

# “ESC“

Christian Heck & Agne Matuleviciute, 2014

## INSTRUCTION / README

**AGE:** 4+

**PLAYERS:** 1 at a time

## CONTENTS

software: operating system DEBIAN squeeze (GNU/Linux),  
TOR (anonymity network),  
pure data,  
firefox

hardware: Lenovo ThinkPad T61

## STORYLINE

Agne and Christian met in Berlin, Germany, 2014.  
They found the way to travel the world in less than a minute.

## SET-UP

In front of you there is a software, which gives you the power to travel in space by clicking on the button. You will travel through the TOR network. The IP address becomes your physical location.

## GAMEPLAY

1. Sit in the chair that you can feel comfortable.
2. Take the laptop.
3. **Type space to travel in time.** (it takes just couple of seconds)
4. Share your experiences (impressions) with the other players and type it into the comment box.
5. You must mention in which country/city you are right now.
6. Do not do it too much, because the risk of multiple identities is too big.

## CONCEPT

We created this game questioning the role of identity in the digital world. If you can change your IP address using an anonymity-software and appear in the different country without moving your physical body, does that mean you are disappearing? You are leaving digital traces, but it is impossible to track you down in the “real” world. This game repulses theory of relativity and absorbs time. It suggests you to create your own story.