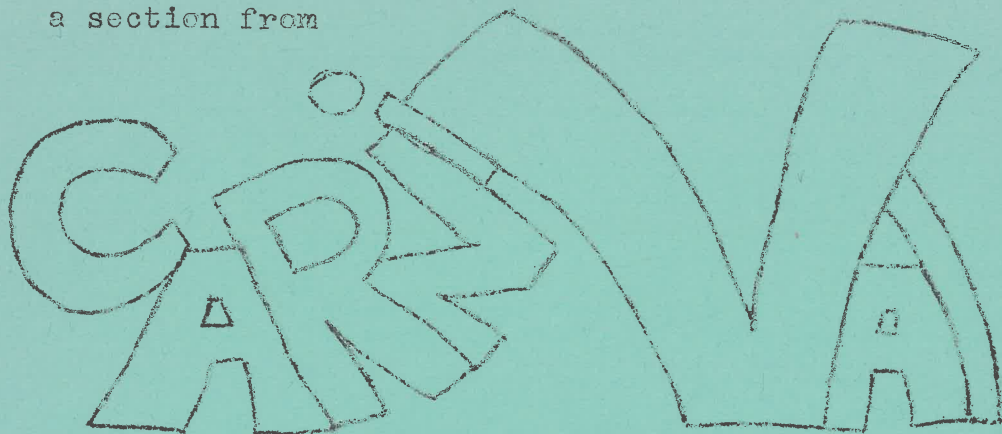


a section from



Steve McCaffery

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abcdefghijklmnopqrstuvwxyz
0123456789



... upon a game
... upon a game
... upon a game

... random
... random
... random

... chance
... chance
... chance

chance and game is chance?
GAMBISON:..

... chance
... chance
... chance

... chance
... chance
... chance

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"A reduced & somewhat modified version of an early section from CARNIVAL, a random purpose construct at present of an unspecified size composed on a typewriter using a variety of stencils, carbons, overprints, et cetera, in both red & black type (one thing i like to feel in these constructs is that i can bring the normally neglected mental & physical processes of composition to a conscious concrete level). the total idea is for a phonetic semantic allegory. i start with the creation myth - God as the ultimate alphabetical source of A/Adam the first man & first letter. Adams creation as an individual is simultaneous with his absorption into the matrix of the word (the visual-phonetic square) & his genetic fall parallels his graphic descent from the purity of the letter as pure substance & pure volume thru the word & the semantic sense (represented in Eve & her theories of playful permutations evil, ever, etc) & finally into language itself. this takes us roughly to the present section: my conception of a wittgensteinian world of game/ language & what (for me) are its two most important aspects, purposiveness (direction) & chance (randomness) which this section develops. lines, punctuational paths, semantic connectives, are provided, some at random, some deliberately. the construct is approachable both as a concrete & a cognitive event which "becomes" when you enter into it, explore it, discovering both "it" & yourself as a responsive being."

- Steve McCaffery