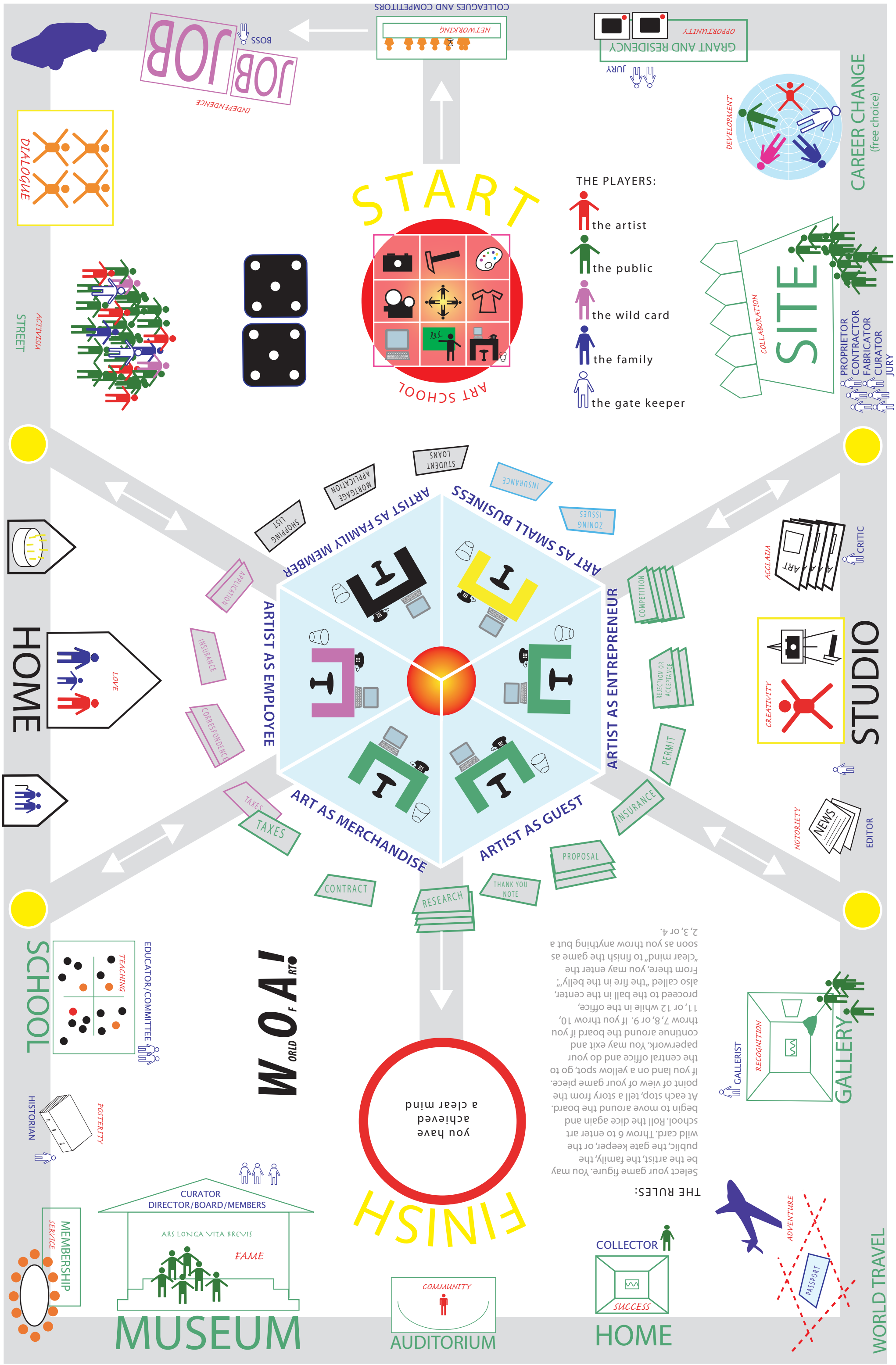

THE RULES:

Select your game figure. You may be the artist, the family, the public, the gate keeper, or the wild card. Throw 6 to enter art school. Roll the dice again and begin to move around the board. At each stop, tell a story from the point of view of your game piece. If you land on a yellow spot, go to the central office and do your paperwork. You may exit and continue around the board if you throw 7, 8, or 9. If you throw 10, 11, or 12 while in the office, proceed to the ball in the center, also called "the fire in the belly". From there, you may enter the "clear mind" to finish the game as soon as you throw anything but a 2, 3, or 4.

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