

THE COMPUTER VIRUS NATURAVITAE

*Naturavitae taught Guto to love,
protect, interact and enjoy nature.*

JOÃO JOSÉ DA COSTA

**A CHILD'S OPPORTUNITY TO LIVE A TRUE
EMOTION THROUGH HIS COMPUTER'S
CONTAMINATION BY NATURAVITAE VIRUS**

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435.

Children's story that integrates with the natural fantasy and creativity of children and young people, entertaining, educating and adding to the development of character, moral values, citizenship, ecological awareness, family values, culture, knowledge, spirituality, respect for educators, encouragement to study, order and discipline. Book for children and young people who enjoy intelligent, sensitive, cultural, educational readings and themes of social reality. Book with largest literary content, a better reading exercise.

Synopsis:

The book tells an educational adventure that pervades a child of the cyber generation with energy and enthusiasm. It presents him with the opportunity to know and live the alternative of true emotion through the contamination of his computer by the NATURAVITAE virus. To be eliminated, it requires the contention of several games consisting of healthy adventures of contact with nature, becoming a true virus of life. It introduces the child in love of nature. In the end, the child discovers that there is life beyond the computer and a natural life of infinite beauty.

Dedication

I dedicate this work to all those who reserve part of their lives to educate children in some way, as a mission and a belief that in them is the hope of a better world.

In special to parents, teachers and grandparents, the basic triangle of early childhood education.

I thank God for the child that He still allows to exist in me.

João José da Costa

Ah! The computers!

What would we do without these wonderful machines!

How many opportunities for fun, games, communicating with friends, research for study? And so many other utilities.

However, the appeal of the computer is so great that many children spend most of their time in front of their screen!

And there may be the danger!

This is the story of Guto. Guto is a typical boy of the current cyber generation. Guto from an early age saw his father glued to the computer screen for hours on end. We used to say the example always comes from above!

And both, Guto and his father were stuck in a computer, in endless national and international games and competitions. It even seemed that they disputed who stayed longer in front of a computer!

As soon as he woke up in the morning, Guto's first act was to turn on his computer, which was readily installed in his room and for private use.

And so, Guto started almost all day. Games and more games, computerized leisure, which attracted him irresistibly, and challenged him to compete and win increasingly complicated games.

Of course, the computer gave him many opportunities to develop knowledge and culture through countless educational games.

Guto's reflexes were already well adapted to this computerized life. He threw his body back and forth, kicked the air, jumped up from his chair as he became involved in the games and fought with colleagues from other sites.

Beside him, the invariably stuffed sandwich and the glass of soda. Standing motionless and doing physical sports, Guto was the image of today's cyber child - early chubby.

But he was very happy and content with his life.

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He didn't know what it was like to spend the afternoon playing ball with other friends, taking part in a swimming competition, or riding long stretches of bicycle.

Of course, his parents worried about this situation. But, at least for now, they saw this Guto activity as a comfortable way to keep him entertained and safe at home. After all, violence is increasingly driving children away from the street.

Guto was proud of his friends at school to have one of the largest collections of computer games. He was a true expert. On his computer were installed dozens of electronic games, the most modern and current.

Guto had been in this routine for at least four years. This was clearly visible even in its physical size, fully adapted to the chair of your computer.

Increasingly chubby, Guto sometimes worried his parents in this regard. And every effort to get him to practice sports, walk, ride a bicycle was done.

But these efforts succumbed to Guto's routine and insistence on returning to his beloved computer. So, it was common in social gatherings, the comment: "Wow how chubby he is! We have no one in the family like that!".

Guto, however, increasingly assumed that he was chubby and didn't care much about these comments. After all, he was a handsome, intelligent boy, adored by his parents and grandparents, and this kept his ego high.

Guto had too few friends for personal contacts. But cyber friends, many from within or outside the country. They were impersonal friendships, developed through long conversations via chat or competitions over the network.

They hardly knew each other by their names, but by the names of fantasies like Rambo, Rambo's Friend, Rambo's Brother, and so on. And this, in a way, was not good for Guto. Their teacher, grandparents and their parents knew that childhood development for character and personality formation also takes place in daily contact and comparison of behaviors with friends.

And they urged Guto to hang out with friends. But none of this entered Guto's consciousness or it didn't seem to matter to him.

