

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.

**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).


**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.

**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..."

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.**

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??

### 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.

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.

**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.

**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.



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...

- |                                                                                             |                                                                                             |                                                                                              |
|---------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|
|  decades |  years |  months |
|  weeks   |  days  |  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...

-  how much the life is happier here than anywhere else.
-  more and more people arrested the past few days.
-  how nice are members of your family.
-  the inhabitant who was publicly beaten up.
-  how great it is to establish a normal family.
-  the fact they don't understand you.

Keep these two results in mind.

two seeds, two letters... two slides of a solo game. by angela quidam (itch.io). 2019



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...

- evil boss master of The Dungeon
- famous great advocate of Capital city
- head of The Mafia
- king of The Kingdom
- respected shaman of the TreeTribe
- 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...

- decades
- weeks
- days
- months
- 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.

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recipient.  
Be the tree, or you can give it to someone which will play the  
**If you choose to send it**, you can play the recipient by playing movements and flammable areas), the game is over.  
with fire, keep water close to you, and avoid abrupt  
**If you choose to throw it** (or burn it, but please be careful the letter in the trash, or will you send it to the recipient? It's now the moment to decide: are you going to throw  
**burn it or send it**

- How do you feel about this child and your future relationship?
  - Why do you wait so long to respond?
  - What do you think about what your child revealed to you?
  - 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.
- write your letter answering the three following questions.  
NEED INSPIRATION OR SOME CONSTRAINTS? Well. You'll



**Remember the two results you got previously on dice rolls to find out if you want to accept or not your child's confession.**  
ting since months to decades.  
either been strengthened or shaken if you've been hesita-  
relationships. However, consider that your certainties have  
and the way you manage your kingdom or your social re-  
have an idea of an explanation following your occupation  
But what's wrong exactly? **According to your dice roll:** you

### 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.

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