fiat ontology

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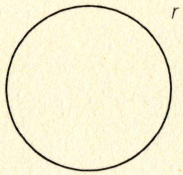
a 'pataphysical *proteus* playthrough

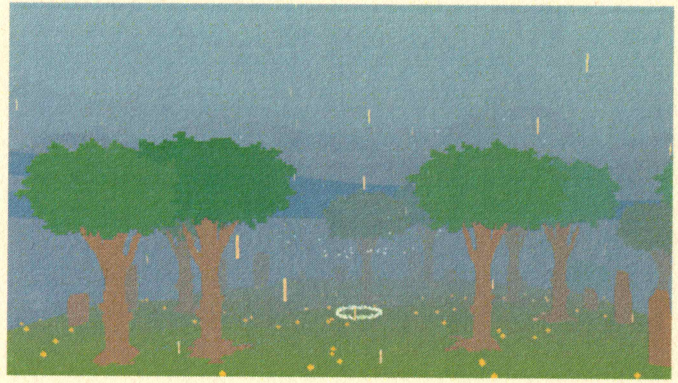


eadem mutata resurgo



*p*aws	*p*ause
*p*ail	*p*ale
*p*eal	*p*eel
*p*lum	*p*lumb
*p*eak	*p*eek
*p*rize	*p*rise
*p*alate	*p*alette
*p*ore	*p*our


r





distance, grass, sound, sand, shadow, star, mushroom, tone, sun, spring, earth, day, cloud, moon, totem, sky, chord, owl, shore, flower, bole, light, innocence, closeness, blue, hill, worm, time, stillness, frog, path, note, cabin, tree, tower, movement, chicken, air, home, sea, tide, blossom, tribe, circle, rain

tide, light, earth, chord, grace, evening, worm, wolf, bird, tree, distance, sea, mortal, leaf, grass, number, cabin, sound, note, essence, sky, path, movement, stillness, tone, mushroom, totem, aurora, hill, blue, sand, star, home, autumn, tower, moon, circle, closeness, sun, shore, owl, dragonfly, theatre, cloud

dragonfly, squirrel, totem, fire, cloud, moon, owl, note, circle, flower, star, bee, mushroom, home, god, bat, hill, sun, market, chord, closeness, grass, chicken, nature, sea, light, frog, crab, meteor, stillness, tower, sound, movement, worm, tree, space, blue, tide, shore, path, morning, sky, rain, sand, cabin, thing, summer, distance, tone

sky, snow, tree, moon, gift, night, star, cave, chord, sun, tower, circle, path, winter, tide, closeness, cloud, light, sound, distance, form, blue, sky, home, sand, cabin, frost, shore, sea, stillness, note, hill, totem, tone, water, movement, eidos, and or the infinite

tier *tear*

tare *tear*





i understand it's supposed to be some 'artsy' 'game' but
this literally has no point other than to walk around
the only thing i could interact with was the teleporting things
e x p l o r e
pixelated indie ripoff trying to be 'minimalist' and 'different'
it's fine for it to exist alongside everything else though
(guns and monsters and compulsory puzzles)
e x p l o r e
the devs want you to take acid then struggle
to understand the difference between the game and real life
it's funny because this is why i bought the game
e x p l o r e
it's just a space to mess around in, a toy, an instrument
it feels like the island is a musical instrument
it's all one big instrument and you
e x p l o r e
look at it and say can i even call these textures
what's the point of any game anyway
i want to adopt a resolution that doesn't exist

e
x
p
moting mote
e
x
p
molten note
p
oaten nut
p
nothing not

o
l d
e
meaning hummingbird
o
s
e
beaming hummingbird
i
r s
e
bean hummingbird
o
s
e
being hummingbird
o
l





post
apostrophe
trophy
atrophy

fig 1

'*p*ataphysics
*r*emainder
*o*ntology
*t*ranscendence
*e*xistence
*u*nconscious
*s*elf

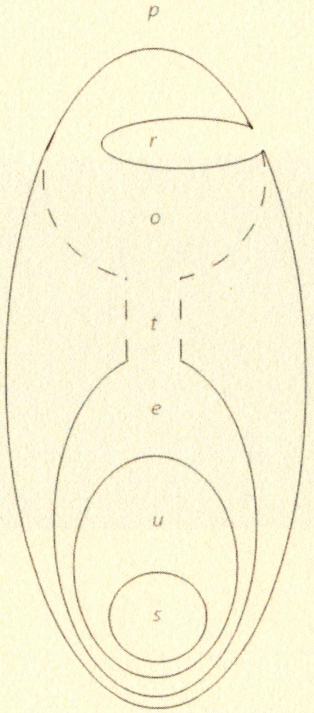


fig 2

*sp*ring dawn
sp*r*ing day
summer m*o*rning
summer nigh*t*
autumn ev*e*ning
autumn d*u*sk
winter *s*olstice





fiat ontology: a 'pataphysical proteus *playthrough* takes its compositional cues from the syzygy and clinamen of 'pataphysics, the litanies of object-oriented ontology and the tactile poetics of scottish minimalism to render in poem-booklet form a playthrough of 2013 game *proteus* (ed key and david kanaga, pc/ps3) by way of allusion to various levels of being, acrostically defined.

notes

- *eadem mutata resurgo* – 'same having-changed I-rise' – is the motto of the collège de 'pataphysique

- text of 'existence / autumn evening' is collaged from the *proteus* steam community forum



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