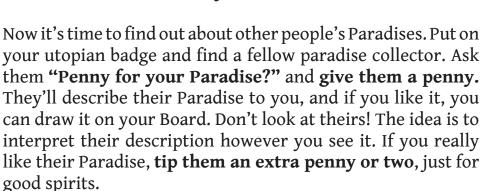
## Six Pennies for Paradise

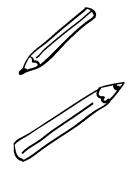
Professional state and sea of the sea	har everyon and an annual services	<del>                                      </del>	-

## Six Pennies for Paradise

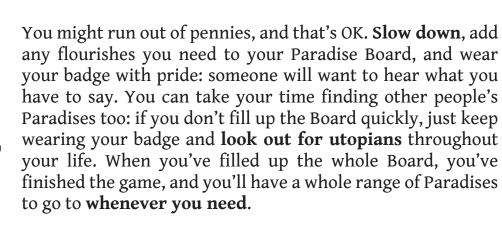
utopian

To play, collect a **Paradise Board**, **six wee pennies**, and **a badge** declaring you a utopian. The first thing to do is to draw in one of the squares of your Paradise Board an image of **what paradise means to you.** It could be a place or an idea, abstract or concrete, strange or normal, personal or political, or anything else. You don't have to be a great artist, and you can **take as much time as you need**.





When the game visits a festival, we'll have a **Paradise Wall** for everyone to play with, and an artist to be the **Utopian Of Record**. If you come across a Paradise you truly love, you can pay **three pennies** to the Utopian of Record to illustrate it on the big Paradise Wall. That way, we'll start to see everyone's favourite ideas coming together to describe our collective Paradise.





R&D supported by Hat Fair, Theatre Royal Winchester, and the Without Walls street arts consortium, curated and produced by Hannah Nicklin. Thanks to Ed Key and David Ralf for their help in first developing the game concept. This first release of the game commissioned by Now Play This 2016, Somerset House. Text by Harry Giles; illustrations by Ed Grace. This edition released under a Creative Commons BY-NC-SA 4.0 license.

