



*For generations, your family has lived a normal life. And your family became an important part of the local society life.*

But since a few...

**1** decades

**2** years

**3** months

**4** weeks

**5** days

**6** hours

...you ask yourself questions.

*What are traditions worth? Why are you thinking something could go wrong even if everybody around you tell you that everything is fine? Is there a meaning of the society?*

*Why should everyone have to live by the same standards?*

*Since you've been asking yourself questions, you've been careful to what the people you meet talk about.*

You hear everybody around you talking about...

**1** how much the life is happier here than anywhere else.

**2** more and more people arrested the past few days.

**3** how nice are members of your family.

**4** the inhabitant who was publicly beaten up.

**5** how great it is to establish a normal family.

**6** the fact they don't understand you.

Keep these two results in mind.

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## life's going on

Now, you almost finish to read this part of the game. Soon, you'll go outside on your day, or your activity. If you walk near a tree, and there's a leaf that seems different from others, stop for a few seconds. Look at this tree leaf.

*What's the first word coming into your mind?*

Look at this tree leaf. Maybe this is not the only leaf to be different from the majority. Observes the leaves and then the entire tree. Let your mind go.

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***If you see a tree, but can't stop to observe it*** (maybe you're inside a bus?), no problem. Focus on the leaf as much time as possible and don't forget to look at the entire tree.

***If you see no tree*** neither on the outward nor on the return journey, postpone this game to the next day or the next walk outside.

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Stop reading here and now go outside on your day, or your activity. Do your stuff. You'll read the rest of the game when you'll be back at home.

## **you're back at home**

OK. Right, you're now at home. Try to remember the word you thought when you saw the leaf. Take a sheet of paper, write it. You don't remember? Write a sentence about it, now, beginning by "*On the top of the tree, there are...*"

## **take a breath**

If you have something to do in your real life, do it. Do it, while thinking of this sheet of paper. If you are already in the spirit of the game and inspired, just go on the next step: writing your letter.

## **write to your parent**

*If you already played Don't cut the tree*, then, you're the child of your previous character. You respond to the person you played in the first game. Adapt your letter according to your previous occupation (for example if you played an Evil dungeon master, you'll be its child; it won't give the same letter than if you're the child of a King).

*If you haven't played Don't cut the tree*, here is your situation: You're struggling with something. Something is wrong in society. There are frontiers between people, frontiers between you and the majority. You feel like you don't fit in.

But what's the problem exactly? **According to your dice roll:** you have an idea of an explanation if you've been asking yourself questions since months to decades, but you have more questions if you've been asking yourself questions for only a few hours or weeks.

**Remember the two results you got previously on dice rolls to write the explanation or the new questions you got.**

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NEED INSPIRATION OR SOME CONSTRAINTS? Well. You'll write your letter answering the three following questions.



Before each answer, roll the dice: even, you're reticent or afraid while writing ; odd, you're feeling euphoric and talking about it is like being relieved of a weight.

- *What do you think about what people are talking about?*
  - *What do you think about society and your family's way of thinking?*
  - *What are you afraid of??*
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## **burn it or send it**

It's now the moment to decide: are you going to throw the letter in the trash, or will you send it to the recipient?

**If you choose to throw it** (or burn it, but please be careful with fire, keep water close to you, and avoid abrupt movements and flammable areas), the game is over.

**If you choose to send it**, you can play the recipient by playing *Don't cut the tree*, or you can give it to someone which will play the recipient.