

## SOME SURREALIST GAMES

Looking back over the last two years, I realize that most of the essays in the various issues of **Caliban Chronicles** have been what are often called “rants” nowadays. I did not intend for that to be the case. In fact, I have been thinking for over a year now about doing an issue with surrealist games. Those rants came out of frustration and anger, and a deep sorrow at what appears to be a great nation calmly watching itself dissolve. But too much of that kind of thing is like a game of Whack-a-Mole. Although I will express the hope that men and women of good conscience do not sit on their hands in the fall election, I’m going to stop playing Whack-a-Mole for a while. Maybe these surrealist games will be more fun.

## PSYCHEDELIC BUBBLES

Associate Editor Deanne Yorita, in order to entertain our young grandchildren, set out to learn how to make monstrous bubbles. She took formulas from various websites, tweaked them, added and combined ingredients, and came up with a recipe for bubbles that are more than bubbles, closer to portals, another way to pass through the doors of perception. We have heard of bubbles as large as Volkswagens, but the typical spherical bubble we have produced is 3 to 4 feet in diameter. A couple of really large ones were probably 5 to 6 feet in diameter. (Tubular bubbles can be 10 feet long.) But it isn’t just about size. These bubbles rise with an updraft and move like maniacal amoebas, morphing violently, sometimes



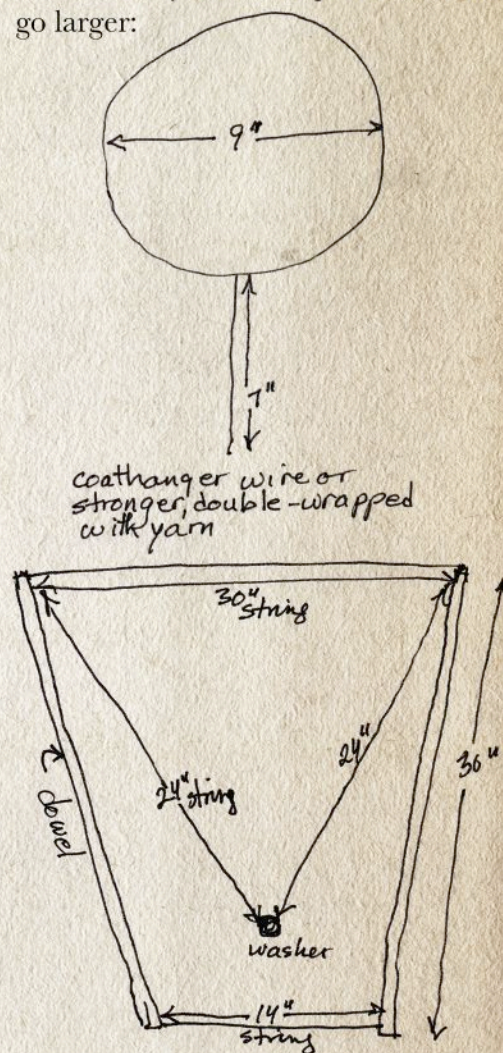
popping, sometimes splitting into smaller spheres and then drifting out of sight. (One neighbor was so shocked at seeing a huge bubble pass by his window, he thought it was a UFO.) In the early evening, a rising mega-bubble can have a dozen setting suns dancing over its bronze, blue, and purple skin.

The formula:

1. 1 gallon very hot water
2. 2 tsp baking powder
3. 1 ½ tsp guar gum dissolved in 1-2 tbs rubbing alcohol
4. ½ cup glycerin
5. 1 cup Dawn Platinum dishwashing soap

Add baking powder into hot water and stir until dissolved (it will foam initially). Stir solution, creating a vortex, and then add guar gum slurry. Stir 2 minutes while guar gum hydrates. Add glycerin and stir until blended. Add Dawn and stir gently in order to avoid foaming. Wait 15 minutes and you are ready to go.