But Guto's Fairy Godmother was preparing him a big surprise and great adventures that would completely transform his life...

Fairy Godmother? Yes! Some call it Guardian Angel.

That morning, Guto's computer looked like it didn't want to work. Something strange was happening. When he opened his favorite games, there was interference.

And Guto wondered:

"Would it be a virus? But it cannot be! I update the antivirus daily!"

The antivirus alert confirmed: NATURAVITAE VIRUS DETECTED.

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It was an unknown virus and against which there was no 'vaccine'. The new virus insisted on disrupting Guto's plans for that morning.

A figure of a beautiful young woman dressed in green leaves and flowers in her hair, tiny, floated across the computer screen from side to side, looking cheerful and mocking. She was running away from the mouse that Guto handled with mastery trying to delete her.

And on the screen appeared the expressions: "Follow me! Fight against me! Try to catch me!".

Guto was a great competitor and all he needed was to challenge himself to eliminate this terrible virus, camouflaged in a beautiful girl, who didn't let him open his favorite electronic games.

After a few good minutes analyzing the virus's movement on the screen, Guto equated the direction and speed of her movements and prepared with the mouse to click on her. And very well done! He got it!

When the virus launched quickly into the upper right-hand corner of the screen, there was Guto's mouse waiting and the click was quick and fulminating, hitting right on the Naturavita virus.

A screen opened showing a lush nature.

Rivers with crystal clear water meandered across the plain, where a magnificent forest lined either side until it met the slopes of a mountain range. Waterfalls of various widths and heights fell toward the plain until their waters found their final course in the waters of the river. Multicolored birds flew everywhere. Several wild animals could be seen, such as alligators, tapirs, capybaras, rheas, deer, in exciting harmony.

The scene was so beautiful that Guto had not seen it before in any of his games.

"Follow me!". The beautiful girl challenged.

At this moment, a little boy appeared on the screen and Guto realized that he could move him with the mouse or the cursor.

Guto soon realized that he was supposed to take over the character of this little boy and try to follow or catch the Naturavitae virus.

A new message appeared on the screen:

THIS VIRUS CAN ONLY BE DELETED IF DEFEATED IN AT LEAST FOUR OF THE SEVEN COMPETITIONS.

When he decided to start the chase, several windows appeared on the screen with the titles: TREKKING, CANYONING, MOUNTAINEERING, OFF-ROAD, BIKE, MOTOCROSS, BALONISM.

Guto understood that he could only delete this damn virus if he beat it in 4 of these 7 competitions.

And there was nothing in this life that would motivate Guto more than compete. And this challenge was something much more real and interesting than he had experienced before.

"Let's see, which window I click first?". Guto thought ahead.

And he clicked on "TREKKING".

"But what is "trekking" after all?". He asked silently.

And the game has begun!

Guto took on the character on screen, represented by a chubby boy in a tank top, shorts, sneakers and a flap cap. Then he found himself on a trail in the middle of a large natural forest, in a National Park.

In the distance, on the same trail, he could see NATURAVITAE, who was looking back with a mocking smile.

"Follow me! Fight against me! Try to catch me!".

Guto immediately noticed some disadvantages in the competition.

NATURAVITAE seemed to be better prepared. She wore the most appropriate uniform and shoes and carried a backpack, whose contents Guto didn't know what it was.

"Come on! We are here to compete, and I will try to win!". Guto said, highly motivated for the competition.

Time began to run.

Guto set off, trying to reach and overtake NATURAVITAE.

After an hour of walking, he began to realize the disadvantages he had.

"Since I didn't know what the competition was about, I didn't prepare myself well!" He thought already anticipating a defeat.

But as this was also an electronic game, on the way there were the real trophies that Guto could pick up, earning points and other fake trophies that would make him lose points.

The first that appeared was a comfortable boot with a non-slip sole that protected the ankle.

Immediately, Guto put it on as a replacement for deformed sneakers he worn. Bingo! Point to Guto.

His gait became firmer, but the sun burned his skin and mosquitoes stung his legs.

Then came the second trophy - a light olive-green field uniform and a light brimmed hat all around it. Guto picked it up, replacing his clothes and his cap. The sun no longer burned and no longer felt the bite of mosquitoes. Bingo! Point to Guto!

