

FAX

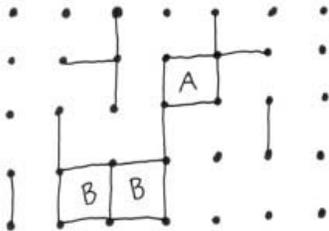
To: **Yona Friedman**
FAX: 011 331 4734 6911

From: **Jim Skuldt**
FAX: 001 206 600 6901

SUBJECT: DOTS AND BOXES

Dear Mr. Friedman:

I am writing to invite you to play a game of *Dots and Boxes*, shown below (perhaps you recognize it) over the fax machine with me this morning. Typically, *Dots and Boxes* is a game of strategy, of conquest; win the most boxes, and win the game.



The idea of the game is as follows:

- Beginning with a blank grid of dots,
- each player takes a turn making one mark between a pair of dots forming a segment. Each player continues doing this one after the other.
- If a player is able to enclose a box, he wins the box, and leaves his initial inside the box. Once a player wins a box, he takes another turn—as such, he can possibly win multiple boxes consecutively.
- The game is complete when the entire grid is made up of boxes that have been claimed by each player. The player with the most boxes wins the game.

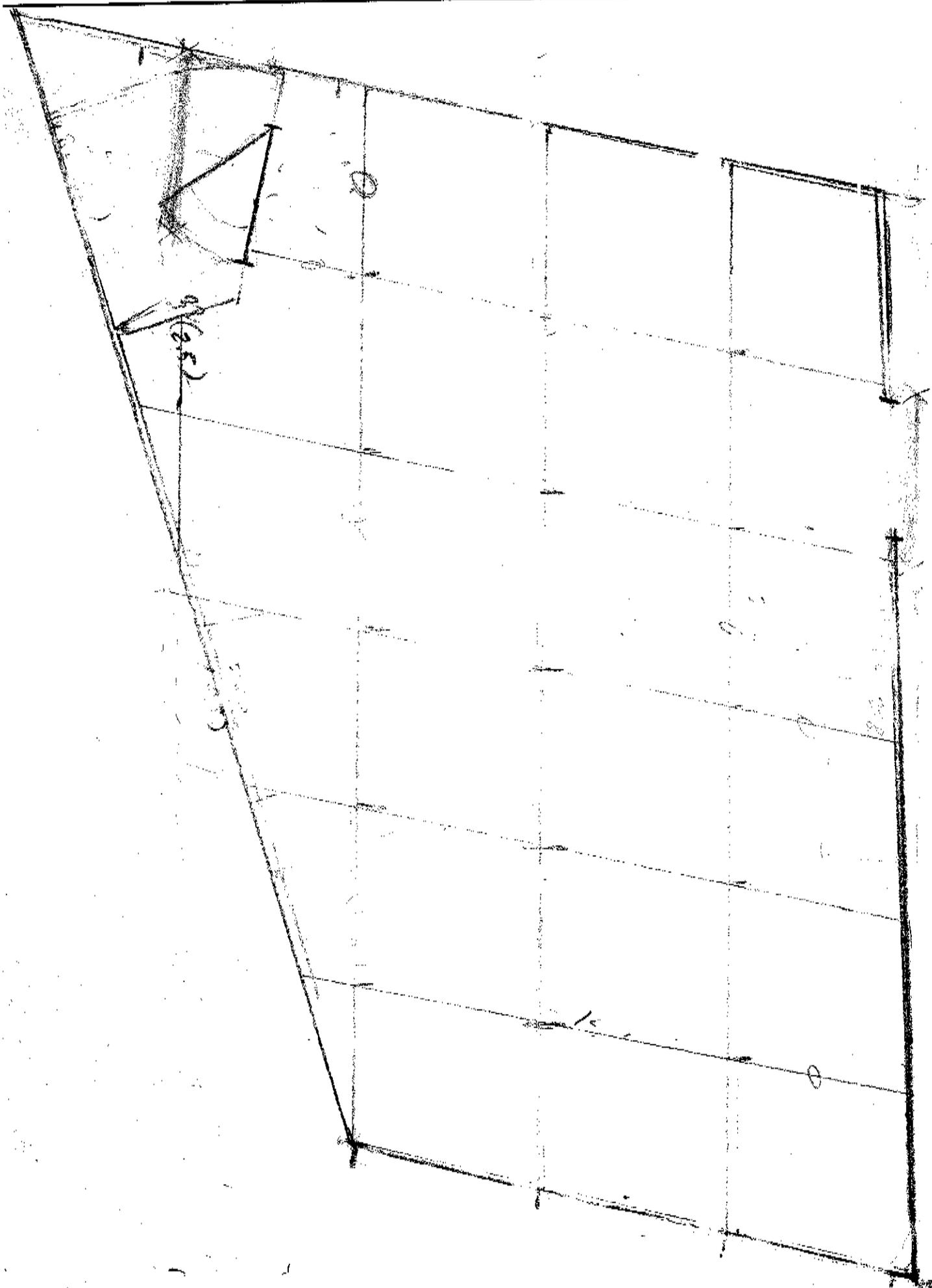
In this case, however, I would like to suggest a couple of variations.

