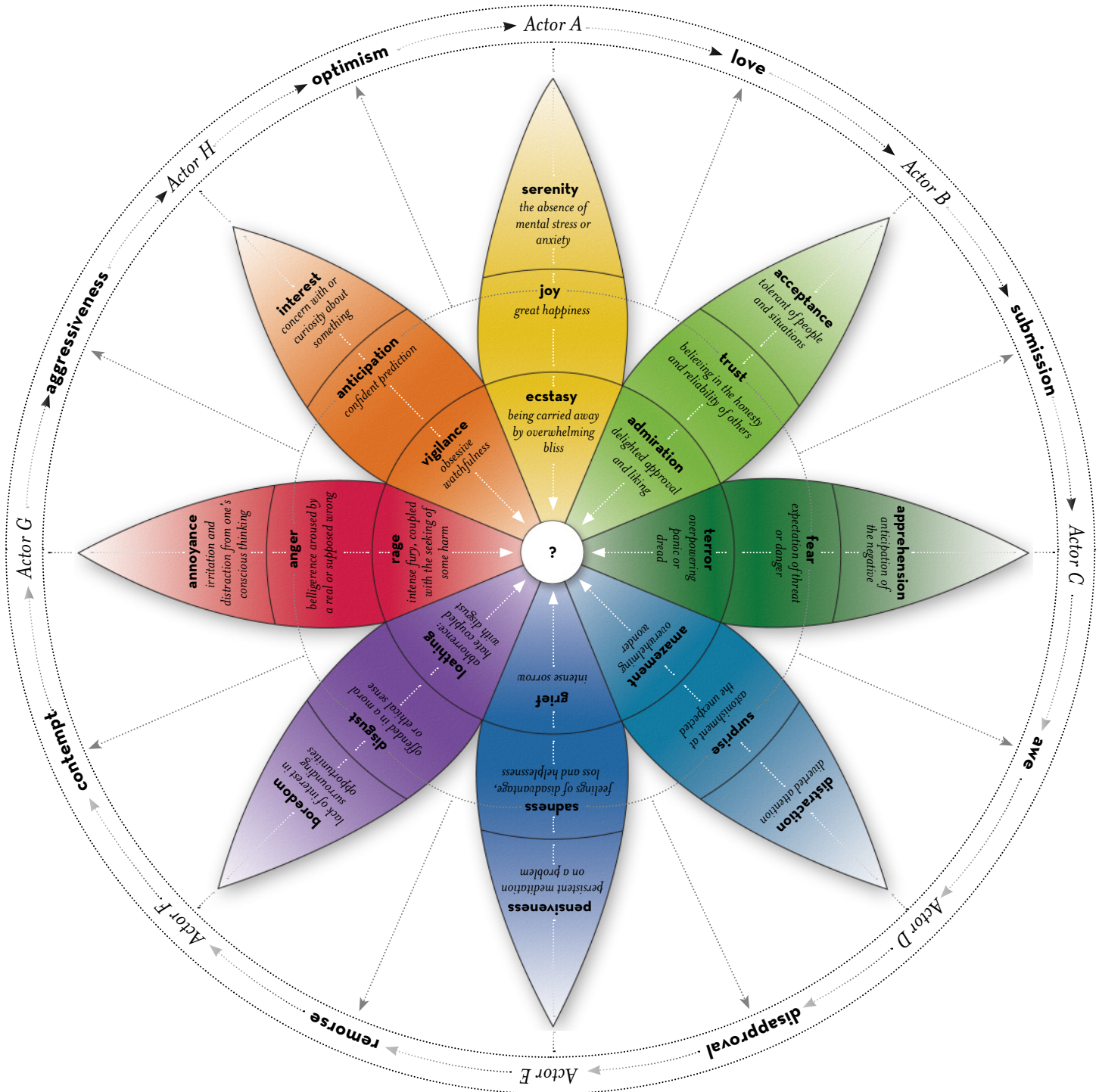


THE GAME



1. First, a brainstorm of as many locations as there are actors participating. Then each actor is assigned a petal, going in a circle.
2. Each actor creates a past emotional circumstance that would necessitate that the inner self to be exposed by the lizard brain is the opposite of the initial, human brain self. It also establishes a cost to this exposure.
3. **Round One:** Seeking to feel the tertiary, or least intense of the emotions on your petal, confront your environment, and become aware of your scene partner. This scene is dominated by the Neo-Cortex: the rational, "human brain." The thinker.
4. **Round Two:** Seeking to feel the secondary, or the middle of the emotions on your petal, confront your scene partner (feeling in particular, the resulting combination emotion as indicated in the outer ring), and become aware of your inner self. This scene is dominated by the Limbic System: the sentimental, "dog brain." The feeler.
5. **Round Three:** Seeking to feel the primary, or most intense of the emotions on your petal, confront your inner self, and become aware of the strange new world that surrounds you. This scene is dominated by the Reptilian Complex: the rational, "lizard brain." The doer.