



AMP GAL PRESENTS

## The Score is a series of directive actions that happen over each 60 minute round of the game. Below, you will find a mere skeleton of the Score, which you are invited to alter by adding direction in-between existing directive actions.

your task

how did we

silently now

your body

<u>pick a player</u>

when the stages are stacked

facing the windows

<u>like a bad habit</u>

55

allowed to

kissing the concrete

let go of your yellow balls

impeccable restraints

yellow balls

collect and hold on to any moving object

look up

there is a queue

starting to

but only sometimes

foam on top of foam

as an authority

collect

inwards

follow a lead

rolling the

reverse an announcement

down at the ground

only at arms length

fruit and flowers

recoil to your left

have you ever closed your

an infinity of

a toe for every flower

scream

move and do not stop moving

edges of the space

if the buckets are needed

a hunger to know things for certain

some things cannot be learned or granted to you for your hard work

silently wait

and only for some

pause

the freedom to

player 1

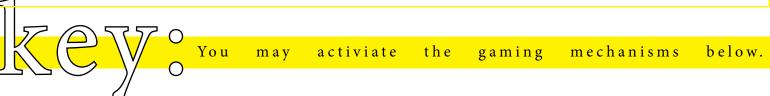
\*A gaming event by Kimi Hanauer featuring the work of Sydney Spann, Michael Stephens & Nikki Lee occupying the University of Maryland's Stamp Gallery throughout September & October 2016. This project is curated by Christopher Bugtong, Grace DeWitt and Shay Tyndall.

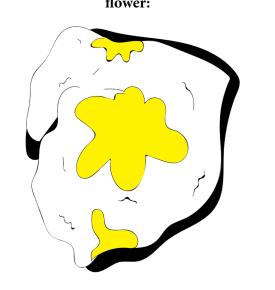
## dearest player,

Thank you for picking up this Paradise Now player manual. By picking up this manual, you have taken the first step to becoming an unlocked player in the game.

Paradise Now is a game of unequal circumstances and varying objectives that invites unlocked players to alter and redefine the game's Score by participating in various rounds of the game. The Score is a series of directive actions that happen over each 60 minute round of the game. Unlocked players may alter the Score by navigating the space with their bodily movements, altering the various gaming mechanism at play, and by adding directive phrases to its structure. Although many players may be active in the game simultaneously, every player may choose to fill the role of player 1 or player 2 and respond accordingly to their set of directive actions in the Score throughout each round played. Each round of the game played throughout it's occupation of Stamp Gallery in September & October of 2016 will be documented, archived and analyzed by our team, who will compose an accumulative Score. The accumulative Score will represent a collective of player movements found throughout the entirety of the game's stay at the Stamp. You participation is highly valued by our team and we hope you enjoy this round of the game.

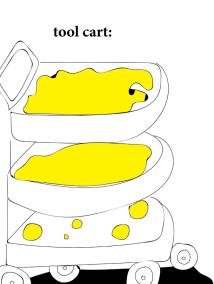


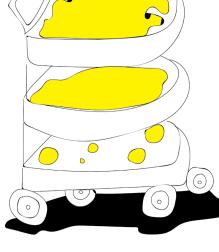


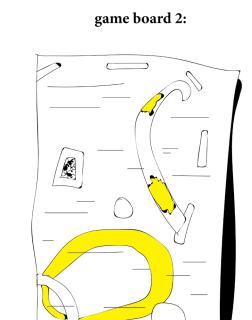


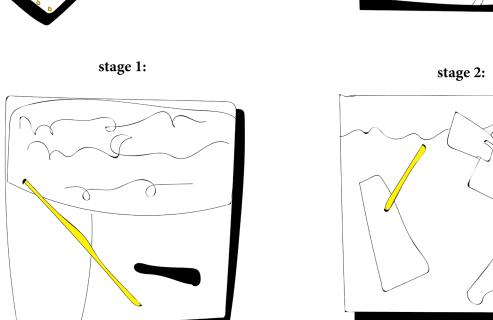
game board 1:

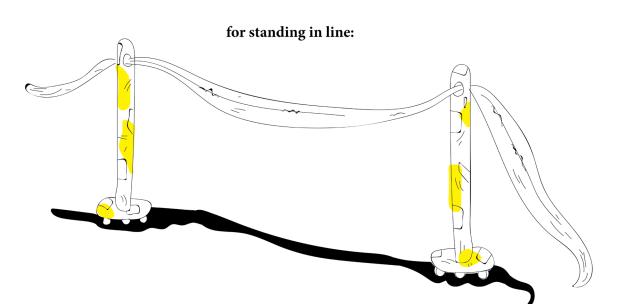
yellow ball:

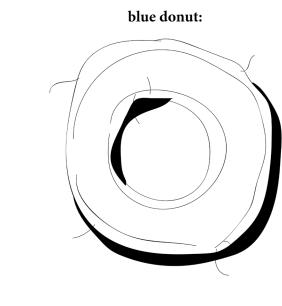


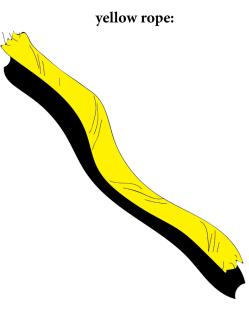


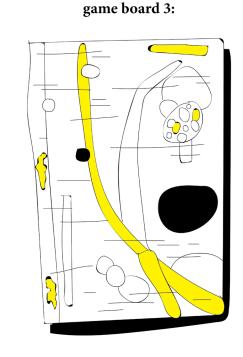


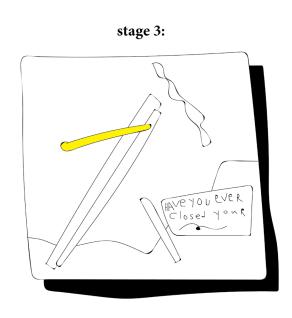


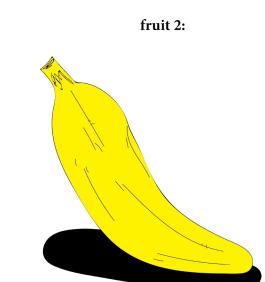












"Freedom does not come from me or from you; it can and does happen as a relation between us or, indeed, among us. So this is not a mate of finding the human dignity with. in each person, but rather of understanding the human as a relational and social being, one whose action depends upon quality and articulates, he principle of equality. Indeed, there is no human... if there is no equality. No human can be human alone. And no human can b human without acting in concert with others and on conditions of equality I would add the following: The daim of equality is not only spoken or written, but is made precisely when bodies appear together

of appearance into being. This space is a fegure and effect of action, and it only works, according to Arendt, when relations of

or, rather, when, through their action, they bring the space

equality are maintained." - Judith Butler, Bodies in Alliance and the Politics of the Street, 2011 MS HASBERN A PRESS PRess PublicaTION  $w\ w\ w\ .\ p\ r\ e\ s\ s\ p\ r\ e\ s\ s\ .\ i\ n\ f\ o$