These are the specifications of our wands, but you can experiment and go larger:



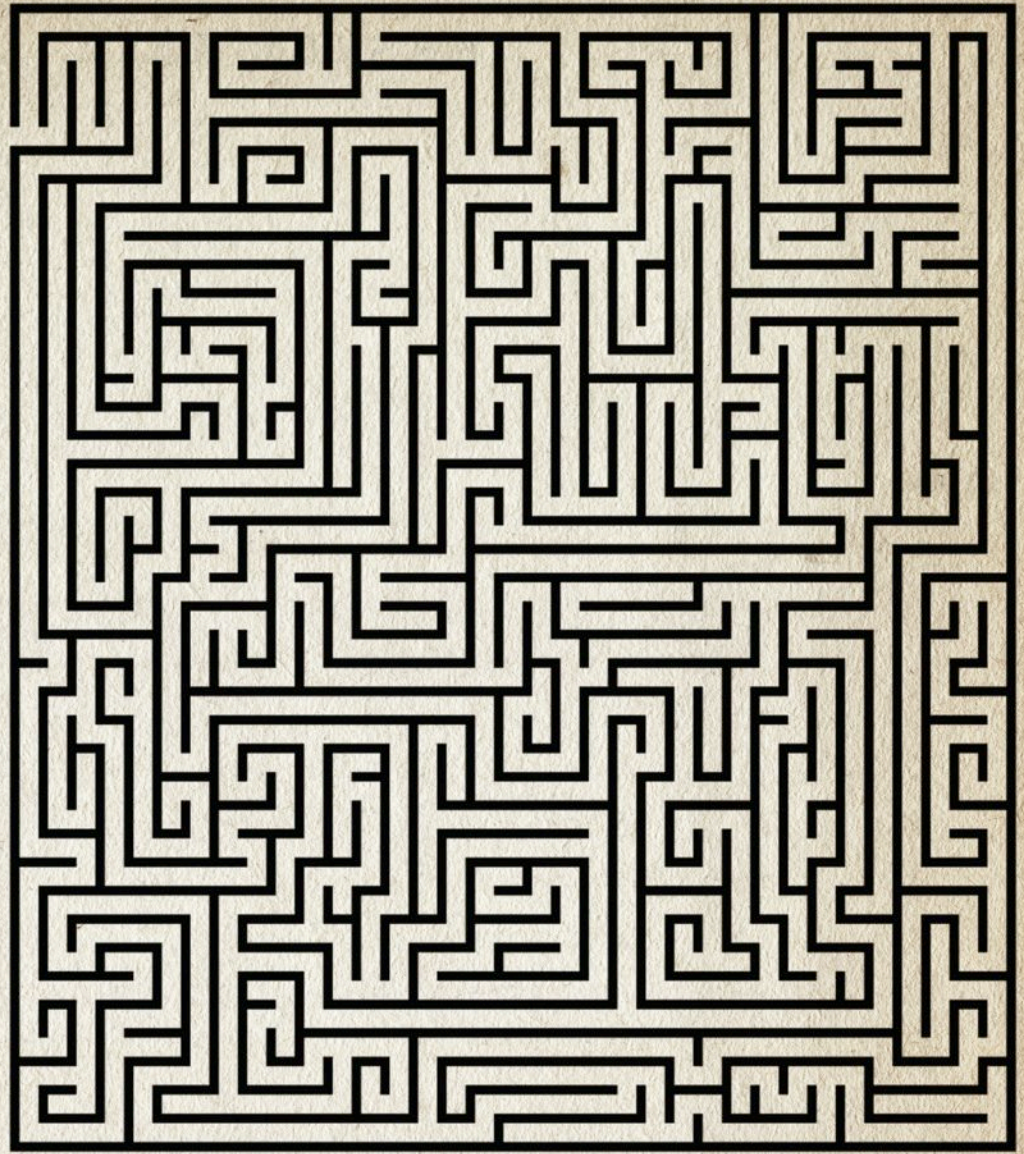
Objective Chance injects Eros into the scene (this is not photoshopped!)



## ROOM CHARADES

André Breton believed that streets, arcades, flea markets—among other city places—could be read like books. He also believed that rooms (particularly rooms in cheap hotels, where your own Nadja might walk in) could be read in the same way. So instead of miming the word or phrase that you are usually given in a game of charades, why not ask the other participants to leave the room for 15 minutes, so that you the charader might rearrange the furniture and various other props in the room in order to lead the other participants, after they have re-entered, to the correct guess. I know this sounds simple, but there are a number of factors that make it somewhat tricky. For one, the charader cannot possibly move everything in the room in 15 minutes, so there will inevitably be traces of the pre-existing room narrative underlying the new one. The guessers will have to be clever enough to separate the two in order to come to the correct conclusion. Another danger is that the living rooms and parlors of childhood, with all the trauma and powerful emotions they entail, might leak through the charader's presentation. There is a very good chance that he or she will reveal, through the rearrangement of furniture and other objects in the room, far more about their own unconscious than a pathway to guessing the correct answer. Nonetheless, the great fun that comes from playing room charades makes it worth all these risks and more.

## THE JEAN-PAUL MAZE



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