Guto continued confidently on his march in search of ever-distancing NATURAVITAE. The fresh, clean air, the green of the woods that shone in the sun, the song of the birds, the faint song of the waters that ran over stones, were beginning to give Guto an unprecedented charm. He experienced sensations never before felt:

“Wow! This game is of incredible virtual reality, which I feel like I'm on my own track!”. He exclaimed with enthusiasm.

This feeling was so strong that for a moment Guto forgot about the competition. After walking one hour, the landscapes succeeding each other more and more beautiful, with hummingbirds and

butterflies prowling the bushes and flowering trees, Guto began to feel hungry and thirsty.

“Now I begin to understand what NATURAVITAE had in the backpack! It sure was something to eat and drink and I here with nothing!”. He thought in anguish.

The next trophy was a tray of soda and natural juice. Guto, without hesitation, took the soda. Bad! Loss of points for Guto.

The soda would just fill his stomach, make it heavier and not help quench his thirst.

The next trophy was another tray of hamburger sandwich, full of gravy, and cereal bars. Guto, no doubt, opted for the burger with plenty of sauce, his favorite sandwich. Bad! Loss of point for Guto. Heavy sandwiches only hinder the walk, making the practitioner slower, lazier and without energy.

Immediately thereafter was a trophy consisting of a backpack and a water bottle and another trophy consisting of a bicycle.

“And now? Do I take the backpack and the canteen or the bike?”.

Guto could not fail in this choice. This could get you out of the competition! Guto remained for a few minutes to make this decision while NATURAVITAE disappeared on the trail behind the mountains.

“If I take the bike, I can go faster and reach NATURAVITAE. I'm going for it!”.

This decision by Guto was fatal. In fact, the bike made him travel a few kilometers of the trail with the greatest speed. But the backpack that would allow him to carry the cereal bars and the water canteen was soon missed. Thirsty and hungry, having to carry his bike on his back to climb the trail up the mountain slopes, Guto gave up. 1 x 0 for NATURAVITAE.

On the other hand, Guto learned that trekking is a very healthy sport, consisting of long walks in natural environments such as woods, forests, fields, valleys, plains, combining physical exercise

with the contemplation of wonderful landscapes of fauna and flora.

However, the trekker has to be very well prepared physically and bring the essential equipment for the adventure, according to the time and distance of the trail, difficulties of access and availability of purchase in the region.

Guto finished this first game, sweaty, red as if he had sunbathed, tired but relaxed.

His mother interrupted bringing the snack: "Guto, here's your soda and hamburger". Why are you sweaty and your face is red? Did you go somewhere?". His mother asked him.

Guto could not answer. Perhaps he have given himself a lot to the virtual reality of this first game. He merely asked his mother:

"No natural juice and cereal bar?".

His mother was very surprised at the question:

"Wow, Guto must be sick!".

Well, Guto went to the second competition.

He clicked on “CANYONING” and started the game! Guto started this second game with two major drawbacks - his on-screen character was a little chubby about his choice of hamburger and soda and the fact that he had no idea what canyoning was.

However, his fighting spirit pushed him forward and entered the game to beat NATURAVITAE this time.

Proudly, he didn't want to ask the enemy virus Naturavitae what this sport was about. He just followed it's steps and tried to do better what she did.

Unlike trekking, Naturavitae walked beside Guto, without hurry, following his footsteps.

Guto could see her face better. No doubt she was a beautiful young woman. Her long, split hair was green on one side and yellow on the other, and her eyes were the most beautiful blue.

"Why aren't you walking fast to stand in front of me?". Guto asked.

"Because in this game what will be worth is the skill and not the speed. You don't know what canyoning looks like, do you?". Naturavitae asked.

And Guto just looked to her with a slight nod.

"Guto, see, it's an hourglass, won't you get it?". She asked.

And Guto answered:

"But what is hourglass?".

"Hourglass is an ancient instrument that shows us time passing by. The sand from the top glass ball falls through a small hole to the bottom glass ball and it takes a long time to show us the time passing by!".

"I won't catch it!". Guto answered.

Naturavitae just smiled and shook his head in mild disapproval.

And so, they followed the trail to a great mountain high in the range.

On the way, Naturavitae drew Guto's attention to small details that he, not used to living with nature, paid no attention to. They were butterflies and hummingbirds of various sizes and colors, feeding on flower nectar and fruit juice.

A small snake hurried across the trail. He listened to the song of the birds.

