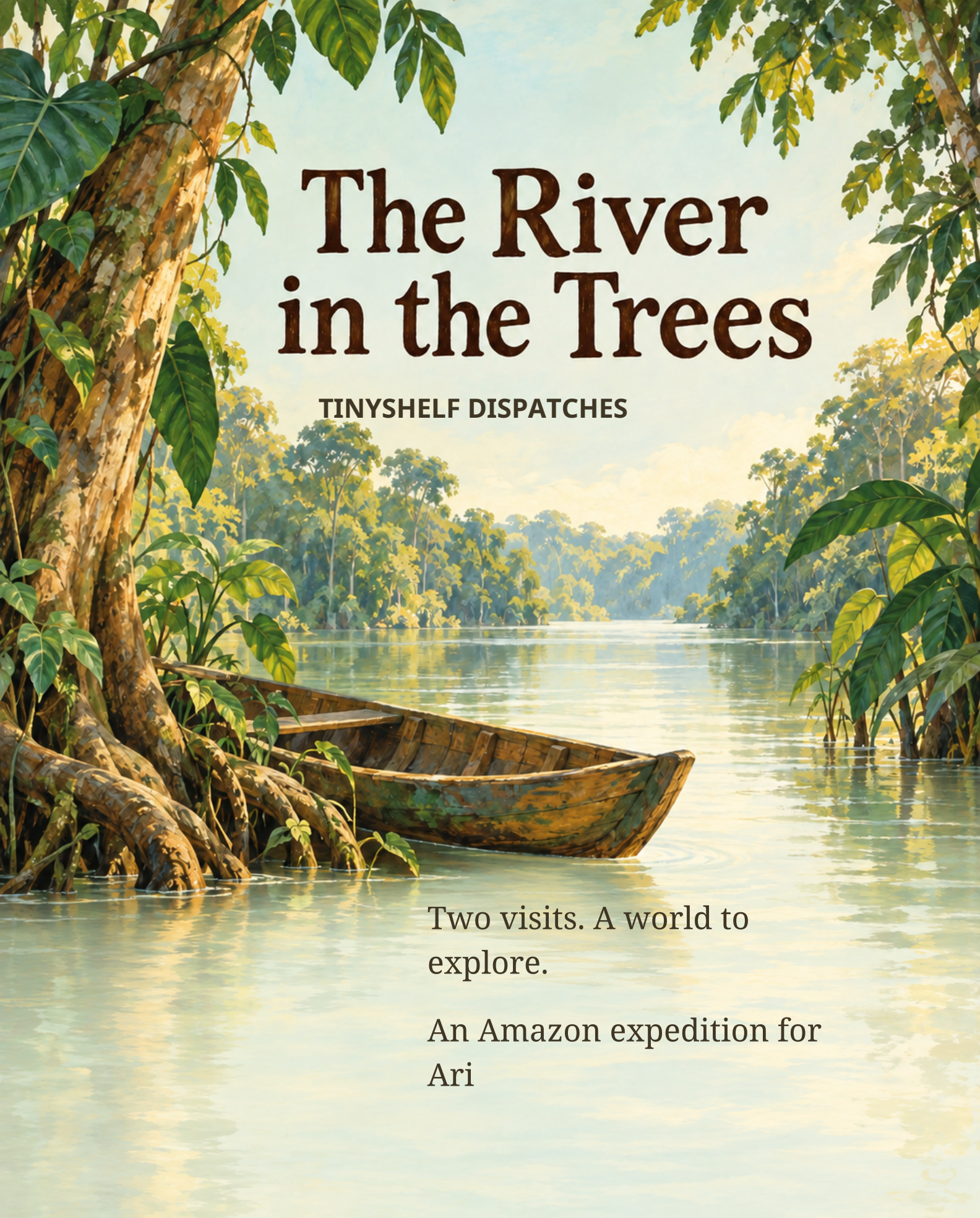


A detailed illustration of a tropical river scene. In the foreground, a large, gnarled tree trunk with thick, exposed roots stands on the left bank, partially submerged in the water. A small, weathered wooden boat is moored near the tree. The river is calm, reflecting the surrounding dense forest and the sky. The background shows a vast expanse of green trees and foliage under a soft, hazy sky. The overall atmosphere is peaceful and inviting.