First of all, the game will be linked spatially to the real world. Please find attached, the floor plan of the Outpost for Contemporary Art in Los Angeles. The space is built on a grid of tiles that will correspond to the game's grid pattern, such that each move chosen will have real (albeit temporary) effects.

Secondly, I suggest that the game be played only while nothing can be claimed—that is, only while there is no possibility of forming a box. When this situation can no longer be maintained, the game will end such that we are left with (in Los Angeles) a series of corridors, open spaces, and semi-enclosed partitions.

Shall we play a game?

Yours,



FLOOR PLAN: Outpost for Contemporary Art

Yma Fiederel
011 331 4734 6911

4.12.08

Jim Skuldt
~~# 001. 323. 982. 9461~~
001. 206. 600. 6901

Dear Jim,

I am sorry to disappoint you with my version of games -
I would be interested rather to use your starting ideas
as a promoter of "events" (please, don't take the word
in its religious sense) -

It is parallel to my approach to architecture: there is
a state of facts, for example, a structure, purely technical, &
then a concept. Make out of it whatever you like! (That's
what I propose to the inhabitant: appropriate it in your
own way!)

I am for improvisation and not for "strategies". There is a world,
it exists, and we have to live in it. It is too erratic, without
rules. We have to improvise, moment to moment.

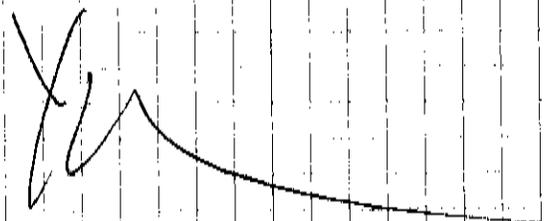
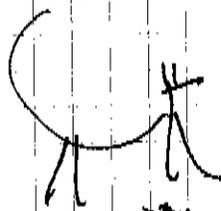
Your always -

might be as well the floor plan of the cathedral of Cordoba (Spain)
as a superimposing, or that of an orange plantation.

For my proposal is insert it in a "thing" (or whatever) you
want. I call it an "infrastructure" in my writings, which
leaves for any particular individual the decision what to do with it.

I send you here a few plates, as examples - Do you want
to play the adventure?

