

Mayer's Game

Inspired by the artwork of Tomas Mayer and his "Squares and Alchemies"

<http://www.tomasmayer.com/>.

This version combines the luck of the draw with board game rules (below.) Together, a random and beautiful pattern emerges.



Supplies

- A deck of playing cards, shuffled and placed upside-down beside you (or an app such as Card Flip)
- Drawing paper (any size, but these instructions fit 8.5"x11")
- A fine-tipped black marker
- Colored pencils
- Pencil sharpener
- A copy of these instructions

Goal

Following the step-by-step rules of the game, complete a border that is 12 boxes by 12 boxes while filling the inside with a grid of numbers and symbols.

Rules

Follow along as you draw, imagining an invisible 12 box by 12 box grid that you are filling in. Do not go outside this imaginary grid.

- 1) Using the skinny marker, draw a half-inch square (it doesn't need to be perfect) near the top-left part of the paper. Put your initials in this box.
- 2) Pick a card from the top of the pile.
- 3) **Start The Next Box:**
 - a) If your card is **black**: Draw a half-inch square box below and attached to the last one.
 - b) If your card is **red**: Draw a half-inch square box to the right of and attached to the last one.
- 4) **Numbers & Symbols:**
 - a) If you picked a number card (2-10) write that number in the box, and then go to rule 5.
 - b) If you picked a face card (Jack, Queen, King) draw a very simple symbol from the Key, and then go to rule 5.
 - c) If you picked an Ace, see "Aces!" below.
- 5) **Pick a new card.**
- 6) **Repeat rules 3-5** until you have created a square with an outside border that is 12 boxes across by 12 boxes down. You probably will not have a complete grid filled with boxes and that is ok. The border should be complete and

Key

Cards with numbers 2-10: Write the card's number in the box

Cards with faces:

Jack – a symbol representing yourself or something you like to do
Queen - a symbol of an important girl or woman in your life
King - a symbol of an important boy or man in your life

Aces are Wild!

that is when you will be done drawing. You may need to reshuffle and run through the deck at least twice.

NOTE: Later in the game, if you are unable to draw a box because another box is in the way, slide to the end of the row or column and add the box there. If the row or column is already 12 boxes long, add a new box anywhere along the top (red card) or left side (black card.) If the top border or left border is complete, turn the paper one quarter turn, adding the box along the border. Keep your paper in this new position.

Aces!

Aces are the *Wild Cards!* Each time you pick an Ace, draw the box at a new starting point on the border, but it must be connected to a box already drawn. This box is the new starting point for the next card you pick. Within the box draw a **new symbol**, but relate it to a theme, such as: jungle animals, fruit, toys, pets, space, or seasons. Color the Ace boxes any color you please!

Color

- The large areas without boxes are the **lakes**. Give these a tiny border. Color these cool, lake colors such as greens and blues.
- The boxes with numbers are the **beaches**. Color these light and neutral colors such as pinks and browns.
- The boxes with symbols (not Aces) each get two colors of **your choice**. Matching symbols should be colored the same. For example, the Jack's symbol could each be colored blue and yellow; the Queen's symbol could each be colored red and green; the King symbol could each be colored orange and black.

Trim the excess paper and Mayer's Game is complete. Hang your artwork on the fridge!