

## The Game of Time™

The Dimension Cards™ are the final addition to The Game of Time™ developed by David A. Roberts. They are used in all aspects of the cards to expand the concepts, possibilities and combinations. They are also a companion to David's book *Heal Yourself in Time*, and his book and video *12 Dimensions of Consciousness*.

New "Rules" – Along with new cards came new suggestions for using them. If you are already familiar with a method of using the cards, the mechanics of the Healing Circle will be the same. The main difference is in selecting the cards that will be used. In previous versions of this Healing Circle, the cards were pre-selected. In this version, you and the other learners will choose them together as part of the experience.

It is suggested to use most of the cards from all three sets (Advanced, Manifesting and Dimension Cards) to complete this circle. Start by finding all the colored cards (Red, Orange, Yellow, Green, Blue, Indigo, Violet, Rainbow, and white) and separate them from the rest. These are wild cards. Everyone at the table gets one wild card to use if wanted or needed.

It is suggested to edit any cards that are redundant. From the Dimension Cards™ and Advanced Cards there is both a Guardian and a Protector, both Invisible and Invisible World, two versions of the Secret Card, two versions of Impossible Task, and finally both a Sailor and a Navigator. Balance, Choice, Happiness, Healer, Love, Passion and Wisdom were reprinted in the Manifesting set. It is suggested that you choose only one of each of these cards for the circle.

Take all the remaining cards from both the Advanced Cards and the Dimension Cards and add to them the following cards from the Manifesting Set: Activation, Adjustment, Alignment, Answers, Clarity, Completion, Connection, Direction, Doorway, Excitement, Expansion, Fantasy, Forgiveness, Freedom, Fun and Games, Health, Integrity, Knowledge, Magic, Mastery, Meaning, Miracle, New Beginning, Peace, Perfection, Sanity, Simplicity, Truth, Trust, Understanding, and Worth.

**Method #1** - Simply have all participants begin looking through the card pool and choose cards they wish to be part of the experience. Pass cards you do not choose along to the other participants. It is suggested that everyone choose the same number of cards. The number of cards chosen will also determine the number of turns of the circle for each player. You will want to adjust the number of cards chosen depending on the number of participants. It is suggested to have a total of 50 to 70 selected cards to complete the circle, so adjust your methods accordingly.

Once final selections have been made, simply shuffle those cards together and begin the circle using any version you like. Details of card circles are found in the Beginning or Advanced card sets. Those instructions - as well as other updates and suggestions - are also available on our website's "Library" page.

The circle ends when it feels complete. There is no right or wrong way. If you manage to use all of your cards – that is a natural ending, but if not – that is fine too. This is about sharing and communication and is not a competition.

**Method #2** - The main difference in this method is that the selected cards do not get shuffled together. Instead, each participant uses the cards they chose for the duration of the circle. This can influence your choice of cards if you must use the ones you select rather than mixing them together with those chosen by the others.

**Variation to Method #2** - This variation asks you to work a bit more in-depth with your selection of cards. It also allows some flexibility in the number of cards you choose for yourself. You will also take turns sharing your cards and their meaning in a different way than described above.

What has seemed to work well is for each participant to find 12 to 15 cards from the card pool that feel important to them. There is no wrong way to do this, but the cards tend to naturally form meaning and connection in groups of three. Pass cards you do not choose along to the other participants as before. Once you reach 15 (or so) cards, you should begin replacing those cards with others if you find better ones. This way, everyone remains on roughly the same task and ends up with about the same number of cards, plus or minus only a few.

The second phase is about sharing and discussing your cards. Again – there is no right or wrong way to do this. These are only suggestions for an alternate method of using the cards.

Suggestion #1 is to simply take turns reading and explaining any three of your cards. This way you each take turns telling part of your story, then passing the spotlight to the next person to do the same. If you choose this method, you will go around the table several times until everyone has shared all of their cards and card connections.

Suggestion #2 is the same as Suggestion #1, except that you only go around the table once. When it is your turn, you have the floor to share and explain the entire story you told in your cards and card connections at once, rather than piece by piece.

The circle ends when it feels complete. There is no right or wrong way.

More about the Dimension Cards™ - what else is in this set?

New Cards – There were many great cards that did not make it into the original Advanced Time Cards™ set. There were also additional cards that developed after the original set was printed. Five of the cards in this set are alternate versions of previous cards from the Advanced Set. The Advanced Cards contained seven colors represented by Red, Orange, Yellow, Green, Indigo, Violet, and there was a Rainbow card that served as the seventh color. This set includes a Blue card, so that the seven colors of the rainbow can be represented.

Dimension Cards – Finally, this set contains an important addition to the Teaching Cards from the set. These are called the Dimension Cards. They can be used alone as a guide to understanding David's model of Consciousness. They are also intended as a teaching tool to assist others in exploring themselves in this way. The back sides of these cards give an overview for understanding that dimension, and in some cases, questions that can be asked to a learner to help stretch their minds as they incorporate these insights into themselves.

Also look for Beginning Time Cards™, Advanced Time Cards™ and Manifesting Cards™, all by David A Roberts.

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