A Collaborative Game

The rules of this collaborative game specify that each utterance between the artistic double matthews and allen comprises 140 characters in accordance with the message limit employed by the social media platform Twitter. This absurdist constraint alludes to the act of twittering; short bursts of idle talk.

The reader is invited to ‘follow’.

‘Most games have a winner and a loser. The basic version of The Collaboration Game is one where the only way to win is for everyone to win.’ 1

‘Such a game—with neither winner nor loser, without responsibility, a caucus-race, in which skill and chance are no longer distinguishable.’ 2

‘They’re off! They’re off! They’re o-off! Backward, forward, outward, inward Bottom to the top Never a beginning There can never be a stop’ 3

‘Yes, yes, it’s the most comical thing in the world. And we laugh, we laugh, with a will, in the beginning. But it’s always the same thing.’ 4

‘It’s a game of course that’s what you keep telling yourself..........Bullshit! It’s more than that..........it’s quite serious...........yes!’ 5

One day an Englishman, an Irishman, a Scotsman and a Welshman walk into a bar together. The Barman says "What is this, some kind of a joke?"
'no joke standing joke bad joke joke around take
a joke go beyond a joke the joke’s on somebody
all joking aside you must be joking' 6

'there is nothing more insupportable in society than the
everlasting talkers who scatter puns, witticisms,
and jokes with so profuse a hand' 7

'without the very performance of chatter there would
be nothing to talk about, not even the possibility
of talking about the act of talking’ 8

'It does sound like idle talk, but listening again I
hear interruptions. As each one speaks it sounds as
if they are interrupting the other’ 9

'without interruption there is no dialogue, if we
are in dialogue then we are interrupted, we should
be interrupted and we should interrupt’ 10

'The Interruption Game. Players: 4 – 10. You play the
game twice. The first time with no interruptions,
the second time with interruptions.’ 11

'The Interruption Game. Players: 4 – 10. You play the
game twice. The first time...I’m sorry to interrupt
but..Before we move on may I add?’ 12

‘One ought to distinguish between two repetitions...
they repeat each other, still; they substitute for
each other... Nonsense: they are added..’ 13
‘One potato Two potatoes Three potatoes
Four! Five potatoes Six potatoes
Seven potatoes More! (Repeat)’

‘You like potato and I like potahto. You like tomato
and I like tomahto. Potato, potahto, Tomato,
tomahto... laughter... larfter... after... arfter’

‘this may be as follows: differance always comes before
difference(s). We should be careful not to see this
simply as wilful or ‘playful’.’

‘words and then other words and then other words in
an infinite process of deferral so that meaning
slides.....in the play of more-than-one’

‘I’ve got two. Two what? Two feet ... one more and I’ll
have a yard. You’ve got hold of the wrong end of the
stick. Oh, let’s get on with it.’

2 Deleuze, Gilles, (2004), The Logic of Sense, London and New York: Continuum International Publishing Group Ltd.: 71
5 Federman, Raymond, (2008), Double or Nothing, Ullapool: Two Ravens Press Ltd.: 81
7 Hartly, Cecil, (2006), Gentlemen's Book of Etiquette, University of Michigan: 12
15 Gershwin, George, & Gershwin Ira, (1937), Let’s Call the Whole Thing Off, (Song)