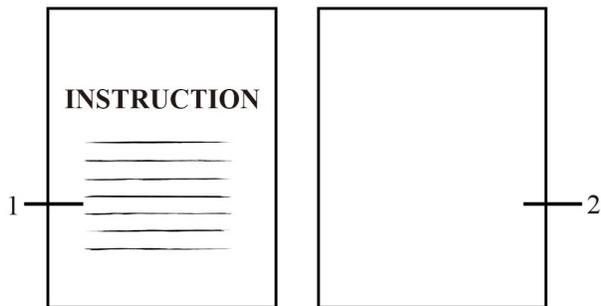


# ROUND ONE: RECURSIVE READYMADE REVISITED

## System and method instructions for performing The Recursive Readymade using arbitrary surfaces

FIG. 1



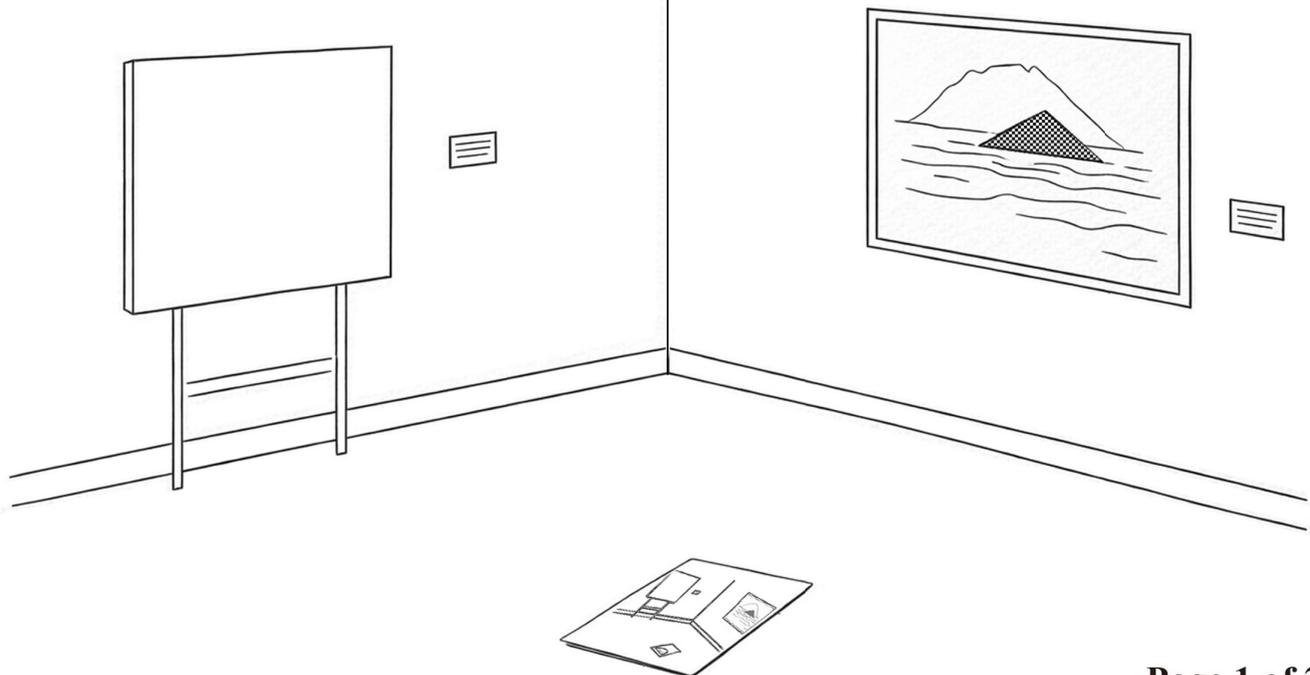
Recursive Readymade Surface Requirements

FIG. 2

1. Read these instructions.
2. Acquire a surface capable of bearing marks on two sides
3. Place these instructions on one side of the surface.
4. Visit a place where art is exhibited.
5. Select a room (or an individual piece).
  - i. Select a particular space inside that room (or in front of that individual piece) where you will leave the surface.
6. On the opposite side of the surface, depict the selected room (or piece).
  - i. Preferably include the surface itself in this depiction, positioned within the space you have selected.
7. Sign the surface.
  - i. Also inscribe on it today's date, the current hour, minute, and second.
8. Leave the surface in the space you have selected.
9. Do not retrieve the surface.
10. Continue with your day.

