

HPE: choose, ask, play, repair

No touch or public performance is required.

1 · ASK

May I move the token? Wait for an answer.

2 · CHOOSE

Move, direct, observe or pass.

3 · TRY

Use a safe clear space and an agreed rule.

4 · NOTICE + REPAIR

What helped? What will change next time?

Actual movement observed? YES / NO / NOT YET

A paper route shows a plan, not a movement performance.