A UNIQUE SERIES OF METAPHORIC CARDS

These beautiful decks of cards stimulate creativity and communication! A colourful springboard lending wings to imagination, they are a cross between game and book. They are both a tool and a game at the same time for adults and children of all ages – suitable for a wide spectrum of use, from social work and therapy to family play, from team training in industry to writing workshops and theatre. Everyone wins! Each individual deck can be used on its own or in conjunction with any (or all) of the others, like building blocks for creativity. Unlimited variations are possible. Easy-to-follow instructions for play and work are included with every deck. This series is now available around the world in 21 different languages. We’d be pleased to provide you with more information.

We are dedicated to producing playful tools of high artistic quality for use in accessing the inner riches of imagination and intuition, of creativity and expression. The instructions provided with each deck of cards are by nature undogmatic and allow participants to be authentic without being evaluated or judged.

The OH Cards – Two Decks of 88 Cards each - one of Paintings, one of Words

Frame a picture card with a word card and explore the meaning of the set. 7744 different combinations are possible, and many more interpretations. Use alone as a solitaire and together in couples, families or groups. The OH Cards are found in homes, schools, clinics and centres for corporate training. 21 languages to date. These beautiful cards are designed to increase intuition, imagination, insight and communication. Around the world people are using these unique cards to reclaim their sense of self and their sense of place in this universe. The OH Cards were created to put you in touch with yourself and with those around you. Artist Ely Raman initiated with OH the genre of these associative cards.
COPE – 88 Picture Cards - from Crisis to Healing

Today’s world needs all the instruments for peace that we can possibly invent. The COPE Cards are the communal project of a Russian painter, an Israeli therapist and a German publisher. Its images lead us to inner stories of woe and joy and to our expressing and sharing them. The pictures are not tabloid but convey rather the emotional content of events. As evocative images they are already proving their worth worldwide. The path from trauma to healing is portrayed in its beautiful and manifold variations. Each deck of COPE is accompanied by a manual with examples for use and the theoretical background of trauma-healing. The COPE Cards also work well in combination with our other titles from this series.

TANDOO – 99 picture cards plus 44 action signs about life as a couple

The 99 painted images depict scenes of couple-life, symbolizing feelings, wishes, needs, conflicts, and healing patterns that emerge in the continuous flow of couple relationships. In cooperation with Ofra Ayalon, decades of experience in couple counselling and therapy were added to artist Marina Lukyanova’s gifted hand when painting the topics covered by this substantial tool.

Using signs, 44 action cards suggest the idea of a roadmap for a couple’s journey of woe and joy. The cards offer fresh views and thoughts, feelings and actions. True to the genre of the OH Cards, TANDOO Cards can be seen metaphorically and interpreted in a multitude of ways. TANDOO is a tool for private and professional use. It can be combined with every other OH genre deck.

RESILIO 99 – picture cards about stress and resilience plus 44 animal cards

The 99 picture cards reflect the stresses of daily life as well as revealing possibilities for relaxation. Daily pressures can be both a stimulating elixir of life and also a painful burden resulting in bad moods, upsets, or even illness. How can we find our own resources in order to unburden ourselves? The 44 animal cards symbolize qualities that can help us discover and strengthen our resilience. Metaphorically, they provide emotional and/or conceptual support. All 143 vividly-coloured cards were painted by the versatile Czech watercolour artist Emilie Marti. Like all of our cards, RESILIO can be combined with other OH-genre decks. It can be used privately, for instance to keep a stress diary. In a professional context, RESILIO can be an undogmatic tool for helping – in an unbiased, value-free way – to evoke people’s inner stories.
PERSONA – Faces from all over the World

77 portrait cards plus 33 interaction cards by Ely Raman provide the material for countless roleplays in which the players act out people from around the globe. Who are these people? What do they do? What do they want? Using PERSONA cards offers an opportunity to meet through play and imagination with people of many cultures. The dots on the interaction cards indicate the number of portraits cards to be played. The arrows represent their interactions. Players bring the characters to life. Our world seems to grow smaller as human lives become more complex, countries more populated. Cultures must learn to interface, to give up prejudice and to cultivate tolerance. The PERSONA cards are an invitation to look playfully through the eyes of other people, to invest them through the lens of imagination with attributes and actions, with responses, emotions and longings.

PERSONITA – 77 Portraits of Children

& Youth from around the world plus 44 situation-cards about their relationships

77 portraits painted by artists Ely Raman and Marina Lukyanova represent children and young people of all countries and cultures of our world. The Giacometti-like figures on the 44 situation cards help us to infuse the portraits with movement, evoking our own inner stories about groups and families. The PERSONITA-Cards are a playful invitation to exchange associations that emerge from memory and fantasy. Sparked by these colourful cards we can find common ground in shared imagination while exercising creative self-expression. With PERSONITA the young people of the world become a neighbourhood in which we can playfully participate, communicate and enact relationships.