Guto saw and listened with great delight and thought how beautiful and sensitive person could be this Naturavitae virus.

"Surely it is to deceive me! I can't join her game!". Guto concluded.

Several other hourglasses passed and Guto didn't want to take these trophies that showed time passing. Naturavitae knew this failure would take him out of the competition.

But he would have to figure it out on his own.

Finally, the trail led up a great ascent, about 140 meters uphill, something like going up (and then down) around the stairs of a 40-story building.

Guto sought the answer:

"This is the competition - who can climb these 140 meters up the mountain slope!".

Naturavitae said he was wrong; this was not the competition.

"You will soon know!". She answered, trying to calm Guto's anxiety.

A noise of water was getting stronger and stronger. It was the approaching a beautiful waterfall.

"We're coming, Guto". Naturavitae said.

While a group of tourists took the left trail, Naturavitae took the right trail that led to the top of the waterfall.

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“Okay, we have arrived!”. Naturavitae exclaimed with enthusiasm and slight tiredness.

Immediately, she looked for a place to exchange her trekking clothes for different ones. She put on a rubberized black outfit that stuck to her body, looking like the clothes of a frogwoman. She put on a helmet and put on non-slip boots.

Two ropes connected the top of the waterfall to the lake twenty meters below. Naturavitae looped the rope in a device and held the rope tight with another device.

“Guto, this is canyoning. The word comes from ‘canyon’, word that means great depression of a terrain. These depressions can occur by sinking part of the soil or by erosion through the centuries by the waters of a river. Canyoning is a radical adventure sport. I’m going down these ropes that I’m going to command myself. Of course, that person you see down there can help me and help in case of danger. But I believe this will not be necessary. This requires a lot of strength and balance and a certain amount of courage. But, it’s a lot of fun and relaxing, plus

the feeling of success you get when you reach the end. On the way, I gently kick my legs along the side of the waterfall as I cool off in the waterfall”.

“How amazing” The next one is me!”. Guto requested with all enthusiasm.

“This will not be possible. You didn't get the hourglasses that would mark the time. If you had taken these trophies, your on-screen character would have grown to the appropriate age for this sport. A child like you cannot. You will have to wait and be content to learn the sport and postpone this pleasure for a future. Bye, Bye! See you in the next game!”. Laughed Naturavitaë.

Naturavitaë launched himself into the air, starting his canyoning, joyful and happy, bouncing off the cliff on the slopes of the waterfall, slowly descending in perfect synchronized movements, cooling off in the clear, crystal clear waters.

From time to time, she looked up and wave fondly at Guto. Guto was left to contemplate her, however, without sadness or frustration.

In a way, Guto was intrigued to look upon his enemy virus Naturavitae as a pleasant company and almost a friend.

Guto was enjoying these new games too much. 2 x 0 for Naturavitae.

"Mother! I am tired and hungry. What do we have to eat?". Guto asked, sweaty, with greasy hair, some dry leaves on his shirt and dust on his sneakers.

"Guto, lunch is almost done. I told you not to leave without telling me. You look like you walked miles!".

Guto looked at her and fell silent in a soft smile and with the image of Naturavitae in his mind.

Guto, after eating the usual breakfast, headed to his computer, as it was his routine every morning, to wake up with some of his games.

He played the game of his choice for a few minutes, but he was starting to feel something -

truer emotions were missing, the kind he was facing fighting Naturavitaë.

But the virus didn't stop him that morning and he went on robotically and without enthusiasm. Amazingly, he wondered:

“Where is Naturavitaë?”.

Disinterested, he turned off the computer and asked his mother if she could take him to the Ecological Park where he lived, as he would like to take a walk.

His mother, despite his household chores, did not hesitate to attend him, since she had long been encouraging him for such a kind of walk.

Guto needed to practice more walking, to reduce his weight and strengthen his body. And there they went, carrying a bottle of water and cereal bars, at Guto's request.

At night, to Guto's delight, when he turned on his computer for a few more games and he was interrupted by the Naturavitaë virus that

challenged him for the third game – “MOUNTAINEERING”.

Immediately, Guto's enthusiasm and fighting spirit returned and he settled into his chair for another battle.

“This time, I will try to better understand the game before it started!”. He promised.

And so, he sought to know about “MOUNTAINEERING”, the proper age for his practice, the equipment he should bring.