The River in the Trees

TINYSHELF DISPATCHES

Two visits. A world to
explore.

An Amazon expedition for
Ari

This expedition belongs to Ari

Look closely. Choose what to follow. Keep room for a question.

Ari, the river is waiting

A forest can stand on dry ground on one visit and above swimming fish on another.

Choose the river lives that interest you, make a landscape, and keep the discoveries you want to remember.

Lia helps with the tools. Rosa shares her river knowledge. The choices are yours.

Your ending is on page 15, even with an unfinished goal.

A note for Ari

For your questions and all the things you will notice. With love, Jo.

From Jo



Begin with a real place

Open the regional map and find Mamirauá in the Brazilian Amazon. This is a place where people live, work and study the river.

Rosa shares local knowledge; Lia helps you use the pieces. Your small landscape is a model you will compose. It is not a surveyed map.

Keep the quick reference beside you. The complete rules can help whenever you need them.

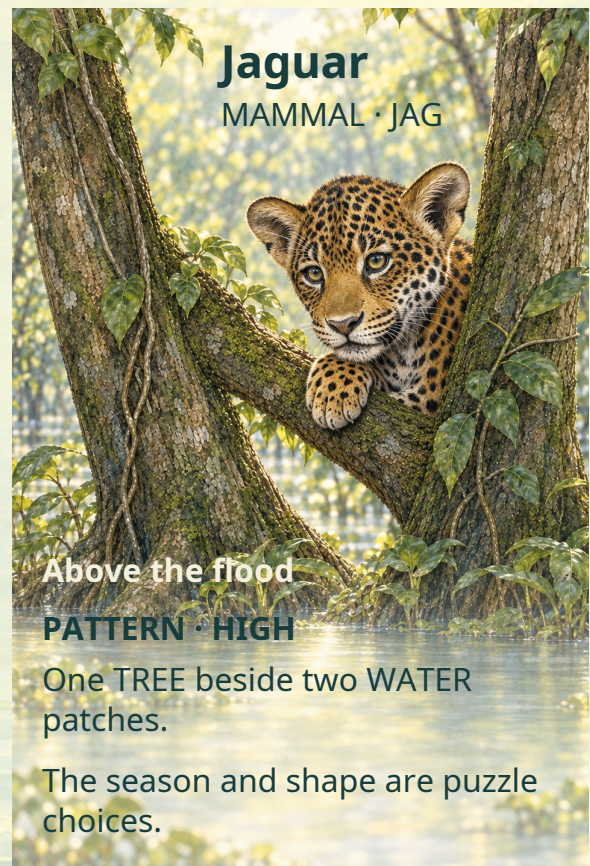


Choose an animal

Place the eight ready animals in AVAILABLE. Leave EXPLORING and RECORDED empty. Set out the landscape and six offers, with TREE patches on LOW.

Look at the animals. Move one you want to explore into EXPLORING. Its pattern need not be possible yet.

Your First River Page: record four different animals, including Tambaqui or Jaguar, across your two visits.

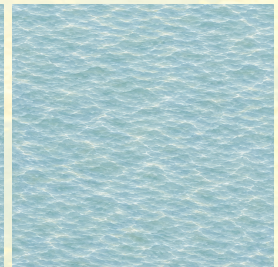
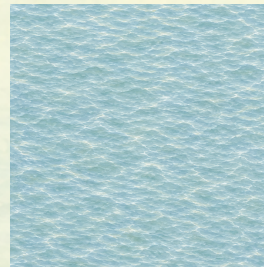
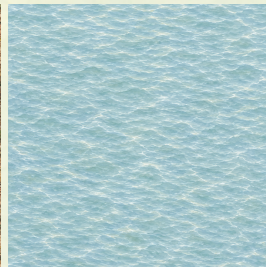


Where could it begin?

Choose offer 1: TREE + WATER, or WATER + WATER. Take the whole pair.

Place both patches. The first patch of the game goes anywhere empty. Every later patch goes in an empty square sharing an edge with something already placed. The second patch may go elsewhere along your landscape.

Where could your animal's pattern take shape?



