

Jeffrey Scudder <your@dventur.es>

 **you play yourself**
3 messages**a.dventur.es operator** <usual@dventur.es>

Sun, Jan 15, 2012 at 2:46 PM

To: inva.cota@yale.edu

[Hey Inva! This is how the game works. This is a game about role playing as yourself. I will create a space for you and describe the qualities of that space. Your job is to respond with things that you would like to do or experience there. You cannot say what it is that you do, but only suggest to me the actions you would like to take or the thoughts that you are having based on my description. Essentially I am your conduit or remote control for this virtual space of ours. You could think of yourself being paralyzed with the exception of my ability to move you and listen to your thoughts. I'll begin below by taking my first turn.]

[Use brackets to surround any meta conversation if necessary.]

You are taking a bath. The water is very soothing and there are lots of bubbles. It smells like mint. You hear an irregularly sequenced knocking sound on the door. You don't say anything but the knocking persists.

Inva Cota <inva.cota@yale.edu>

Sun, Jan 15, 2012 at 5:03 PM

To: "a.dventur.es operator" <usual@dventur.es>

I think to myself that the knocking is annoying but it is probably Eli my building super so I decide to ignore it and keep staying in the bath.

[Quoted text hidden]

usual adventures <usual@dventur.es>

Tue, Jan 17, 2012 at 7:19 PM

To: Inva Cota <inva.cota@yale.edu>

You try to relax in your bath. A muffled voice speaks through the door. "Hey Inva I thought I had told you that you shouldn't be taking baths in this building..." It is Eli.

[Quoted text hidden]