

TERRACE

An olive wood cube game that builds cooperation and coexistence

Ages: 3years old to 120



Why TERRACE?

Terraces, a traditional Palestinian way of farming, surround the hills and mountains where we live. This Terrace ecosystem does not destroy the mountain's topography, but respects it in an organic and non-intrusive way.

This traditional way of life inspired us to create a game sharing this wisdom and through it, as a metaphor, teaches us how to live together in a delicate balance between all the elements of life.

The Material:

The game is hand made from the local olive wood whose trees grows on the terraces of the Judean Hills.

The players can experience with their senses, the smell, the beauty and the tactile pleasure which the olive wood brings, creating a game that gives the players the ability to "touch" our common reality and the natural environment that we share.

Purpose of the Game:

As we live in Jerusalem, in the heart of an un-ending violent conflict, we have decided to create a game that builds capacities and capabilities which are sorely missing in our daily reality.

In our game, the land is on a curved basis. This instability forces the players to build their communities very carefully. If the player will build without consideration of the other players, their village will fall down.

The strategies required to play this game encourage and develop:

1. self- regulation
2. reading and being sensitive to the other players' moves
3. deep understanding of the rules of our physical world*.
4. cooperation with your adversaries in order to win.

*** It is our belief the rules of the physical world are inextricably linked to moral and humanistic principles- all contributing to one balanced ecosystem.**

How to play?

The game has very few rules:

Preparations:

- 1. The players install together the land on the curved basis. They decide where to put the well – a necessary first step since there is only one well. (First you find water, then you can build your community).**
- 2. The players divide equally all the pieces between themselves, including the church, the mosque and the synagogue.**
- 3. The players decide whether they will build three separate villages or one mixed community.**

START PLAYING:

***The winner* is the player (or the group of players) who finish building with all the pieces without destroying the others houses or trees and of course without collapsing the whole mountain.**

The simplicity of the game allows flexibility: the players can change the rules. They can add relevant conflictual problems for example: expropriation of Muslims lands by the army (a brutal common act that oblige high-rise building influencing the delicate balances that the players already achieved).

Who Are WE?

We, Tamar Verete and Ilan shtayer (two Israelis) created the game in the framework of political games lab, initiative of "Zochrot " Organization and Rosa Luxembourg Fund.

Just like in the game, it could not have been built without a concerted cooperative effort. Therefore, we asked Nabil Bababoun, a Palestinian wood artist to join us. Luckily he accepted our proposition even though it was filled with obstacles on the way. Although only 15 kilometers separate us, the Israeli army check-points pose a difficult barrier... but we did it – that's the message of our game, isn't it?