Keep what you noticed

Check animals in EXPLORING. Point out a complete pattern and at least one of its patches placed this turn. An old ready shape alone is not enough. Then move the card to RECORDED, unmarked.

Patterns may turn or reflect. "Beside" means edge to edge.

No fact quiz is needed. Tick turn 1. An unfinished animal can stay in EXPLORING.

Leave room for another possibility

A patch you place may help more than one animal. You can change what you want to pursue.

At a turn's start, you may return one unfinished animal to AVAILABLE. Then you may choose one animal, keeping at most two in EXPLORING. Choose before taking patches.

Follow the reference through LOW turns 2 and 3. Stop after 3; your next visit begins over the page.

Keep this view in mind

LOW · first visit

Look at your landscape before the return. Which patches are TREE? Follow an edge around a space you have not filled.

Leave every patch where it is. The next picture shows the same example in a different season.



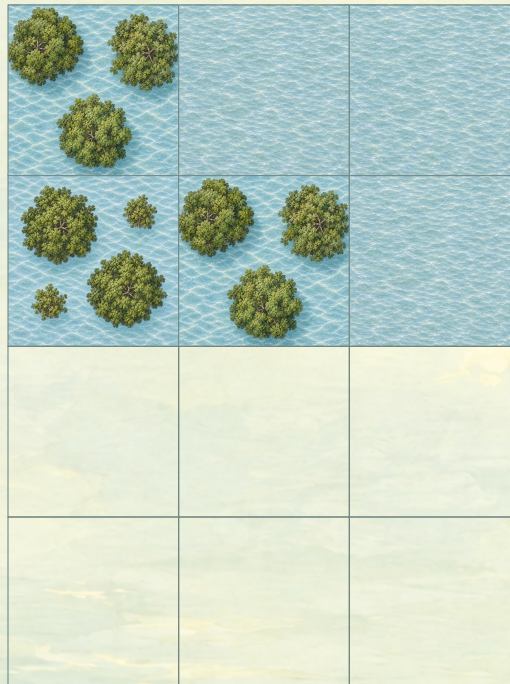
What is possible now?

HIGH • months later

You return for a different season. The trees are still here. Water now lies between them.

Before adding anything, turn your TREE patches to HIGH.
Keep every patch in place.

Is a route possible now that was not possible before? Point to what changed. Keep your idea before turning the page.



A different way through

TREE is still TREE. It becomes wet at HIGH; WATER still means a WATER patch.

At this pause, a HIGH animal already in EXPLORING may be recorded if its pattern uses a TREE that just became wet.

Then take turn 4. An animal first chosen on 4 must use a patch placed on 4.

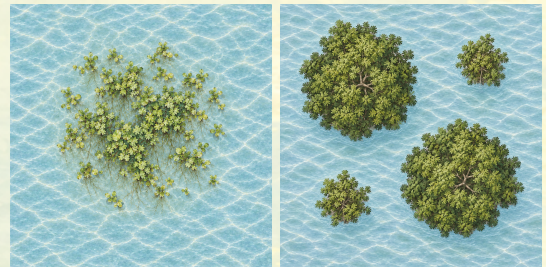


What will you follow now?

Look at the animals and the next offer. Keep a possibility open, or make room for a different one.

You may add one animal to EXPLORING, if there is room.
Choose before taking offer 4. Place both patches, look for a pattern using a new patch, and tick turn 4.

Use HIGH faces for new TREE patches. The quick reference holds the whole turn.



Fruit above, fish below

Tambaqui eat fallen fruit when water reaches the forest. Some swallowed seeds survive the journey through the fish.

Look at the fruit and the fish. What could happen after the fruit disappears from view?

The path on the Tambaqui card is invented. A transported seed is not guaranteed to grow.