All the best

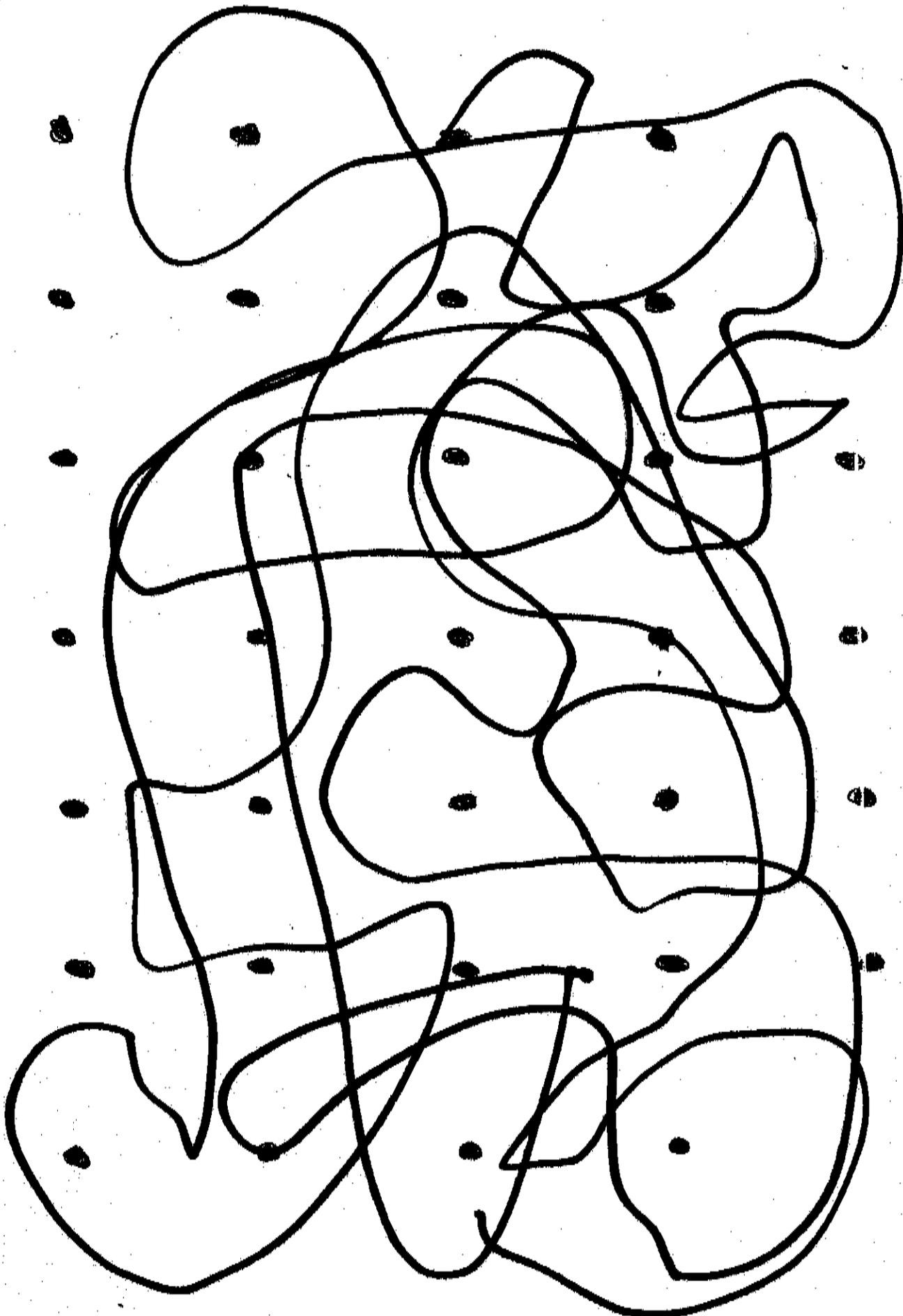


→ This is my invisible leg

FROM :