Thus, it substantially increased his chances of beating Naturavitaë.

And the game has begun. The scenario was a national park. The challenge was to climb the highest mountain.

Guto was already beginning to feel that the pleasure of participating was greater than the challenge of beating Naturavitaë, because the game allowed him to experience the contact with nature and this was already a prize for him.

Naturavitae comes out ahead, always looking back defiantly at Guto, but in a way that motivated him and encouraged him to follow her.

When the hourglasses that marked the passage of time appeared, Guto picked them up and his character on the screen grew older until he reached the minimum age of 14 years.

Guto, on screen, was already a strong, tall young man, making him a great match for Naturavitae.

Hidden along the way, the trophies that Guto should identify and pick up - helmets, small seat, special sneakers, ropes and locks, and anchor systems.

Guto was very alert and smart and did not fail to find and pick any of them.

He was equipped and walking practically along with Naturavitae.

After a long trek, they were both on the stone shelves at the beginning of the highest mountain.

Now the game should be decided. Naturavitae took the initiative to begin the climb, followed by Guto, who sought to observe all her movements and copy them.

He strictly placed his hands and feet on the same ledges where Naturavitae placed. At times she would reach out to help him.

"But if we're competing, why does she help me?". Guto wondered.

The beginning of the climb required no more equipment. However, after the rise of a few tens of meters, the use of fixation and anchoring equipment began to be necessary.

Dealing with mastery, Naturavitae continued confident, followed by Guto. She fastened locks and staples, twisting and untying the knots of the rope, leaning against rocks, until they finally reached the top.

Naturavitae was just one step ahead of Guto when she slipped, fell and grabbed the rope a step behind Guto in distress.

If Guto gave her his hand he would put her back one step ahead of him and she would win the game. If Guto didn't give him the hand, he would win the game.

And now? What should Guto do, the game was 2 x 0 for Naturavitaë, could be 2 x 1. What would you do?

Guto clicked "OFF-ROAD", starting the fourth game!

Naturavitaë won the MOUNTAINEERING race and the score was 3 x 0 for her.

Guto had given her his hand to protect her from the fall! In this new OFF-ROAD mode, Guto thought he had spectacular chances, believing that this game differed just a little from the car racing electronic games he owned.

However, he tried to be very careful not to fall into any traps. On the way to the starting grid Guto picked up the hourglass trophies, making time pass to his character. He also struggled to get all the riding equipment he knew very well.

Guto felt firm and was ready for the start. The beacon of red turned to yellow and green. Guto and Naturavitaë left in a fierce dispute.

Definitely, these games provoked by Naturavitaë look like they were meant to teach Guto a lot of new experiences.

As soon as the race started, there was Guto with his off-road car turned sideways.

"But where did I go wrong?". Guto yelled.

In the distance, Naturavitaë drove away with her car, driving smoothly and carefully at low speed, skirting the numerous holes and pitfalls of the road. The terrain was very sandy, watery, muddy, with deep holes, loose and tall stones.

Guto had to restart the race and quickly realized that the skill acquired on the racetrack of the electronic games had little to do with this type of race.

"This is slower, the routes are shortest and much more rugged field!". He concluded.

However, the gaming experience counted a lot when driving an off-road car.

An off-road car is a car specially designed for rough terrain, has all-wheel drive (4x4) and special steering gears for riding on asphalt, mud, bog, towing. An off-road car can be driven as far as there is no normal road, hence its name off-road, which means it can be driven without roads and on all terrains.

Guto quickly got the hang of driving his off-road car, skillfully overtaking the holes, deftly deflecting the sandbanks, skirting the water mine terrain cleverly.

He was getting closer and closer to Naturavitaë. Although very focused on the race, trying to reach Naturavitaë, Guto could contemplate the renewing landscape along the way.

Beautiful lakes with hundreds of waterfowl of various species. Waterfalls that shone silvered at the sun in the mountains, rivers in rocky rapids, with clear and crystal-clear water, the sun that illuminated everything and gave life highlighting

the colors of the green of the woods and the blue of the waters.

These were sensations that Guto did not experience in other electronic games. In these games, he played and had fun. But she felt nature seep into her soul through her eyes, ears, nostrils, with unforgettable images - sounds of birds, waterfalls, wind in rare symphony; smell of the woods, sometimes dry, sometimes wet, the scent of flowers.