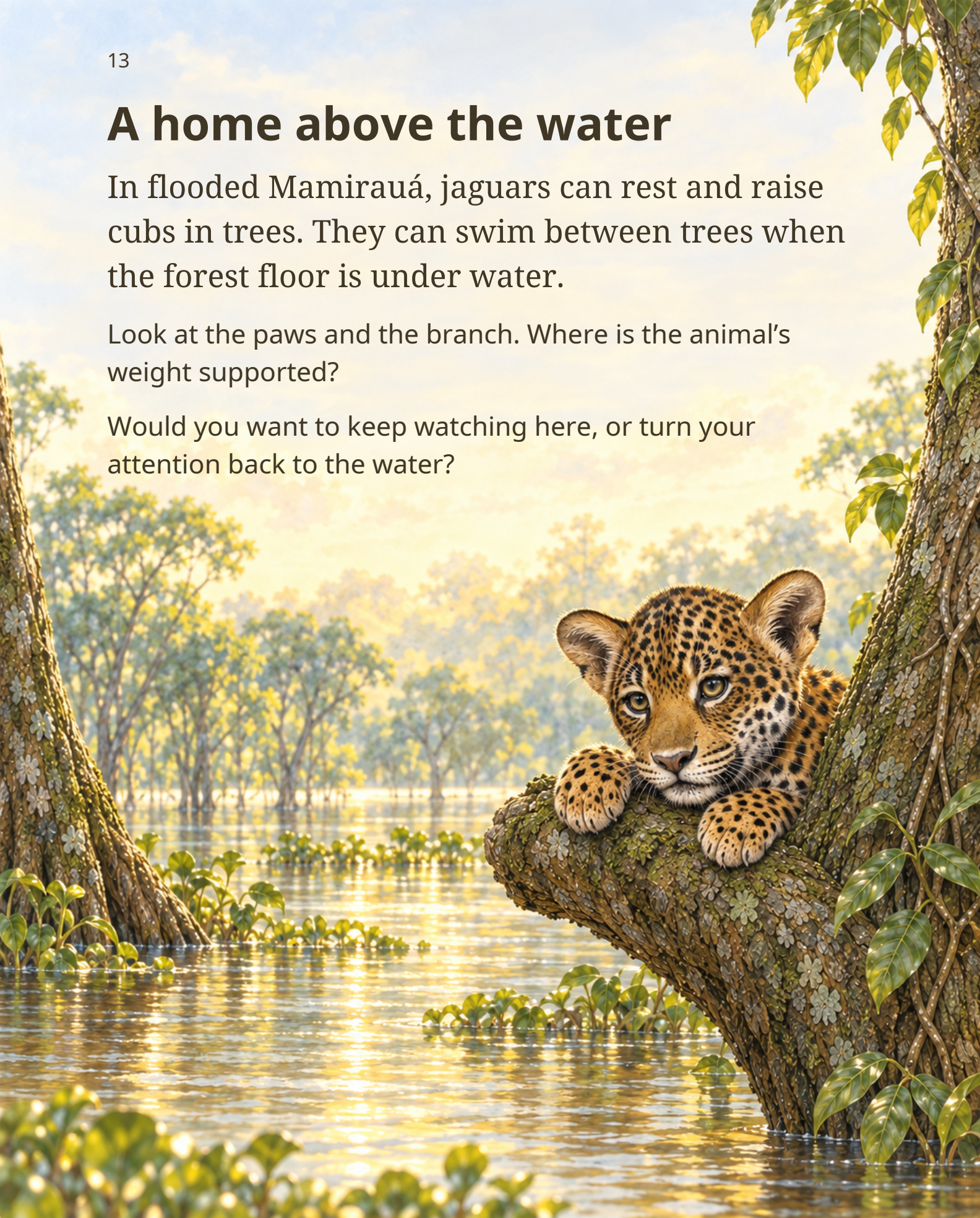


A home above the water

In flooded Mamirauá, jaguars can rest and raise cubs in trees. They can swim between trees when the forest floor is under water.

Look at the paws and the branch. Where is the animal's weight supported?

Would you want to keep watching here, or turn your attention back to the water?



Finish when your page is ready

Your First River Page needs four recorded animals, including Tambaqui or Jaguar. After a HIGH turn, you may finish when that goal is met, or continue through turn 6.

If you keep playing, use offers 5 and 6. Turn 6 ends the game even if the brief is unfinished.

The next page is always yours. No win or writing is needed to turn it.

A page that belongs to Ari

Look over your landscape. Choose an animal you want to remember. You can keep the page just like this.

Or give it a title, make a drawing, add some words or tell someone what caught your attention.

