

# DISCOVERING YOUR CONTINENT

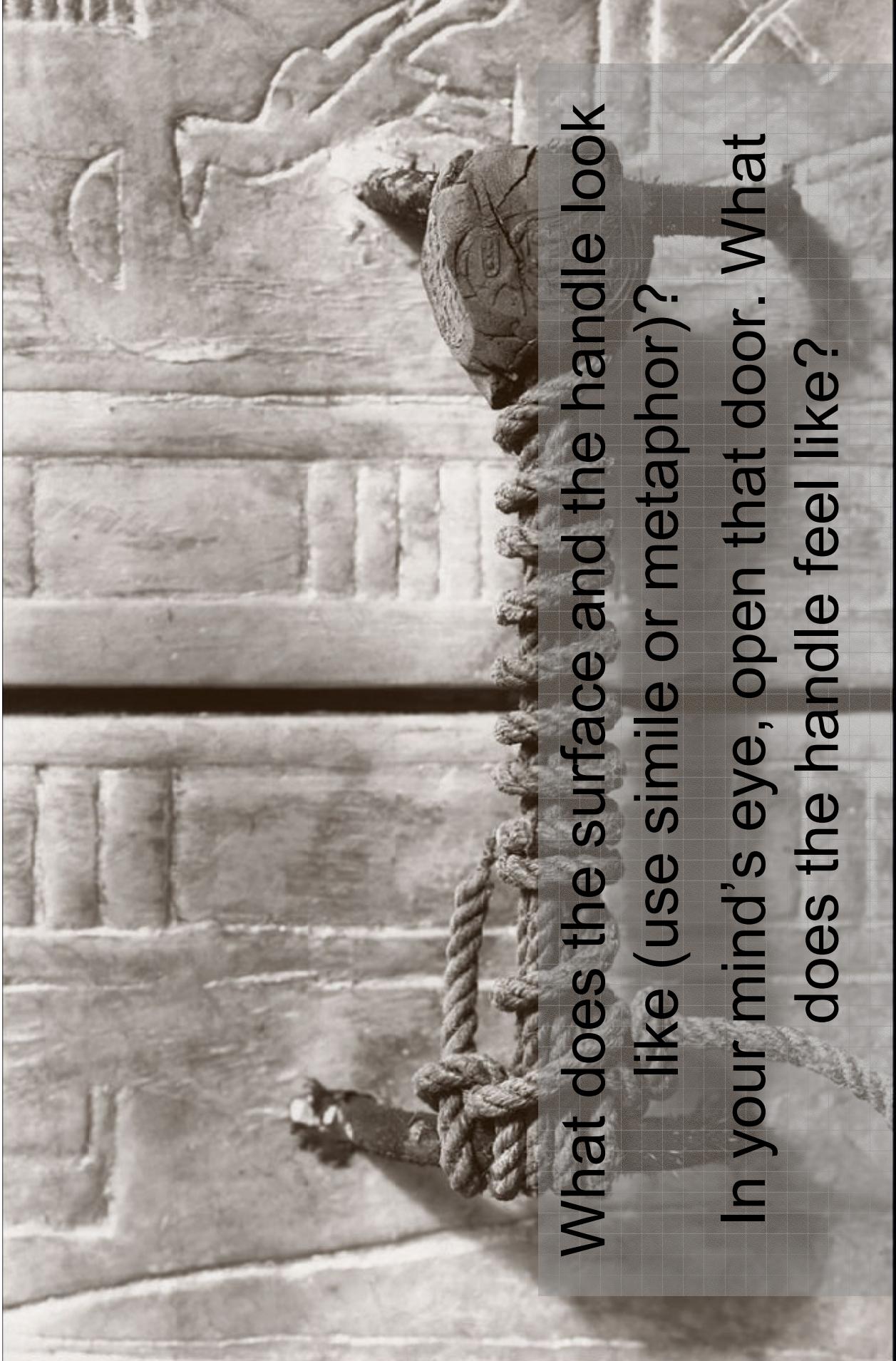
# Writing Game

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Imagine a door. It could be a door in your own home, or room, or a door in a library or in a wilderness.