Instructions for a Recursive Readymade

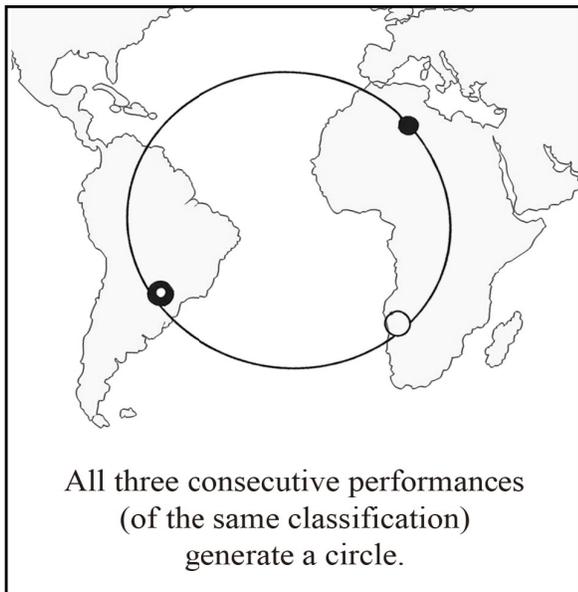
FIG. 3



# ROUND ONE: RECURSIVE READYMADE REVISITED

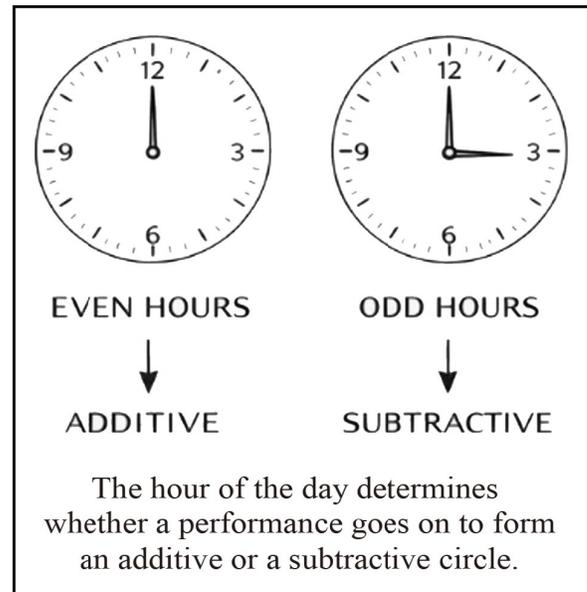
## Game Design: Sample ruleset for recording the performance on a world map

FIG. 4



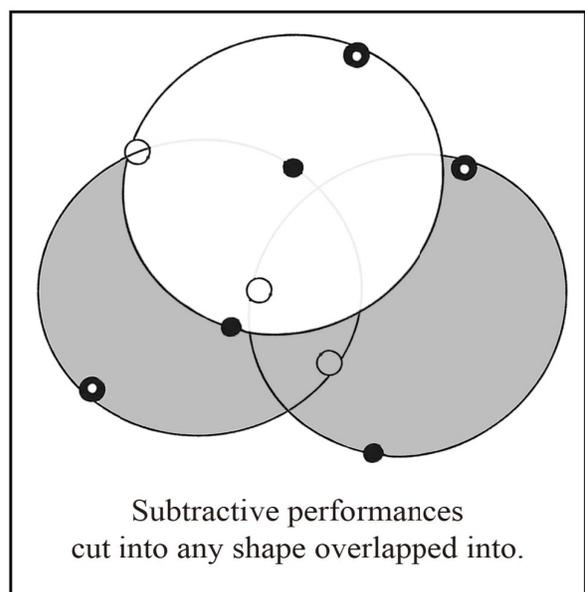
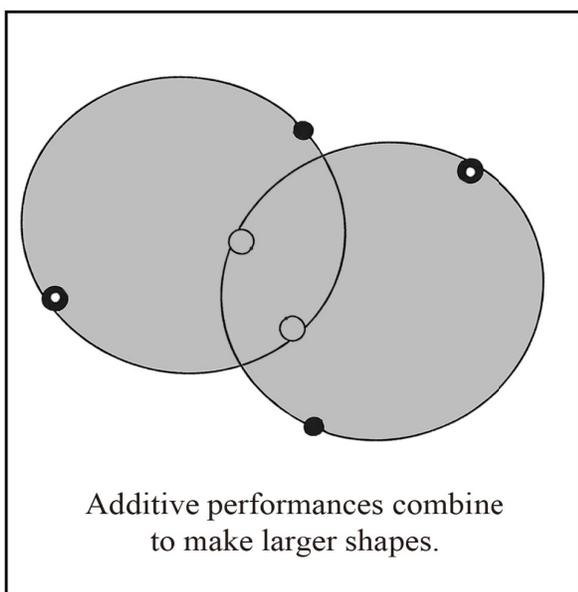
### Basic Rule

FIG. 5



### Team Divisions

FIG. 6



### Visual Feedback Representation