

A photograph of a rough, orange-tinted crystal hanging from a dark, gnarled tree branch. The crystal is encased in a black, woven mesh net. The background is a soft, out-of-focus blue sky. The text "Dear God," is overlaid in white on a black background in the lower-left quadrant.

Dear

God,

Dear God,

What have I done?

I have spoiled everything.

I have ruined those I love.

I have sinned.

How can I make it right?

Dear God is a two person letter writing game about prayers and rituals. In this game, Player A is reaching out to a god for help and Player B responds as that god, providing a tangible answer.

The game is played via post, and as such may take several days or weeks to play. Do not discuss the *Prayer Letter*, its contents, or the *Ritual* digitally or verbally in the meantime.

Step One

Player A considers a problem. This could be a real problem they're suffering from, or a fictional one. They pour this out in the form of a prayer in their *Prayer Letter*. It may contain a specific request, or simply a description of the problem and the feelings associated with it.

Player A is encouraged to use their physical letter as a way to convey their feelings and emotions just as much as their words. This may involve props, special paper, sealing wax, or any number of other mailable novelties.

When the *Prayer Letter* is complete to Player A's satisfaction, seal it and mail it to Player B. Then wait.

Step Two

Player B receives this letter. They may read it in any way they like, but they are encouraged to consider what sort of god they may be prior to reading, as it may inform their mindset and response. Are they a merciful god or vengeful? Are they a lone deity representing everything in creation, or do they manage a discrete area as part of a pantheon?

Once Player B has read the letter, they will answer by writing back with a *Ritual*. The *Ritual* may be anything from a chant to a sacrifice to burning a candle to taking a bath, as long as it is something Player A can reasonably do.

The *Ritual* letter may additionally contain an answer or message, but we encourage Player B to keep this brief, if included at all. The focus should be on the *Ritual*. Feel free



to still use props or the letter's physical elements to convey your theming and intent, just as Player A's *Prayer Letter*.

When complete, mail your letter to Player A, keeping the original *Prayer Letter* for yourself.



Step Three

When Player A receives their *Ritual*, they must complete it as totally as they are reasonably able, as soon as possible. With the *Ritual* complete, the circle opened by the *Prayer Letter* is closed, and the game is complete.

You may now discuss the *Prayer Letter* and *Ritual* together if you wish, or choose to burn your letters and never speak of it again.

Dear God, is a game by Halden Ingwersen
Font is Alegreya and *Alex Brush*
All images open source

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