# Reality Is Only A High Score List

[a performative folly by Colin Djukic]

*The setting is preferably in a cinema, or a room that has a projector and a screen and can house at least two rows of let's say five chairs. It is important that the room can be made almost entirely dark; a plus would be if another small room that can be closed off leads to the cinema room apart from the entrance. The audience is sitting in the chairs in the cinema, amongst them two actors/actresses.*

*The room is entirely dark. A projector projects to the screen, but it is completely black. Then suddenly some white lettering appears, like in an old school text adventure game:*

## It is pitch black. You cannot see a thing.

*The audience can hear someone typing on a computer keyboard. These are not prerecorded sounds, but someone in the audience, who is in on the scheme, typing into a laptop computer. [Maybe an old C64 computer or something comparable. The idea is that people make the connection that what is typed into the computer appears on screen. The actor is playing an old school text adventure, typing in commands and getting responses back from the game in text format.]*

## ->open eyes

*the sound of an old school floppy disk drive can be heard through the speakers of the cinema's sound system, then the following text appears:*

## Your eyes are already open.

## Your eyes seem to slowly adjust to the darkness. You begin to recognize some shapes around you.

*a small spot light illuminates the actor typing on the laptop [actor 1] while he types the following:*

## ->look around

*another spot light illuminates a second actor [actor 2] whom actor 1 is obviously controlling by typing commands. He's turning his head and looking around. More disk whirring, then the following text appears: [In all this, it is important that actor 2 only acts AFTER actor 1 has typed the command, the disk drive has whirred, and the text has appeared on the screen.]*

## You cannot be certain, but you might have stumbled into a cinema. You are sitting in a cinema seat, there are silhouettes of people around you in similar chairs, all facing a silver screen that remains dark.

*-pause- -whirring-*

## Apart from white text.

*-typing-*

## ->read text

*actor 2 reads the text*

## you just did.

## ->get up

*actor 2 gets up from his chair*

## You get out of the chair. People start staring at you. What is it you wanted to do?

## ->walk north

*-whirring-*

## You stumble through the audience and hit your head on the silver screen.

*actor 2 moves through the audience towards the screen and bumps his head on the wall*

## ->open window

*-whirring-*

## The window does not open./There is no window here.

*actor 2 fails at opening a window*

## ->open door

*-whirring-*

## There is no door here.

## ->scream

*-whirring-*

*actor 2 screams*

## You scream at the top of your lungs, but nothing happens.

## ->smash head against the wall

*-whirring-*

*actor 2 smashes his head against the wall and falls to the ground unconsciously*

## You have died.

*actor 1 gets up, throws the computer keyboard away, and shouts with contempt:*

## „Stupid game! I don't wanna play anymore!"

*then, like before, only without him typing, the following command appears onscreen:*

## ->sit down

*actor 1 does as he's commanded. then:*

*all lights out. after some time, some music becomes audible through the cinema sound system. This music is to be improvised by a group of musicians clothed in Sun Ra-like garments [let the film "Space is the Place" be your inspiration] in the adjacent room to the following score, or you could use another score, or your own, or just play the music piece mixing sounds of the London tube with womb sounds and synthesizers we have uploaded to the internets at **lothringer13florida.org***

# HIGH SCORE

| RANK | SCORE | NAME |
|------|-------|------|
| 1st  | 140M  | POL  |
| 2nd  | 137M  | DEK  |
| 3rd  | 135M  | KLI  |
| 4th  | 104M  | PIC  |
| 5th  | 95 M  | PIC  |
| 6th  | 88 M  | KLI  |
| 7th  | 86 M  | BAC  |
| 8th  | 82 M  | GOG  |
| 9th  | 80 M  | JOH  |
| 10th | 78 M  | REN  |

INSERT
COIN
TO PLAY

The music is preferably electronic, as it is important that the music can only be heard through the cinema system and not from the adjacent room. the music piece lasts for about ten minutes. While the music plays, the cinema screen gets gradually lighter, as if there was some source of light behind the screen, getting bigger. Like a near death experience. The music follows that motion, gradually getting louder and more defined. You could also use a screen capture of of the old iTunes visualizer playing your score or the score provided above in a really crappy and pixelized format. Or mandelbrot graphics created on a C64. Or just use the video provided at *lothringer13florida.org*. But feel free to use any flim you like. When the music reaches its peak, it suddenly stops and the following film can be seen on the movie screen:

a film that has to be filmed from the middle of the cinema screen, facing the audience. The intention is that the audience sees itself as in a mirror, only that there are different people sitting there, staring at them in disbelief. The people in the film reach behind their seats, where they have stored super saucer water guns and/or plastic rifles, get up and start shooting the audience, maybe to gun sounds from ancient video games *[download at lothringer13florida.org]*. Now the screen starts depicting a static image from a C64 screen. The musicians from the adjacent room slowly walk into the cinema to a grainy loop from "Space Is The Place" to be found at *lothringer13florida.org*. In a festive manner, they hand out drinks to the audience.

Then, a computerized voice speaks the following excerpt from the performance, Plato's Cave, Rothko's chapel, Lincoln's Profile' by Mike Kelley *[download at lothringer13florida.org]* You are, of course, free to use any other speech you finde fitting for the purpose. The words can or cannot be projected:

## „Life. Ugh. The bounty. Ugh. Fruitfulness...

**Yes, this is a cave where it does seem natural and proper to eulogize - it being underground, like a crypt. So, it is right, then, to dwell upon the deaths of those above. But somber and deathlike thought need not hold total mastery over this place. The poetic names of the locales surrounding it bring respite to the worried mind. This free and easy flow of the picturesque is a balm to the forced throughts of the afterlife and to the terror and misgivings which accompany them. The airy flights of emotion which come from pairing word to the unbridled ecstasy, of soul unfettered from master flesh. Let the fancy roam. Fill the dark pit with the resonances of color and poetry. They wash and echo from zones where despair ONCE used to dwell. This is now a celebration! Though a subdued and respectful one; where sounds of water drip and air flow replace the brazen and loud hilarity of unreflexive mirth. Let the color and silence sink in. Show respect!"**

Then suddenly everything goes dark, the musicians leave the room. After some time, the following lettering appears on screen, as in the first act:

`You have died.`

`In 6 moves, you have scored 13 points which grants you the rank of failed artist.`

`Do you want to restart the game, restore a savegame, or quit?`

while muzak is playing and all the lights turn back on. the room is filled with light, like after the encore at a concert when the promoter wants the crowd to leave. on their way out, the audience now has to pass by a shop that has to be set up while the performance is lasting. Replicas of famous paintings and artworks from the high score list can be sold, including stills from the iTunes visualiser film that was being shown [or whatever is shown on the occasion].

**fine.**