

# **Nate's "Allegory of the Oasis" Graphic**

**Post by "Eikadistes" of December 26, 2018 at 7:30 PM**

The starting point, I think will be in the bottom right corner, and loop around the board in a clockwise motion.

I want to avoid a linear story with a clear ending, to avoid the perception that we're trying to 'get' to a Kingdom (of God) or a final providence. I think we can emphasize that, no matter where we are in the game, we always are around a Garden of Pleasure if we only make the right choices to get there.