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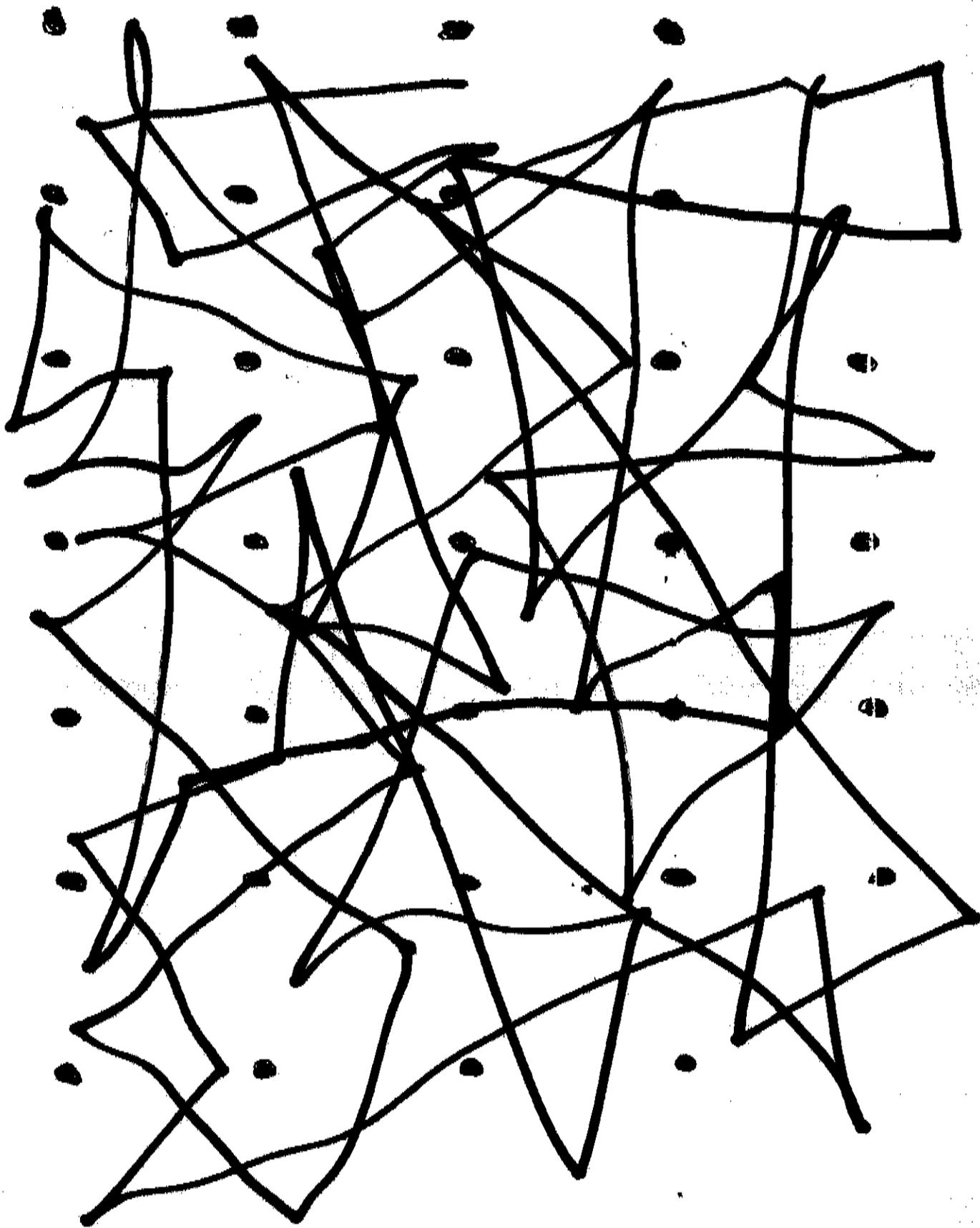
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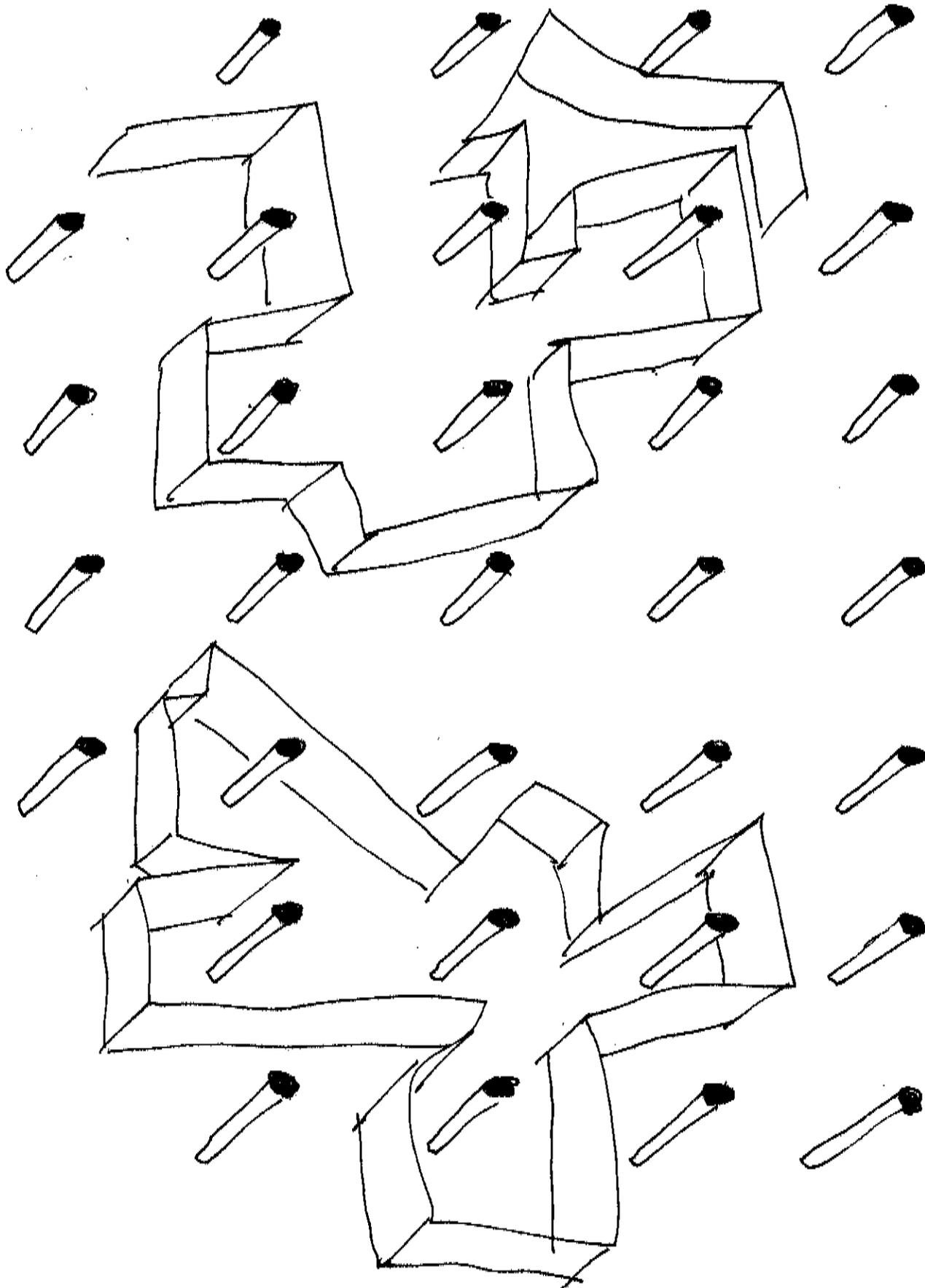
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