

# o.oo.ooo.oooo.oooooo.ooooooo.oops.group

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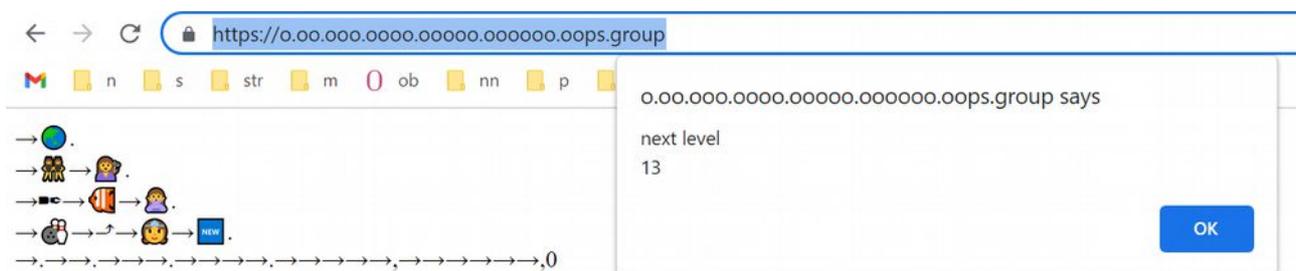
the project consists of an online game composition, a physical illusion of a hole made of tar/latex/paper, with a museum-label on the wall linking to the online game with a qr-code.

## the game

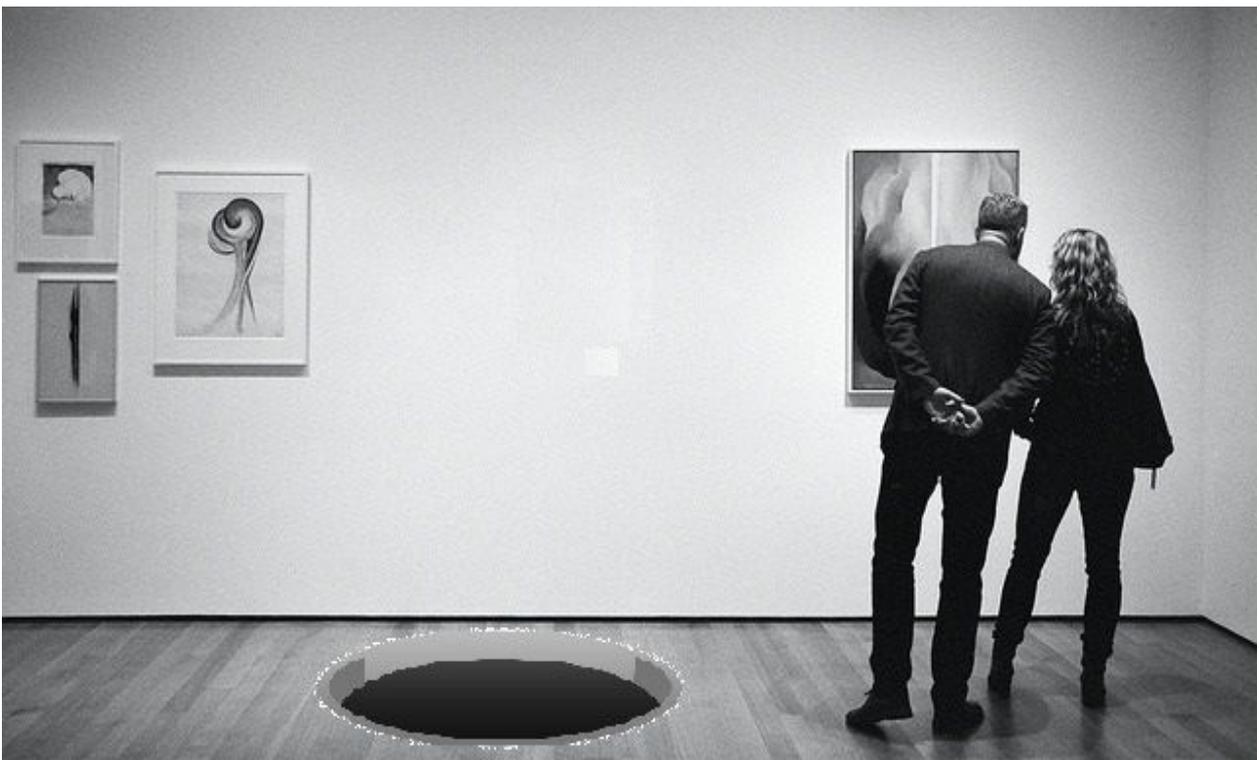
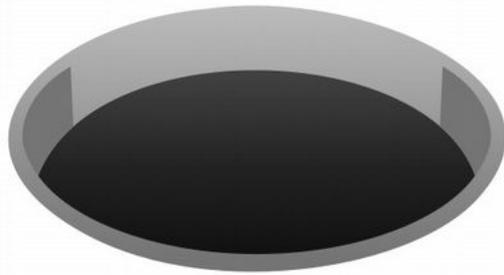
url: <https://o.oo.ooo.oooo.oooooo.ooooooo.oops.group/>

