



The Well-Played Game or Play as Resistance

9INE.to.5IVE

In my maquette the goal of the experience is simple. One must leave their person at the desk for at least eight hours a day, five days a week, for sixty years. Once the objective is complete you win the game! What you do afterwards doesn't really matter, and maybe nobody cares, but at least you'll have the satisfaction of winning a difficult challenge.

If you miss a day it's okay! As long as you achieve 15,600 days (or 374,400 hours) it doesn't matter if it extends past the initial sixty year timeframe. Also okay is taking breaks, for instance if you would like to let your person rest for thirty to sixty minutes in the middle of an eight hour game. Just remember this will mean you have to bring your person back otherwise you won't get a full day to count towards winning!

Featured in this piece are aluminum foil pieces wrapped around soap bars, an essential oil bottle, and a bottle cap. Sharpie was used to add clock numbers, but remember you still have to track your time clocking in and out, it's non-functional! Also important, please use real paperwork when necessary, as your training sheets only contain scribbles for demonstration purposes. We hope you're as excited as we are, we can't wait for you to start playing!