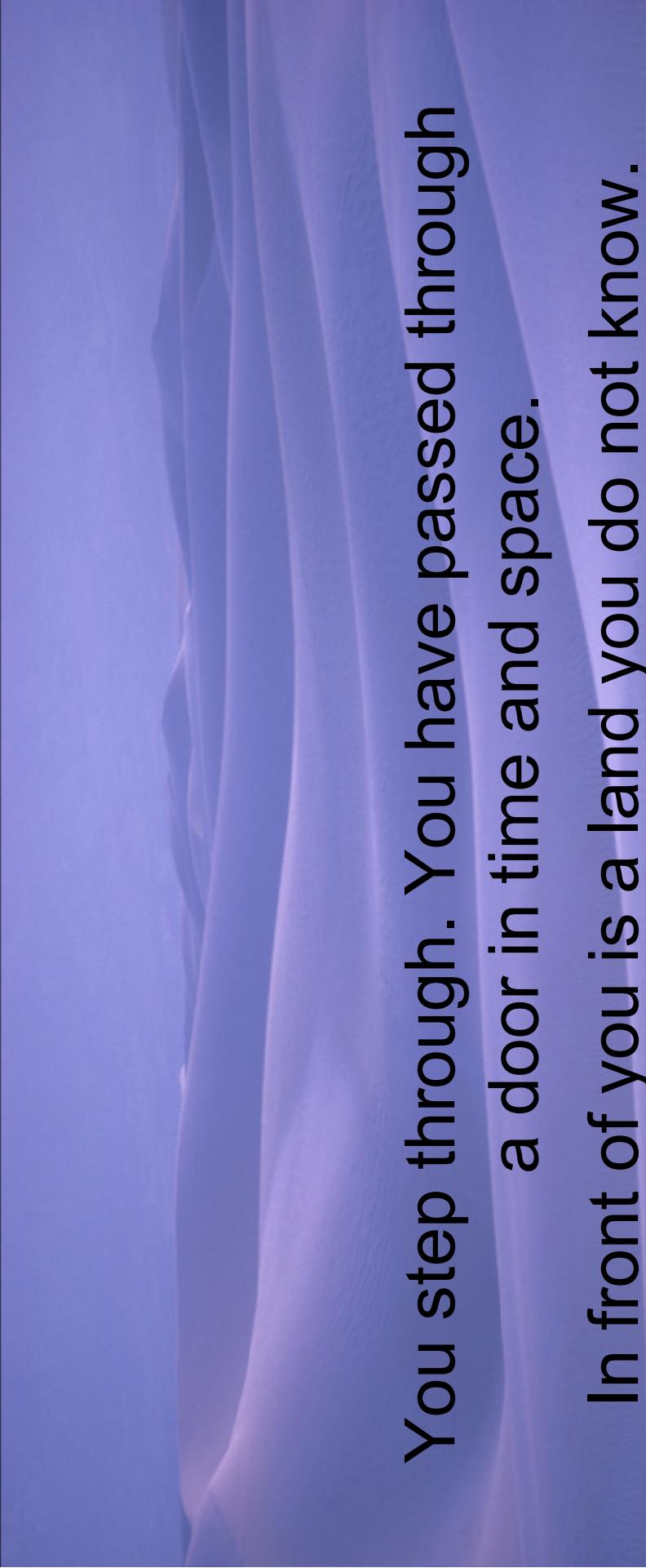
Close your eyes and visualize this door. Write a few lines of prose or poetry describing it.



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What does the surface and the handle look like (use simile or metaphor)?  
In your mind's eye, open that door. What does the handle feel like?

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You step through. You have passed through  
a door in time and space.

In front of you is a land you do not know.  
What are the first three things you notice,  
and what do they look like or even smell  
like?

Now describe what is under your feet.

You begin to hear two sounds in the distance. What do they sound like?

You see some words; they could be on a sign, or a piece of paper. What do they say?



What is the weather? Imagine this is part of a continent. Nobody knows about it except you – for now.

