

Blind samurai: listening and movement game

A group of people create a big circle, with enough room inside it to move freely, without any obstacles.

Two “active” participants are put in the middle of it, blindfolded and disoriented.

Two “swords” (rolled newspapers, for example) are placed randomly inside the circle, on the floor.

After a countdown, each participant needs to find one of the “swords” and “kill” the other participant, but they can only use their listening and their body to move and locate themselves (and the other one) in space.

It is important to find a “sword” before the other one, so the first part of the experience is very fast, could be even noisy: the participants explore the space in order to find a sword. But once one of them finds a “sword”, everything changes: the “swordsmen” needs to listen to the other, to find him/her in space; the other one needs to remain silent to not get “killed” while still looking for the other sword, moving silently in the space.

The rest of participants, in circle around the two “active” ones, needs to remain silent and to take care of the active participants: that means, to make them know if they are going outside the space or if they are about to get hurt by some object by gently touching them and directing them again into the space.