It is still yours if a goal remains unfinished. Nothing needs to be written to reach this ending.



Ari's river page

Keep one detail here, or leave this space open.

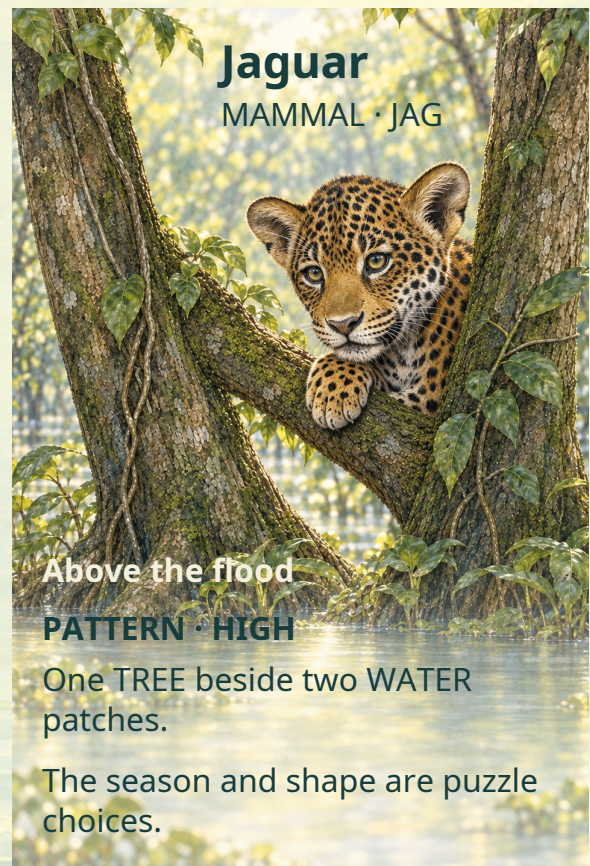
Choose what to carry into another visit.

Look before the name

You can set the game aside and browse. Choose any two animal cards. Look at their pictures before you read their names.

Find a curve, an edge or a patch of colour that differs. Then turn the cards.

Which detail would help you recognize each animal again?



Along the water, overhead

A great egret can wait in shallow water for prey to approach. Large-billed terns nest on exposed river sand. In Mamirauá, scarlet macaws can be heard before a pair comes into view.

Which would you look for first? Choose one detail you would want to remember: a neck, a wing or a long tail.



Look along the ground

Pacas forage for fallen fruit at night.

Rows of pale spots run along a paca's sides.

Find the rows of spots, then look at the ground beneath the animal.

