

# Game of City-

“The world is full of symbols of various shapes and sizes that are extremely complex and obscure, therefore, their meaning is to be revealed.

The control of revealing is a more effective social manipulation than economic exploitation and class oppression, which creates the illusion of equality and fanaticism of difference based on the loss of difference. In a consumer society with no mirrors but glass windows, we lose the perspective to see and reflect on ourselves. We constantly feel something is lacking, and create a maze of consumption for the proliferation of capital, playing the game of consumption happily to the end.

“The game ‘Consumer Maze’ uses an empty ‘city’ interface as the game map, where a number of ‘urban consumers’ roam around the corners. Players need to build their own maze colonies to attract and capture ‘urban consumers’. The number of captured consumers determines how long the players can survive in the game and how much space they can occupy.”

Rules of the game

Rules for “urban consumers”:

1. Move based on the principle of avoiding attraction and capture of the players.
2. When a player crashes and disappears, “urban consumers” can return to the area and continue to wander

# Game of Capital

## Creating a New Role

Role Name:

Password:

Selection Region:

START

Rules for players:

1. Choose the initial area and build a maze to attract “urban consumers” to expand the territory
2. Attract “urban consumers” within the set time, otherwise the previously accumulated territories will disappear.
3. There are rules of siege between players, like in Go, which allows for the act of siege and annexation - when the space around a player is occupied by another player or players, the occupying players gain and divide the space of the enclosed player and captured consumers.