Naturavitae stopped to see one of the most beautiful scenes of the trail - a blue lake, embedded in the mountains, formed by successive falls of 7 waterfalls, called Valley of Heaven.

Guto took this opportunity to overtake and gain an advantage over Naturavitae, who was mesmerized by the landscape that she didn't even notice Guto overtake her.

Guto gained distance and looked back, no longer seeing Naturavitae, and ran faster and faster to reach the end of the trail. Naturavitae kept

stopping to admire other landscapes, the beauty of the mountains, the calm of the hills at the beginning of dusk, not worrying about the weather and the end of the race. Guto reached the end of the trail.

“I won! I won! I won!”. His screams even frightened the birds that remained in silence.

They were his only admirers at that moment...

Naturavitae was slow to arrive and Guto was anxiously waiting for her arrival to see her reaction.

Now the score would be Naturavitae 3, Guto 1. Naturavitae has finally arrived. She was blown away.

“I won, I arrived first!”. Guto hurried to see her.

Naturavitae answered softly, trying to calm Guto's anxiety:

“You arrived first in the competition but lost in the excitement! The great prizes of the race you

missed! You didn't stop to pick up the special gifts nature has in store for you. You have never seen the Valley of Heaven. On off-road, what matters most is not to arrive first, but to admire all the gifts that nature gives us along the way! Tomorrow, we will repeat this test, without the concern of time and the completion of the course. Let's stop and admire again all the beauties that were waiting for you and you did not give due value. Is it fine like this?"

Guto, who was already used to the idea of accepting Naturavitaie advice and learning from her teachings, shook his head in agreement. And they did just that.

The next morning, they left in a single car and had a great time, talked a lot and fell in love with all the beauties delicately built through the centuries by nature.

The score was 3 for Naturavitaie x 1 for Guto.

Guto clicked on "BIKE", starting the fifth game! The favorable score to Naturavitaie challenged him.

He felt in this game the same firmness as the previous game. Races with the most diverse vehicles were common in his electronic games and he developed good reflexes and experience in these types of competitions.

Smart, knowing better the rules of playing with Naturavitaе, Guto was careful to collect all the trophies, especially the hourglasses, disguised in various types, but with the same purpose of marking the passing time.

Appropriate bicycle racing equipment was already well known to Guto, who took precautions with water and proper foods such as cereal bars and chocolate.

The race would be in an outback road, a great challenge for the steep climbs and descents, as it passed the mountains range. Guto bet on the resistance of his character on screen and his experience.

At the start, only Guto and Naturavitaе. Without whistles, gunshots or starting signals, the two began the competition just by looking at each

other. Naturavitae got off firm, pedaling hard and fast. Guto didn't want to be behind her.

What would surely decide this competition would be the breath and strength of the legs.

In this, Guto's character was evidently more distinguished from Naturavitae.

A few meters ahead of Guto, Naturavitae just cycled and took the opportunity to admire the good things she could admire in the city's landscape and buildings, especially the churches and houses of colonial times, very common in the outback city.

Guto looked fixedly at Naturavitae's bike, trying not to distance himself. On the way up, Guto gained clear advantage and this advantage was increasing more and more.

On the way down to the city, Guto no longer saw Naturavitae.

"Do I wait for her or not? What if something happened to her?". Guto thought worried.

But competition was competition and he decided to start the descent of the mountain, by the way one of the steepest he had ever seen.

Nothing from Naturavitae and Guto was close to the historical point of the city, end of the race. It had been two hours of running.

Naturavitae arrived quite late and this delay was not only due to the fact that a brief stop of Naturavitae at the top of the mountain to contemplate the horizon and the city in the distance, besides drinking water from the fountain.

Naturavitae was also delayed by the fact that the test was a great effort for her. Guto thus won his second test with great merit, being very happy with this fact.

Now the score was 3 for Naturavitae and 2 for Guto. Naturavitae tried to disguise his concern with the score, but without sadness or anger, asking Guto:

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“Did you see the most beautiful scenery from the top of the mountain? The blue of the sky, the sun illuminating the forest that plummeted its green color downhill towards the desert and the city?”

Guto tried to match to her enthusiasm but did not hide the satisfaction of being almost tied with the virus Naturavitaë.