SAGA – 55 Story-telling Cards:

Tales and Fairytales

These 55 picture cards painted by Ely Raman depict characters, scenes and objects from a land that never was and always is. Each card is a springboard into a familiar myth or fairy tale, or into a story that has never been told before. The SAGA cards rekindle the delight of spontaneity and surprise, and memories of childhood dreams. The images invite you to travel, with or without a child, into the world of story, fantasy, dreams and magic. Both story-telling and story-writing are wonderful ways to practice creative skills - in groups, with friends, in families, at work. SAGA combines well with our other story-telling decks.
MYTHOS – 55 Story-telling Cards:
Myths and Legends

MYTHOS is the name of Ely Raman’s latest storytelling deck. The 55 paintings from his able hand portray details and scenes from the realm of myth. These images also reflect Ely’s longtime interest in the pictorial representation of archetypes. Like SAGA, the MYTHOS cards are for weaving into stories strange, new and wonderful. Quite simply, they inspire the imagination! MYTHOS is a wonderful complement to our other storytelling decks. It’s easy to play and full of surprises. Every story is a new story, shaped by the fantasy of all its tellers. SAGA, MYTHOS, 1001 and SHEN HUA also can be used in combination!

1001 – 55 Picture Cards for Discovering a-thousand-and-one Stories

Canadian artist Andrée Pouliot has created a wonderful deck of cards: 55 exquisite paintings in card-format depict the wondrous and mythical world of the Orient. 1001 rekindles the ancient art of story-telling in us. Every card is a filigree doorway opening into a roomful of associations. Every image is a magic carpet carrying us once again to that moonlit chamber where a king’s fearful heart was gently overpowered by a woman as brave and wise as she was beautiful. With the spinning of 1001 fabulous tales to fill as many sleepless nights Scheherazade preserved her life for one more day - and the story-filled night that followed it. With 1001 we too can be inventors of tales in which all and everything is possible and no story gets told twice. With every shuffle of the deck the possibilities renew themselves: imagination takes wings!

SHEN HUA – 55 picture cards for storytelling from old China, the «Central Kingdom»

These 55 cards were painted by the Peking artist, Han Wei. Using a traditional Chinese watercolour style she has brought together a collection of objects, scenes and personalities from which we can gather inspiration for storytelling, Chinese-style. SHEN HUA’s appealing images originate in the legends and myths of old China: With or without knowledge of the actual tales we can respond to the pictures with our own associations and so create brand new stories. Pulled blindly from the deck each card comes as a surprise, opening its own window into the realm of imagination. As we lay down the selected cards in progression a story develops - each story is unique, a once-only event! The SHEN HUA images from distant China can lead us on new inroads to creativity.
ECCO – Abstract Paintings for Imagination without Limits

In Italian “ecco” means “Look! Behold” This deck of 99 abstract cards was painted by J.D. Ellis to invite us to look carefully at colours, forms, patterns. There are no titles, and no correct meanings. Each of us sees something different. ECCO is a challenge for the imagination, a springboard into art, a magic carpet into the world of fantasy. Create your own exhibitions, describe the images as landscapes or a dream. Like all the picture decks, ECCO combines well with the OH word cards, or with paintings from other decks of the genre. The ECCO images even invite us to expand on them and draw or paint our own larger pictures.

HABITAT – About Nature and Humans

88 picture cards painted by naturalist Christian Gronau depict a broad span of Earth’s natural environments. Some pictures seem documentary, others almost mythical, some serious, others funny. HABITAT (Latin for “he, she, it resides”) invites us to playfully find connections and networks within our surroundings. The cards don’t present answers, they stimulate questions about the interconnectedness of all things. HABITAT can be used by individuals, pairs or groups to stimulate thoughts and feelings about our interaction with the other life forms that share with us this planet. As the English poet Francis Thompson wrote, “One cannot pluck a flower without disturbing a star.”

MORENÁ – 88 Picture Cards plus 22 Track Cards about Tribal Life in the Brazilian Rainforest

The painter Walde Mar de Andrade e Silva has lived with the natives of the rainforest and has painted their world ever since. 88 picture cards plus 22 track cards of footprints take us on a trip through the jungle and into the lives of a happy people. The warm colours and loving scenes touch us and guide our play. Children love this peaceful deck of cards. MORENÁ means “place of origin” in the language of the tribe Xingu, whose life is depicted in these cards. Not that long ago most of humanity lived in tribes and clans. These cards help us to rediscover this past. MORENÁ can gently activate our imagination with its beautiful paintings of a tribal life without modern technology or ambitions of conquest.
Lydia Jacob Story – 55 mixed-media collages by Raymond E. Waydelich (limited edition, black box, gold stamp)

Alsacian artist Raymond E. Waydelich has a passion for combining found objects with painting to compose his works of art. He has created 55 card-sized masterpieces spiced with his own zesty humour especially for this genre of playful tools. As well as being a work of art in its own right, each one of the LYDIA JACOB STORY cards is a departure point into a surreal world, a new and still unknown place occupied by a memorable collection of humans, animals, plants and (possibly) inanimate objects. Brought together against a backdrop of vivid landscapes, mysterious texts and astonishing maps, the denizens of LYDIA JACOB’s world invite us to associate and invent along with their creator - our fantasy can take over where the artist left off. The LYDIA JACOB STORY cards can inspire us both to contemplative enjoyment of delightful artworks as well as to active creativity such as storytelling, theatre, music and dance.

