

Surrealist Games (Shambhala Redstone Editions)



The Surrealist movement that arose in Europe in the early 1900s used playful procedures and systematic stratagems to create provocative works and challenge the conventions of art, literature, and society. They conducted their experiments through art and polemic, manifesto and demonstration, love and politics. But it was above all through game-playing that they sought to subvert academic modes of inquiry and undermine the complacent certainties of the bourgeoisie. Surrealist games is a delightful compendium that allows the reader to enjoy firsthand the methodologies of the Surreal, with their amazing swings between the verbal and the visual, the beautiful and the grotesque. It is also a box of games to play for fun: poetic, imaginative, revelatory, full of possibilities for unlocking the door to the unconscious and releasing the poetry of collective creativity. The boxed set contains: A 168-page sewn, illustrated hardcover book packed with outrageous language games, alternative card games, Dream Lotto, and automatic techniques for making poems, stories, collages, photomontages, and candle-smoke drawings. The illustrations are by such artists as Max Ernst, Hans Arp, and Tristan Tzara. A fold-out game board for the Goose Game, designed by Andre Breton, Yves Tanguy, and others. A Little Surrealist Dictionary.

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