“If I win two more competitions, I can delete this virus!”. Guto thought, but with a strange feeling of lack of conviction if he really wanted this.

Guto clicked on “MOTOCROSS” starting the game! He did not disguise a slight sarcastic smile in his lips. Motorcycle competitions were his biggest specialty in electronic games. Guto had a number of motorcycle racing games, and often practiced motorcycling.

Guto started fast and bravely, taking a considerable distance from Naturavitaë in the first few minutes of the race. Besides not being very familiar with motorcycle, Naturavitaë, as was her personality, walked slowly, in some parts, to contemplate the rich landscape around her.

Guto, for his part, focused on the route and the accidents on the ground, to cover the stretch in the shortest possible time and without accidents. Guto had collected the necessary trophies on the way to the start of the competition, not forgetting anything, not even the hourglass that marked the time and made his character on screen take the appropriate age for the competition.

He was properly and beautifully dressed, fully equipped. Thus, the result could not be different. Guto arrived 16 minutes ahead of Naturavitae.

The score was now Guto 3, Naturavitae 3! On their return, they both returned without haste, talking. Naturavitae took the opportunity to show Guto the points of the route of beautiful landscapes that he had missed. At various points, Guto stopped to admire them. This involved him to such an extent that, for a moment, he forgot that he had tied the competition with Naturavitae and that now they should compete in the final race. The score was tied for a 3 x 3 match between Naturavitae and Guto. A final game was to decide Naturavitae's future on the computer and in Guto's life. Guto felt a weird feeling:

“I'll be maybe winning and deleting a virus I don't know if I'd like to delete it anymore!”.

And this reaction from Guto was not a surprise. After all, he had had a lot of fun and learned a lot from Naturavitaе. Going back to his old games seemed a little bland now. Guto told Naturavitaе:

“Let's go, now, to the final game!”.

Naturavitaе looked deeply at Guto, with a sad look of farewell, and held on for long minutes.

“To finish this competition, I believe that there is nothing more appropriate than BALONISM!”.

Naturavitaе quickly climbed into its multicolored balloon and reached the skies.

Naturavitaе reached the skies so quickly that Guto didn't even have a chance to fill his balloon with the indispensable warm air and he just watched Naturavitaе disappear between the mountains and the blue sky.

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"But she didn't follow the course of the competition! She went to a completely different side! She gave up! She ran away! She lost, she lost! I'm the champion! 4 x 3 for me!"

On the screen of his computer no longer appeared the interference of the virus Naturavitae and Guto could return, with some sadness and monotony, to his old electronic games.

Over the days, Guto missed Naturavitae a lot and wondered:

"Where would she be? Would she be contaminating other computers? If so, it may happen that my computer gets contaminated again by opening some file!". He thought with obvious enthusiasm and positive expectation.

Thus, ended the competition, with the victory of Guto. He had won despite his sense of loss.

"But what is happening to me? Some time ago I wanted to destroy Naturavitae and delete this virus from my computer.

Now I'm missing her and the games we have played!". Guto thought with long longing sighs.

In fact, Guto loved to know and be with Naturavita. And so, Guto was long sad and nostalgic, until in one night...

It was late at night, somewhere around 2 am. Guto slept heavily, as he used to do every night. In the corner of his room, next to the door, his inseparable friend, the computer, remained quiet and turned off.

But something special was about to happen that night. The computer turned on and off several times, flashing the video screen that lit up the room. This flash of lights made Guto wake up, a little puzzled, a little scared.

"Didn't I turn off the computer?". Guto thought.

He confirmed that the computer was turned off. Guto returned to his bed. It was cold, autumn had begun.

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But the computer turned on and off again, flashing the video screen again. Guto woke up and sat in the chair in front of the computer. A little sleepy, he waited, trying to figure out what was going on.

In the rooms next, his sister and parents slept. Only his dog Legend occasionally barked and stared at the window of Guto's room, sensing that something was happening.

The computer turned on for good and a beautiful landscape appeared in the video. In a fantastic valley with mountains, cut by a river of clear water, that meandered a multicolored plain with millions of flowers.

A scent of flowers and fresh air permeated the room. Guto watched in delight.

Finally, his now-known “enemy friend” and rival mate, Naturavitaë, emerged.

