

DON'T CUT

by angela quidam (itch.io). 2019



THE TREE

For generations, your family has lived a normal life. You're living like society wants, the same way that your parents were living themselves. You're now a parent too. And you're also the...

-
- 1 evil boss master of The Dungeon
 - 2 famous great advocate of Capital city
 - 3 head of The Mafia
 - 4 king of The Kingdom
 - 5 respected shaman of the Tree"Tribe
 - 6 governor of the Cyber-World

and people like you. No kidding. You're doing a great job. But there's something bothering you since your child has revealed something to you... Something personal, which only involve your child, but which can be a problem for people who rely on you. Or maybe that's a problem for you and not your people? You hesitate for a long time to respond to your child. You don't know how to react. Finally, you decide to write a letter, after having hesitating and thinking about it for...

-
- | | | |
|-----------|---------|----------|
| 1 decades | 2 years | 3 months |
| 4 weeks | 5 days | 6 hours |

Keep these two results in mind.

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, look at it. Observe its main color. Look for differences in this color.

What's the first word coming into your mind?

Look at the different shades of color of the tree trunk, maybe the roots if it's visible. Look at all the shades of the same color. Observe the entire tree then focus on the roots then raise your eyes to the leaves. Let your mind go.

If you see a tree, but can't stop to observe it (maybe you're inside a bus?), no problem. Focus on the shades in the main color as much time as possible and don't forget to look at the roots and the details you can discern.

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.

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 roots 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 child

*If you already played **Be the tree***, then, you're the parent of your previous character. You respond to the person you played in the first game. If you had defined a situation that does not correspond to your current occupation (for example, if you played in a contemporary world but you're now a Shaman), that means you're far away from your kid: in a distant country for example.

*If you haven't played **Be the tree***, here is your situation: You're struggling with something. You don't understand your child. You understand that the letter written by your kid was important, but you're convinced that what you read is wrong for the society.

But what's wrong exactly? **According to your dice roll:** you have an idea of an explanation following your occupation and the way you manage your kingdom or your social relationships. However, consider that your certainties have either been strengthened or shaken if you've been hesitating since months to decades.

Remember the two results you got previously on dice rolls to find out if you want to accept or not your child's confession.

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 holding on to traditions and rules ; odd, you're feeling curious about your child's life and you're trying to be caring.

- *What do you think about what your child revealed to you?*
 - *Why do you wait so long to respond?*
 - *How do you feel about this child and your future relationship?*
-

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 *Be the tree*, or you can give it to someone which will play the recipient.