

## 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)' 14

'You like potato **and** I like potahto. You like tomato  
**and** I like tomahto. Potato, potahto, Tomato,  
tomahto... laughter... larfter... after... arfter' 15

'this may be as follows: **difference** always comes before  
                          difference(s). We should be careful not to see this  
                          simply as wilful or 'playful'.' 16

'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' 17

'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.' 18

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