

The proposal is a conceptual game sustaining the analysis of the question of the correlation between the idea of the nature as a field of possible and desired processes of understanding and the methodology to achieve and gain the outcome of such an intention. The straight line path targeting a tree, the burrow-obstacle cutting the intention and the economy of moving, the enigmatic covering structure that can be used as a standing point forming the behavior of the user are the essential gestures and bedrocks aiming to create a fruiful narration or a short-term mythology about a local or a general question waiting to be answered. IS