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In 1991 I visited Prague for the first time and I met Ludvik Svab. He said that he thought that the future of collaborative surrealist activity was in games. This could seem to the outsider oddly trivial until we consider the passion surrealists have always had for games and for the ludic principle itself.

Years later I tried to answer a question I had set myself: “What is the Gold of Time?” and the answer was that it was that time that broke with the endless duration of the process of production and consumption, a time and a space that we reclaim from the utilitarian, the controlled, the corporate, and see in those free moments of play within an elective community, the reflection and the momentary actuality of the surrealist revolution.

Although our games can become a research tool and can help us fashion our ‘miraculous weapons’ the most miraculous thing about the ludic principle is the freedom it affords us for that fleeting moment. It is not enough, of course, but in igniting our hope, it inspires us to find, not just the free revolutionary moment, but to break the wheel of time.