

PROGRAM

WELCOME CHAPTER I : ADVERTISING

WELCOME TO 'KINESPACE® SERIAL GAME VERSION 1'

SO MANI-DREAMS ARE EXPLORED IS AN IMMIKS (INTERMEDIA MODULES IN KINESPACE) THIS ILICIT SYSTEM IS DIRECTED TO DESTROY CRYPTIC CODES OF BRAINPOWER YOU ARE ABOUT TO ENTER INTO AN INFECTED AREA OPEN-MINDEDNESS IS REQUESTED PROTECTED FIELDS AND CLOSED MINDS WILL BE SERIOUSLY INTURED THIS NO RETURN TRIP BEGAN IN GERARDOMER (FRANCE) ON 2005 MARCH THE 1ST, ENDED IN MONTREAL (CANADA) ON SEPTEMBER THE 23RD

CHAPTER II : DREAMS

SO MANI-DREAMS ARE EXPLORED IS A NEW STRATEGY GAME CALLED 'SERIAL GAME' SERIAL PLAYERS PERFORM ART INSIDE A NET STRUCTURE WITH UNFIXED ORIENTATED OBJECTS SERIAL PLAYERS USE ELEMENTS (COMPONENTS) TO CREATE INFECT OR KILL MATERIALS SOME DREAMS WILL COME UP OR WILL DISAPPEAR FOR ETERNITY OTHERS WILL OPEN NEW WORLDS AND WHEN DREAM IS BEING DREAMED THE MIND IS OUT OF CONTROL SO MANY PEOPLE DREAM SO MANY DREAMS ENTER INTO MINDS SO MANY WAYS A SO BUSY INFINITY TO DISCOVER

GENERAL STRATEGY

CHAPTER III : SERIAL GAME CONCEPTIONS

A SERIAL GAME USES SERIAL SYSTEMS TO MANAGE RESOURCES *SO* MANI-*DREAMS* PUT TOGETHER PRESENT PEOPLE (MUSICIANS - AUDIENCE) AND NO PRESENT PEOPLE (COMPOSER - AUDITORS) IT IS CONCEIVED MORE OR LESS IN THE SAME CONNECTION BETWEEN THE LIVING AND THE DEAD & BETWEEN TIME AND SPACE IN/OUT-BORDERS

PERFORMING *SO* MANI-*DREAMS* WOULD BUILD BRIDGES BETWEEN DREAMS AND REAL LIFE & BETWEEN SPIRITUALITY AND REASON
PERFORMING *SO* MANI-*DREAMS* WOULD BUILD BRIDGES BETWEEN THE SYMBOLS AND THEIR REALITY

DUE TO NON-DETERMINATION OF THE DRAW IN THE BEGINNING AND BECAUSE OF UNPREDICTABLE LOGISTICS DURING THE GAME THE BRIDGES WILL BE NUMEROUS, ALWAYS DIFFERENT, OFTEN VERY SHORT-LIVED AND VERY INSTABLE THAT'S ALL KOLP'S

AT A FIRST LEVEL THE SERIAL GAME OFFERS MANY 'BETWEEN-RELAYS' THE PROMOTION OF INFLEXIBLE COMPONENTS AND PURE ANNIHILATOR-VIRUSES FAVOURS EVOLUTIVE TOOLS AND MULTIVE ACTIVE MATERIALS FIRST PLAYERS MUST FIND HOW TO STRUGGLE THROUGH THE COMPONENTS AND THE VIRUSES BY CREATING OBJECTS AND MATERIALS OBJECTS COME FROM COMPONENTS EVOLUTION MATERIALS ARISE OUT OF OBJECTS OR VIRUSES

AT A SECOND LEVEL THE SERIAL GAME OFFERS MANY POSSIBLE TOOLS WITHOUT FIXING THE NUMBER OF SERIAL PLAYERS IT'S EASIER TO PLAY *SO* MANI-*DREAMS* WITH THREE MUSICIANS (ONE BY INSTRUMENT) THAN PERFORMI WITH MORE PLAYERS (IT WOULD REQUIRE AN ARBITER) OR WITH LESS PLAYERS (IT IS NOT CONVEIVED AS A DUO OR A SOLO)

AT A THIRD LEVEL THE SERIAL GAME IS A DOOR TO PUSH TO ENTER INTO AN EMPTY GAME OR MORE PRECISELY A GAME OF VOID IN FACT MEN CONTINUALLY FILL THE SILENCE AND THE EMPTY SPACE THUS THE ARTISTS MUST CREATE RESPONSES TO MANAGE THIS ATTITUDES BY TAKING THE RESPONSABILITIES OF THESE PINED ACTS

THE GAME BEGINS BY PLAYING THE UNCORRUPT INSTALLATION SYSTEM (U.I.S.) OR SOME SECTIONS OF U.I.S. = IT'S THE INSTALLATION OF ONE OR MORE PURE COMPONENT(S)

THE TWO RESTARTING POINTS CAN BE USED ANYWHEN DURING THE GAME (BUT TAKE CARE OF SOME RESTRICTIONS)

1. WHEN TRAVELLING IN THE FIRST COLUMN =

U.I.S. OR SOME SECTIONS OF U.I.S. :

REINSTALLATION OF ONE OR MORE PURE COMPONENT(S)

WARNING : NOBODY CAN ENTER IN U.I.S IF SOMEBODY IS ALREADY PLAYING IT EXCEPT WHEN THE PLAYERS PLAY STRICTLY TOGETHER THE SAME SECTION(S)

2. WHEN TRAVELLING IN THE SECOND COLUMN =

RESTART FROM ONE OR MORE PURE VIRUS

THERE IS NO RESTRICTION TO PLAY VARIOUS VIRUSES, ALONE, TOGETHER AND EVEN TOGETHER WITHOUT SYNCHRONIZATION

IF ONE SHOWS A FINISHED (MODIFIED) MATERIAL THEN FOR HIM THE GAME IS OVER OR BEGINS AGAIN FROM A NEW RESTARTING POINT.

THE GAME CONSISTS TO FIND MATERIALS THAT EXIST BETWEEN COMPONENTS AND VIRUSES :

BUILDING (WITH NO VIRUSES)	MODIFYING (WITH VIRUSES)
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