the source-code contains the full instructions for playing the game, e.g.

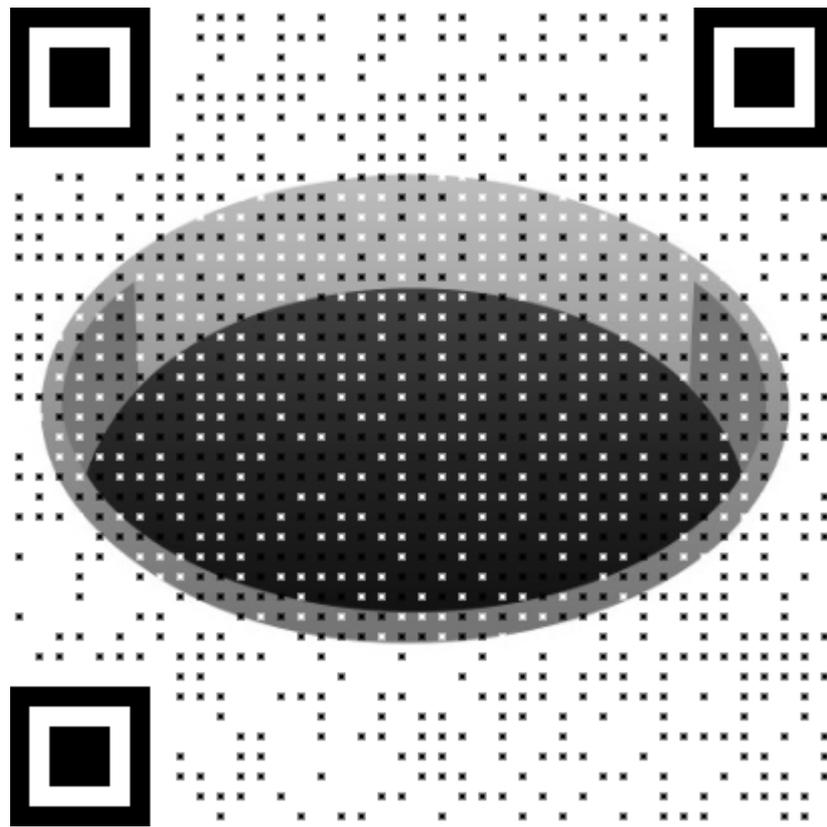
- you press keys on your keyboard, which will be your actions.
- an action moves you forward in time (to the right).
- press enter to warp onto another timeline situation.
- a player can choose not to play the game, but even so, the game can choose to use the player to continue itself. in this way players might not be aware they're taking part in the game. very often, a player's attempt to finish a game will add to its continuity.
- in order to play the game's 840 levels, it would be advisable to prepare oneself beforehand, and in the deepest silence, by serious immobilities (paraphrasing erik satie's composition vexations).







on the wall beside the hole is a label with a qr-code that leads to the online game url:



this is not to be confused with Anish Kapoor's installation «descent into limbo» where a visitor was injured after he mistook it for an optical illusion and fell into a 2.5 meter deep hole!

