

**DEATH Inc.**  
**a wrinkle in time company**

**FOLIE 1: DEATH Inc Logo groß**

**Folie 2: Street 1 + crash sound:** 11:00 a.m. Monday morning.

**Folie 3: You are dead.** You are dead. Run down by an obese redneck with a serious sleep deficit at the head of an 18 wheeler. Who are you?

**Folie 4:** Goerge Ryan.....

**Folie 5: waiting room+logo** As everyone knows the next logical step is DEATH, Inc . You knock on the big metallic doors , you are buzzed in and directed to the left wing of the bulding 6<sup>th</sup> floor Division C room 342. As always, beuracracy is not a pleasant thing, you have to take a number, fill out some forms and wait for your turn, a mere 62 numbers away. After your number is called and you enter room 342,

**Folie 6: Clerks:** you are greeted perfuntorily by 2 clerks who inform you that there has been some mistake and actually you are 30 years too early. Too bad. You are welcome to take a seat and wait it out.

**Folie 7: Waiting room** After considering the thought of spending the next 30 years in this sterile waiting room with uncomfortable metal chairs, out of date magazines and MUZAK versions of the best of Barry Manilow echoing interminably, you chat up the other gray, dust encrusted souls and find out that there may be a chance to change your fate. As always with beurocrats, you have to be tricky to get what you want. The secretary is no match for your cleverness, so you are sent in to see the 2 clerks and you demand to know your options.

**Folie 8 : clerks** They look at each other with supreme boredom and explain that ok, you can go back to try to prevent your death, but don't think that you'll have a chance in Hell. You will get a one hour validation ticket. Just one thing. You will be in the body of one of the following people:

**Folie 9: 5 Characters:** your nagging Mother-in-law, the perpetually stoned gas station attendant Tony, the sweet but mischevous neighborhood kid Alastair, your bitchy boss from Hell Raissa, or...your dog.

**((((((MORE- what you do in your new body.**

- **Get 1 hour validation ticket- sent down to Earth**
- **Validate it in the machine by the door**
- **Enter a character of your choosing**
- **start from where the characters are at 10 a.m.**
- **use city map to locate yours and George's position**
- **use George gauge**

- **explore and decide**
- **come up against obstacles**
- **find solutions**
- **after one hour))))))**

- Rosa Wilson, Mother-in-law. 60. Still cannot accept that her daughter Eileen married this creep. She takes every opportunity to terrorize him.
- Tony Di Natale, gas station attendant. 27. Friendly artist/model/writer between jobs. Chats with George when he comes in to tank up and buy x-rated magazines.
- Raissa Kruck, your boss. 35. Shrill, impatient and unfortunately competent, she is in constant contact with you to give you tips, tasks and occasional criticism.
- Alastair Washington. 11. A sweet smartass who does well in school, but needs a bit of supervision. Always hangs out at your house and loves to play with ...
- Walter, your dog. 2 . Good-hearted and faithful, he is also fairly independent. Because he is alone the whole day, he often uses the dog door to get some air and do his business. Thus, it is not unusual to see him roaming around.

**DEMO: for example : Allistair Washington.....**

**Folie 10: Allistair in school....**

Its 10 a.m. You are in the body of allistair and- you are in school..... as you want to det out of the classroom you may ask the teacher if you can go to the bathroom...

**Folie 11: Teacher**

As soon as you have finished

**Folie 12: Math test**

So you have to fill out the math test, but remember you have just one hour.... So time is running out

**Folie 13: hallway**

**PETER:.....:**

What to do now ??? You culd do this and that....  
Explain the Intrerface

You only have an hour, if you don't make it:

**Folie14: street**

**Folie15:** structural model

**Folie 16: task**

**Folie 17: game- overview** (cd-rom-based....)