



# DOOR



**DOOR** is a philosophical game for one (1) potentially inter-dimensional adventurer. The player is invited to undertake the game in a spirit of seriousness, as an existential reflection on concepts such as "place", "reality" and "choice".

The player should be of clear mind and in an emotionally stable place when they play. Be prepared for weirdness and synchronicity. Log your experiences in a diary.

- 1.** Begin the adventure by resolving to find an inter-dimensional door. Such an opening is so rare that it is impossible to speculate about its appearance. It may be the space between two large stones, a hole in a tree, a cave, an ancient ruin or an unused window. Your inter-dimensional door may appear in a number of ways, but the game begins with your resolve to find one.
- 2.** Undertake a series of walks: in your neighbourhood, in nature, in the urban landscape. Follow your inner compass and document your walks in your diary. Continue your wanderings until you find your door - you will know when you've found it!
- 3.** Try to imagine the alternate reality that your door may lead to. Use your diary as a sounding board. Visit your door for a total of nine times before you decide whether to pass through it. Document every visit.
- 4.** Inter-dimensional doors like these are one-way passages - there's no way back! Reflect deeply on the possible consequences of your choice to go through with crossing or not.
- 5.** Can you come up with ways to determine whether your door worked or not? How may you know if you're still in the same old reality or have, in fact, entered another?
- 6.** On your ninth visit to your door you must choose: continue the adventure on the other side or go back home.