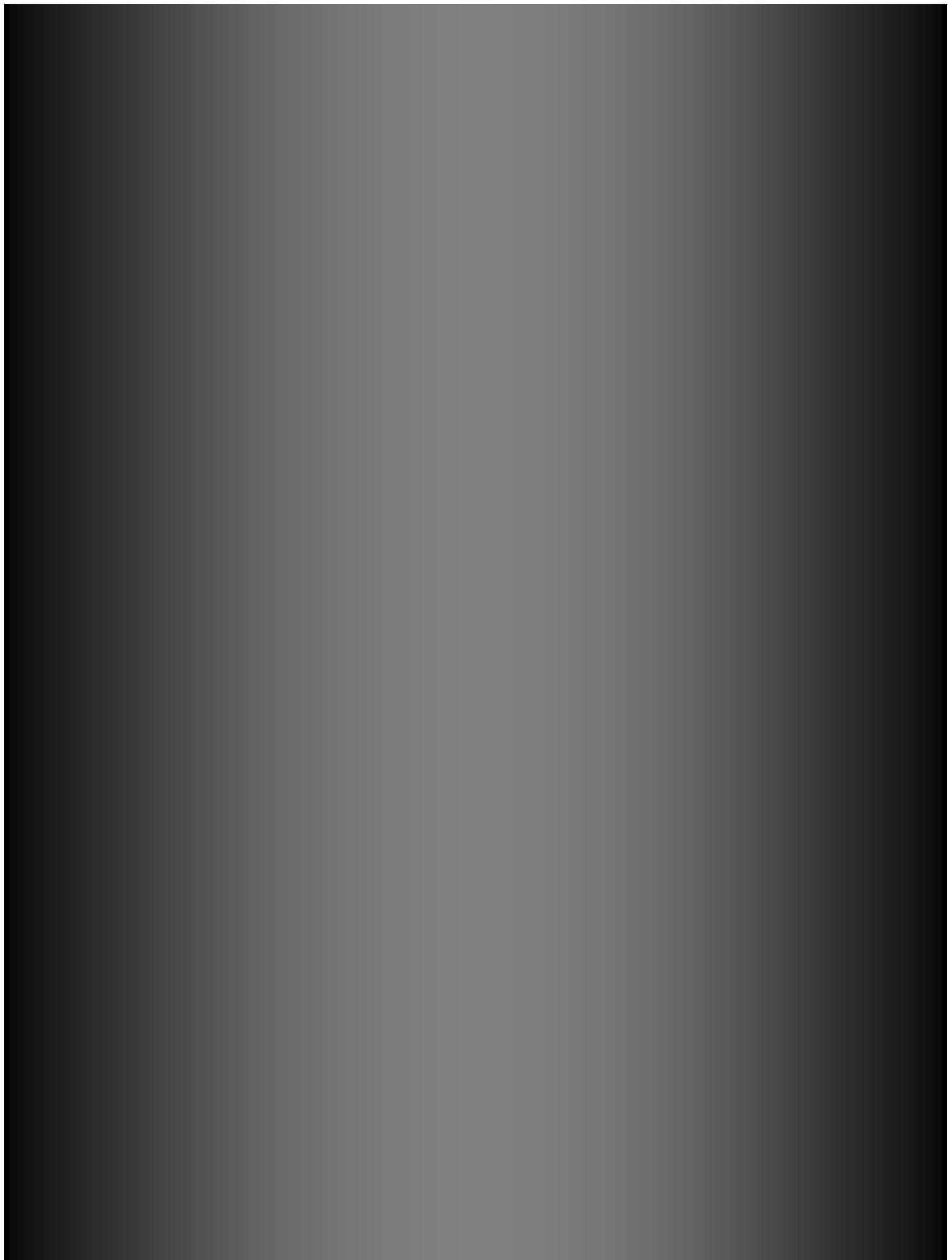
You begin to explore the space around you. Write ten sentences or ten lines describing this exploration.



Then you meet somebody. It could be  
somebody you know well, or somebody  
quite new.  
They say something to you.  
What do they say?



You answer. What do you say?  
Use another ten sentences or ten lines to  
finish this writing.



Then put it away for some days, after which  
revise it completely into a short story or  
poem.



# The AIM

We are making a new poem or story created from a combination of a dream-state and a prompted imagination using a method somewhat like self-hypnosis.

It is a good idea to try these questions on yourself regularly, writing with your eyes closed while you are visualizing the images in your mind's eye.

Be sure to alter the part of the continent each time you try this.



In Philip Pullman's trilogy, *His Dark Materials*, the protagonists pass through warps or doors in time and space. You are doing the same. What is behind the door is entirely up to your writing self.

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How far you wish to go is also up to you, but try to go a little bit further every time, and spend more time beyond that door.

Learn the entrances, exits, contours, cities and citizens of your continent of writing.



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