<u>HOWWOOD</u>

A GAME ABOUT DECISIONS MADE, AND THE INTENTIONS BEHIND THEM.

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"ACTIONS ARE ACCORDING TO INTENTIONS, AND EVERYONE WILL GET WHAT WAS INTENDED" -Excerpt from Hadith Related by Bukhari and Muslim

From the smallest of decisions like choosing what shirt to wear, to potentially life changing ones like choosing a career or life partner, each action and decision taken by a person is accompanied by a corresponding intent.

Yellow Wood is a single player game that intends to re-examine our role in our actions and encourage a more present mindset in our daily lives.

You Will Need:

- An environment where you can focus.
- Pen and Paper to write your thoughts.
- (Optional) One Six-Sided Die.

How to Play:

Think about a decision point in your life or an action you have taken. Then answer the following questions as truthfully as you can.

- 1. What was my intention when making this decision?
- 2. How did my intentions affect the actions that was taken?
- 3. What outcome did I expect from said decision?
- 4. What outcome actually happened?
- 5. What can I do better next time?

Stop when you :

- Are satisfied with your answers
- Have answered questions for three decision points / actions
- Are done playing

Optional Rules

If you are having trouble thinking of a decision, roll a six sided-die: 1 - 2 : Past Event 3 - 4 : Recent Event 5 - 6: Future Event (skip the question about the results)

Credits

@fencedforest for hosting the #neveralonejam.

@temporalhiccup and @SwordsnFlowers for making cool stuff and being really inspiring in general.

You for giving this game a look.