



# SOARING FRAGMENTS

A game for all the Players  
Designed for the Golden Cobra 2016  
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This game is about the relationship between a *Mentor*, bearer of the *Human Knowledge*, and their *Disciple*, who will strive to grasp its meaning before becoming a *Mentor* themselves.

If you want you can be the first *Mentor* for this game. All you have to do is read and follow the instructions in the section called **The Mentor**. You should consider one minor difference from what will follow: being the first, you had no *Mentor*, therefore you will pass on only the one teaching you create. When you have finished reading and you are ready to start playing just remember to rip this section from the game, along the dotted line, it will not be needed anymore.

If you do not want to play, please leave this game in a public space, on a table or wherever people might be able to find it and play it. Thanks.

This document is formatted for double-sided printing.  
Pay attention to have the Mentor and the Disciple sections  
backing each other on the same half of the sheet.



## THE MENTOR

You bear the *Human Knowledge* like the *Mentors* that came before. You also contribute a fragment of yourself to the *Human Knowledge*. You were chosen to pass it on, now it is your duty.

**You must find a Disciple.** Like humanity, the *Human Knowledge* has many faces, colors, and hearts. Look at the people around you and find a *Disciple* that look as different from you as possible. Ask:

“Do you want to listen to the last words of a human at the end of the path and become my Disciple?”

If they accept, raise this paper and let them read their part.  
If they refuse, bow and go searching for a *Disciple*.

**You must respect this scroll.** It is a medium that will help the passage of the *Human Knowledge*. It can only remind you of your duty and cannot tell you what you must pass on to your disciple or how you should do it: that is for you to decide. Do not write anything on it, as the *Human Knowledge* is not something that can be written down.

**You must pass on the Human Knowledge.** Remember the bywords your *Mentor* passed on to you, and tell them to your *Disciple*. If you can, try to find a common thread between the teachings and make them understandable: you could do it in the form of a short allegorical tale, a parable, an haiku, or just a list. At the end add your fragment: a life lesson that you haveve learned and that is your contribution to the *Human Knowledge*. Do not make your message cryptic or verbose. Give them time to ask questions, if they have any, then say:

“Remember the Human Knowledge and find your Disciple. Now you are the Mentor and I am no more.”

Bow, give them the scroll and leave the game.

# THE DISCIPLE

This person calls you a *Disciple* and you accepted to listen to their last words.  
You try to understand what they have to say and become the next *Mentor*.

**You can learn the Human Knowledge.** Listen to what they have to say without interrupting. Try to remember the meaning of it without writing it down: it is not an easy task, but you can do it. Without you, the *Human Knowledge* will be lost.

**You can strive for better comprehension.** Do not take for granted whatever they tell you: you are entitled to have doubts. Now is the time to ask a couple of questions, if you want. When they say: "*Remember the Human Knowledge and find your Disciple. Now you are the Mentor and I am no more*", answer:



**"You taught me the Human Knowledge and now it is up to me.  
Now I am the Mentor and you are no more."**



Bow, take the scroll and turn it over.