With his long hair with a golden part of the sun, another part with the green of the woods, and

with beautiful blue eyes the color of the sky, Naturavitae addressed a message to Guto:

Guto! I was very pleased to meet you and play with you. Sorry for the way I abandoned the last competition. I am just like that. I am sometimes carried by the wind, the crystal-clear waters and the falling leaves of the trees. I am in many places of our planet. I live in the song of the birds, the flowers, the dew of the night that moistens the leaves of the trees, the breeze of the wind, the morning sun, the freshness of the woods, the fresh mountain air, the cold of the glaciers, the softness of the snow. I live on beaches caressed by the sea, in a flower of a small vase or in large gardens. I live in the waterfalls and rapids of the rivers, I live under the dead and damp leaves of the forests, I live in the dry sands of the deserts. I live in many places, especially at the birth of a lifetime. I dye to the sound of a chainsaw or an ax, I dye burning in the fire of the fields and woods, I dye suffocated by pollution and the destruction of the places where I live. It's very common for people to fall in love with me when they meet me! Did you realize who I am? I am NATURE. Now you know me

better and you will know where to find me. Sorry for the intrusion I made on your computer. But it was with very good intention, I wanted you to know me and wanted to arouse in you the desire to visit me in the places where I live. I am absolutely sure this will bring you more enchantment, more health, more healthy leisure and reduce your time on the computer. My Master says that the truth of life lies in the interaction with Nature. Try it out! May you grow strong and healthy, intelligent and joyful, with peace and love. You can find me in millions of places in the world. In the world I still have many places of residence, although I am losing many spaces due to the perverse and destructive action of men. Search for a list of some of the many special places near you where you can visit me whenever you want and be dazzled by all I can offer you. Let's not say 'goodbye', let's say 'see you soon'! Search in your city which special places to stay with Naturavitaë.

Guto saw and listened to Naturavitaë's see you soon in silence and a small tear streamed from his eyes.

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Guto's mother heard movement in his room and got up to see what was going on.

“What is it Guto, why are you awake at this time of night?”.

Guto didn't answer but sat in the chair in front of the computer, eyes closed, asleep, the computer was off.

“Why, this boy sometimes looks like sleepwalking!”.

Guto's mother said, picking him up and lovingly carried him back to his bed.

Guto slept soundly! The next morning, Guto felt that a new energy was inside his body. He ate cereal and fruit in the morning and told his mother that he would ride his bike in the next football field, then play with his friends.

His mother looked dumbfounded, but glad to see that Guto, for the first time, did not run early to his computer.

On his birthday, Guto asked for very special gifts: backpacks, special hiking boots and sneakers, water canteen and a bike.

He did so for subsequent anniversaries, replacing the demand for more powerful electronic games or computers with a host of tourism and eco-equipment.

His father joined him to a Boy Scout group, appropriate for his age to be in permanent contact with Nature.

While on vacation he was trying to influence his parents' decision about the place by showing the huge list where Naturavitaie could be found.

On many occasions it succeeded.

“When I grow up, I will visit all the places where Naturavitaie lives in my country. All!”. Guto promised to himself.

The Naturavitaie virus was a success. Thousands of computers of addicted children who spent many hours in front of a computer were infected

with the NATURAVITAE virus. And these children and the youth aged people have been drawn to the opportunity that Nature offers to rediscover the true values of life in the hope of creating active defenders of our environment.

Nature is being threatened and destroyed on all fronts and everywhere with extraordinary speed, where its predators and exploiters skyrocket in number, greed and aggression and defenders shrink in number and impetus, crushed by the most varied interests.

The great hope lies in the formation of a new awareness among children and young people. However, men's society, as it is currently organized, has created its own artificial habitats, such as shopping malls, movie theaters, amusement parks, and our children are just getting to know and integrate with these habitats, without a minimum of living with the beauties of nature. What is worse, they are getting used to being happy and cheerful in these artificial habitats, not creating bond and emotions with natural habitats.

How can they defend the extinction of a tree or an animal if they do not even know what they are talking about? How will they value the preservation of a forest if they have never had the opportunity to visit it? It is important and urgent that everyone is interested in and protects Ecology and the Environment, so that an army of new defenders is formed and a real possibility of saving our natural resources and protecting our fauna and flora is created.

This story sought to draw the attention of all children and young people to the opportunity that Nature offers us to reunite with the true values of life, hoping to create active defenders of our environment.

THE END