi

Please select a narrator(s) and a timekeeper(s).

*One person(s) will be voicing the lines of the Seeker,
who is the narrator and host of the Seeker Games.*

In some scenes, two or more narrators are required.

*The timekeeper will be responsible for setting and
keeping time for each game.*

Within this game are three stages:

A physical search. A visual search. And a mental search.

I.

“My hands are too tired... I’ll just let them rest.”

II.

Most Likely A Businessman:

“BALOGNA KNEES, SHINY FEES, NEW CAR SUPER STAR-”

“How annoying..”

“What a bother..”

His teeth sat calmly, heavy rocks that took strength to lift.

The yellow circle crept onto every golden blade until it covered the Seeker’s finger toes. His shadow grew thinner, hiding behind his bark boned limbs and crimson shell.

III.

The Seeker sees everything, yet he stays in one spot.

How does he see everything?

Well, everything is in motion except him, therefore he need not move. He can observe steadily, unwavering, from his spot. He need not move.

Well doesn't he want to move?

I don't know, maybe. I don't think he wants to right now.

Doesn't he know he doesn't actually see *everything*?

Perhaps. But then what's the fun in that if he knows nothing and does nothing. That seems boring. And stupid. And unhealthy.

You're right. Maybe he sees a little more than I thought.

Set the timer to 1 minute.

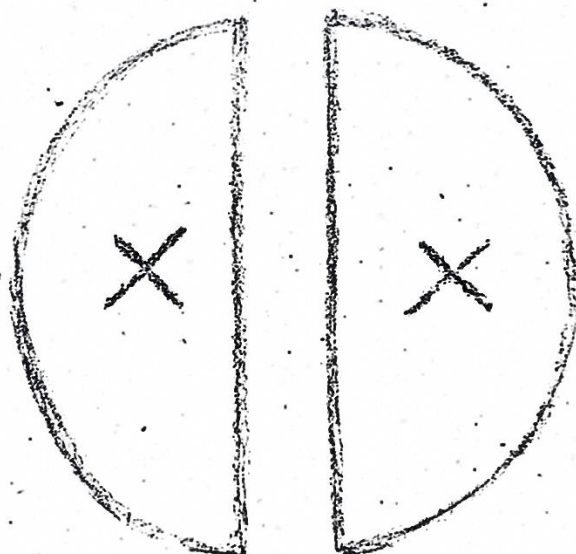
Turn the page once the time is set and you are ready to play the first game.

Enter First Game:

The Seeker: “When I was young, I seeked out creatures.

Now I am still, and unable to reach them. But I see eight! It’s not too late,
Find them! Find them! And put them in my net.”

GO GO GO !



IV.

“Your face looks like a target.”

“So what.”

“I could throw rocks at it and hit the middle.”

“If you do that, I’ll just eat them.”

IV.

If you were unable to find all 8 creatures in time and LOST the game:

Quick! What is everything doing at the same time?

If you were able to find all 8 creatures in time and WON the game:

Okay next!

Set the timer to 1 minute.

Ready?

Turn the page once the time is set and you are ready to play the first game.

Enter Second Game: Seek what the Seeker has sought!

The Seeker: “Among my collection are:

species wide,

belongings lost,

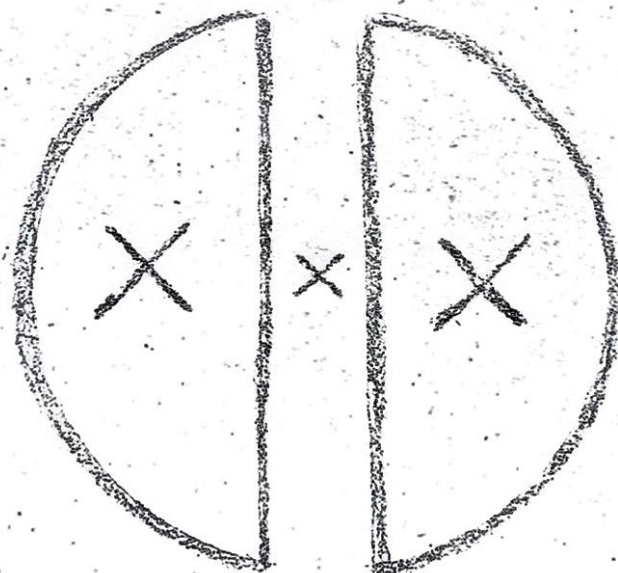
and even some games of goals.

Find a pair of soles/souls..”

BE THE SEEKER BE THE SEEKER. Its Closer Than You Think.

LOOK LOOK. EVERYWHERE. And Don’t Forget To Blink.

GO! GO! GO!



If you were unable to reason that the answer was your own souls, look down,

YOU'VE L O S T:

What is that which every living person has seen, but will never see again?

If YOU won: Next game.

Set the timer to 1 minute.

Ready?

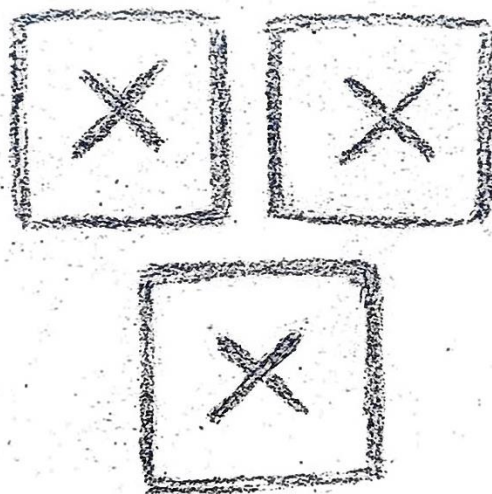
Turn the page once the time is set and you are ready to play the first game.

Enter Last Game: Place each word with its drawing correctly.

The Seeker: “Careful careful.

One of these can count for two.”

Mirror, Passage, Memory



Memory

Mirror

Passage

If you lost...

I am forever, and yet was never. What am I?

If you won,

The Seeker: “Congratulations. You too are seekers, finders, and keepers. Of knowledge, the past, and *seek* ret.”

Riddle Answer Key

1: Growing Older/Aging

2: Yesterday

3: Eternity

*Please hide the creatures again and
set the timer to zero for the next game and round of players.*

Thank you.

CONCLUSION

Bluffs, lying, and manipulation are done easily and without forgiveness, with lighthearted playfulness, encouraged to compete with one another within games. Games thrive on imagination and simulation, to fully immerse oneself within the constructs and narrative of a game, its instructions, and completion. Thank you for participating in this game.