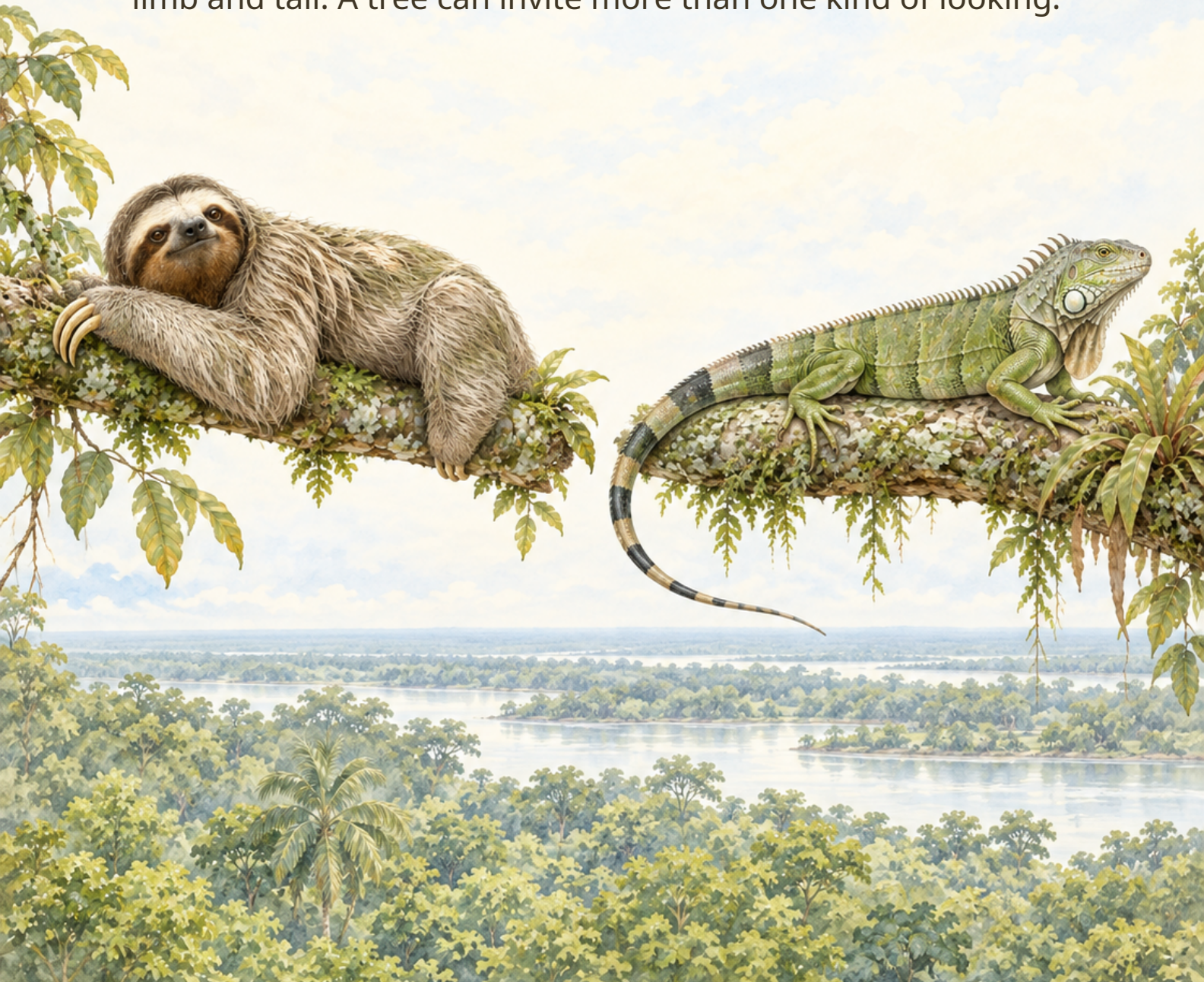
If this ground were under water, what would you want to find out next?



Held in the branches

A brown-throated sloth has three long claws on each limb. It spends much of its life in the tree canopy. A green iguana can bask high in a tree. It can swim too.

Trace a grip around a branch. Compare the shapes of claw, limb and tail. A tree can invite more than one kind of looking.



Some questions need another kind of looking

Hahnel poison frogs are active by day. This knifefish makes weak electric signals.

What can a picture show you about these animals? What would you want to ask someone who studies them?

Keep one question open. You do not have to guess an answer.



A different page next time

Keep the quick reference with the pieces. You can play again without rereading this book. Use the same ready animals and offers.

Reset: animals to AVAILABLE, grid empty, TREES to LOW.
Restore every pair to its turn and side. Clear the six ticks.

Choose A Page Above the Water or Paths Through the Flood.
What would you like to try together?

Research behind these pages

Mamirauá Institute and Uakari guides: place, jaguars, macaws and pacas.

Anderson and colleagues: fish and seeds.

Cornell Lab: great egret.

Raeder: tern nesting at Mamirauá.

Animal Diversity Web: paca, sloth and iguana.

Montanarin and colleagues: Hahnel poison frog.

Crampton and Hopkins: knifefish.

Regional map: Natural Earth and its source notes.

Keep one question

What would you like to notice on another visit?

The place and animals are real. Lia and Rosa are fictional guides. Illustrations include imagined scenes and AI-generated art; they are not documentary photographs.

Your landscape is an invented model. Completing a pattern does not prove a healthy habitat. Research sources do not endorse this expedition.



There is more to notice

You can return to the pieces,
the pictures or a question you
left open.

The River in the Trees

TINYSELF DISPATCHES

Discover a forest across two seasonal visits, and keep a page of your own.

Choose an animal. Compose a landscape. Look again when the water changes.

For one explorer or a shared table. Ages 8–12.



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Preferred edition • Revision 1