BEAUREGARD – 55 collages by the artist Joan Beauregard (limited edition, black box, silver stamp)

Collages are pictures which include materials other than paint, “for it’s not the material that is of the essence. The collage’s sole function is the composition itself” (K. Schwitters). The BEAUREGARD cards are free-spirited arrangements of form and colour that can deeply affect their viewers. We may also go beyond viewing to using these collages as a departure point for personal creative expression. Spontaneous associating can inspire the invention of stories, anecdotes or imaginary travelogues. Other responses to these vivid cards might find expression in painting or dance, music, theatre or pantomime. Like ECCO, the BEAUREGARD cards open a door into the world of abstact art. In a song without words the music alone expresses the meaning. Likewise, abstract art in abstaining from depiction of object, figure, scenario or landscape, appeals directly through colour and form to the viewer’s response.

BOSCH – “The Garden of Delights” in 65 full-colour cards (limited edition, black box, gold stamp)

With his painting “The Garden of Delights” Hieronymus Bosch (ca. 1450-1516) created a monument out of the fears, hopes and fantasies of Europe in the Middle Ages. A master storyteller in the language of images, Bosch populated his creation with fabulous beasts and creatures of fantasy as well as the people of his time and culture whose imaginations they inhabited. The 65 cards of BOSCH reproduce “The Garden of Delights” in its entirety. Regarded singly, each card reveals a miniature masterpiece of intricate detail. Laid out card-to-card like pieces in a puzzle (size 91 x 52 cm) the individual images grow again into a unified composition. For more than five centuries Bosch’s work has inspired and fascinated artists and art-lovers alike. The BOSCH cards can open a new door into his world and lead us on a walk through one of the most famous paintings in the history of Western art.
TAHITI – 55 Picture cards, segments of Paul Gauguin’s South Sea Paintings (limited edition, black box, gold stamp)

Paul Gauguin (1848 - 1903) created the vivid works of his later life on the remote islands of Tahiti. He expressed his fascination for the culture in paintings that sought to fulfill his deep longings for beauty and original innocence. He painted scenes of daily life, the countryside and people, mostly women. Images rich in poetry and an apparent harmony that seemed indigenous to paradise pervade the works. These 55 cards, selected images out of his most beautiful paintings, are an invitation to journey in fantasy to the South Seas. We can create our own stories based on Gauguin’s motifs. The TAHITI cards, like tantalising pieces of a greater mosaic, captivate the viewer’s eye for detail and invite us to extend them with our own creative fantasy.

QUISINE – 55 Picture Cards with 110 Foods

Wherever people live food is prepared and enjoyed. Is there anyone who doesn’t appreciate a good meal? With QUISINE the players become the cooks. Graphic artist Anke Siebert has portrayed on each card two different food items - from them the players choose their ingredients for dishes and meals. Whoever holds 3 cards in the hand already has 8 possibilities for combining. Whether 3-course meals or picnics, in 5-star surroundings or under open sky: anything goes. Players can cook together or tell in turn about their processes and results of preparation. Caution: QUISINE is an appetizing game - the best hors d’oeuvre since cards were invented.

CLARO

55 Blank Cards for Creating your own Images

CLARO has coloured varnished backs and white unvarnished fronts. You can colour or paint these cards yourself with art material of your choice. Your own drawings and paintings become just as playable as the other decks.

„Strawberries Beyond My Window“

THE BOOK about this Unique Genre of Playful Tools (136 pages, 4 colour section)

Author Waltraud Kirschke investigates the history and background of the associative cards. Each game with its unique theme is described and discussed as well as portrayed within the larger framework of the genre. The book is alive with practical details and examples plus personal reports from a wide variety of card-users, both private and professional, from many different countries and cultures. An incitement to in-depth use of the associative cards. This is an important source of information for all users of any of the titles in this genre.
THE POWER OF OH
A Path to Growth, Insight, and Appreciation of Self and Others

A 200-page workbook for the OH Cards by Adam Bourgeois complete with 88 b/w small representations of the OH picture cards, extensive bibliography and index. The book is organized into three parts. In Part I, Adam discusses the OH Cards and the realms of personal discovery - the conscious, the unconscious, and archetypes. These chapters prepare the way for Part II and Part III which are about the 176 OH Cards and his insights and comments on each individual card, drawing upon myth, fairytales, word histories, and universal symbols. Space is provided after the descriptions for your own entries, through which this book becomes a personalised journal of your own discoveries.