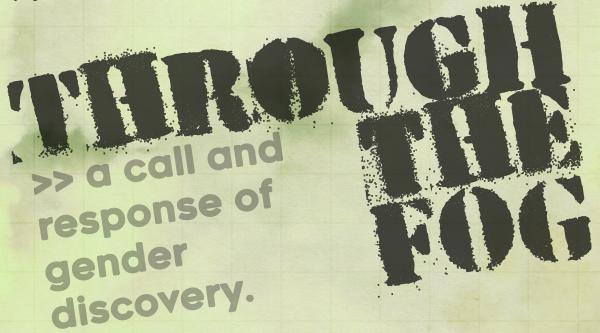
Thick plants. Green. A hum of static on my radio. These trees, this ground cover, is different than before. Like a body shifting, things move in an intricate pattern that is just on the tip of my understanding.

Something lives deep inside this place, if it can only find a voice. If it could only speak to me. But it can't.

If I ask a question, will I get an answer?

Studying the wordless messages given in its surroundings is a form of listening. I only hope I can grow to understand what it is saying.



## **PROCEDURE**

Ask a question to the gender deep inside of yourself. You can't hear them clearly, but through this game you can map the foggy shape of them and what they make you think of.

Instead, draw a card, and interpret their answer based on the card drawn. A guide is below. Repeat until you feel the exercise is over.

SUT: what's the lens for the answer?

- >> HEARTS a real person
- >> DIAMONDS a fictional character
- >> SPADES a feeling
- >> CLUBS a noun

RANK: how is the answer detailed?

- A An associated color
- 2 An image or collection of details
- 3 An adjective
- 4 A fanfiction or imagining
- 5 A season or seasonal change
- 6 A word or phrase that's stuck with you
- 7 A music lyric
- 8 A mood
- 9 A vague detail
- 10 A hazy memory
- J Something you are not
- Q An awakening
- K A distinct detail or memory

A game by Mikey Zee. Thanks to all my patrons, the New Masculinity Jam, and the Tabletop Treehouse Discord. Find all my work at guantumdot.space

Inspired by Rob Zacny's Radio Commander review and Ben Roswell's game Together We Write Private Cathedrals.