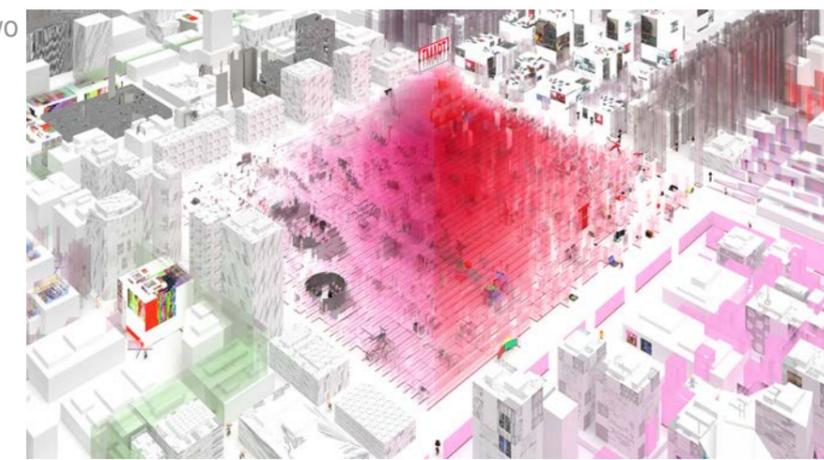


The process of Consumer Maze's expansion

Phase one



Phase two



Phase three

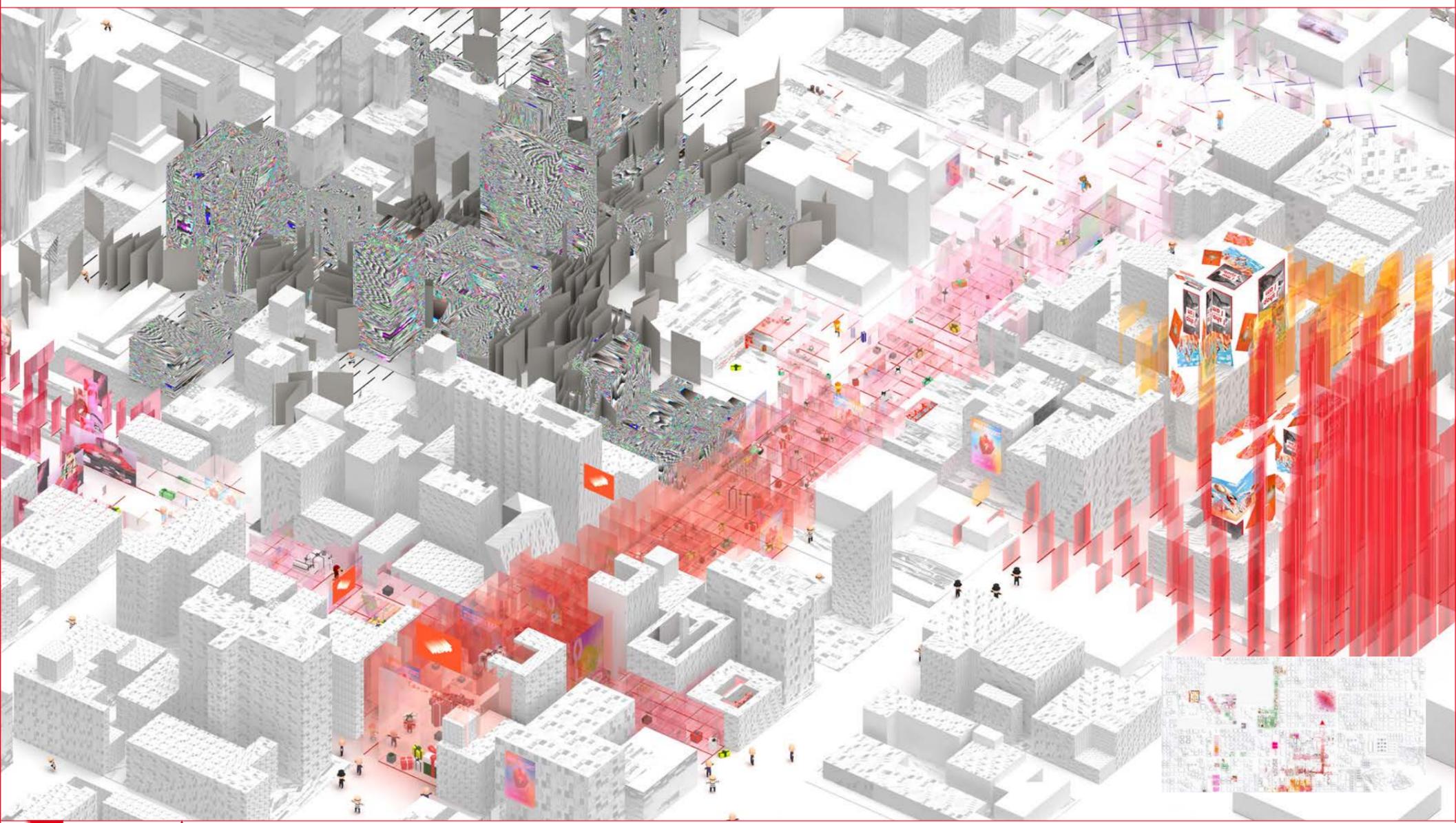


“Nowadays, products do not exist according to their use value or their possible duration, but quite the opposite - according to their death’.

Modern people are surrounded by different objects and troubled by constant renewal.

All kinds of electronics, fashion products, consumer trends, and even aesthetic ideas are always changing.

We are placed in the consumer game of ‘guided abandonment’ and live according to its rhythm and inertia.”

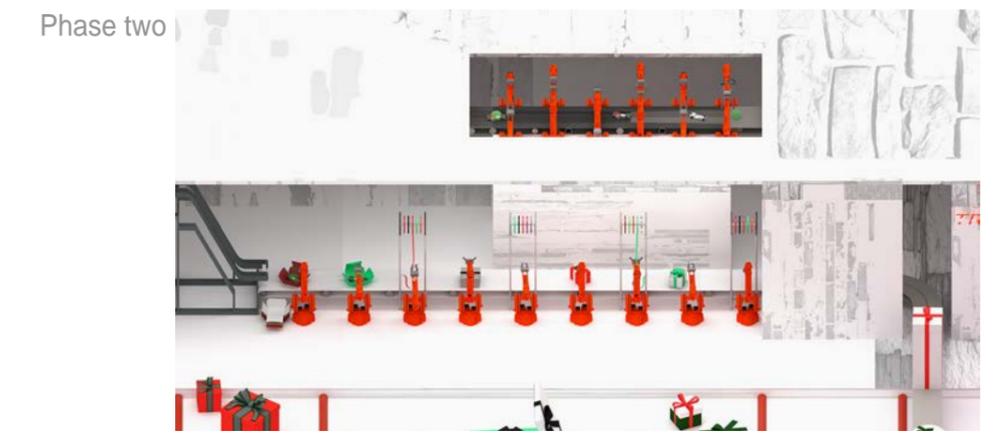


"Blind boxes, a merchandising form where consumers do not know specific product information in advance, have a random attribute. The stimulus of uncertainty reinforces repetitive decision-making and gives consumers gambling excitement, thus making them addictive.

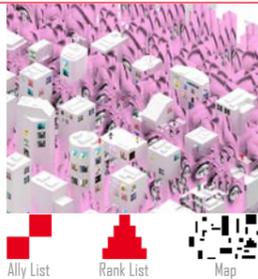
The rapid growth of the blind box economy breeds comparison, speculation and the use of inferior raw materials that infringe on consumer rights. More than that, there is even unbridled hype about 'commodities' that cannot be sold as blind boxes, such as 'blind boxes of pets', which ignore the life right of animals; 'blind boxes of love', which presents true love is hard to find and risk always exists; 'blind boxes of food', where resources are wasted by following the trend for no reason ...

Under the model of blind boxes, scarcity and addiction, competition and hoarding, hype and bidding up appear. People's needs are limited, but the consumer game is infinite in terms of reproduction and aberration, resulting in massive waste, and these wasted resources need to be obtained at the expense of nature."

The process of Consumer Maze's expansion



# @DONNY Maze of Surveillance



“The game of regulation of people through the use of social networks for consumption is like a kind of ‘panoramic open-view prison’.



Rate of Progress: The territory is about to be taken by @Donny.  
! Prompt: You receive an invitation to collaborate.

Social network sites and live streaming software put everyone in the ‘watched compartment’, where people are aware that they are being observed, thus creating a self-surveillance mechanism for themselves, and the capital behind it manipulates the tools of ideological control through screens with precision. The screens are like glass windows that do not reflect the real appearance, but the colorful illusion of the ‘person’.

Sometimes we stand in the window to be observed and selected, and sometimes we drown in this sweet consumer network. The whole mechanism is produced on us, thus ensuring that the game of consumption continues to operate and is inscribed on everyone involved.”

: 3007    
 : 4500

# @EVE765 Labyrinth of Glass



“Consumption creates the illusion of equality, and it is always thought that the function of consumption is to eliminate injustice in society, but in fact, it does not make society as a whole more homogeneous, just as schools do not offer the same educational opportunities, even increasing the divisions ... Now nearly everyone can read and write; everyone has (or will have) the same washing machine and can buy the same pocketbook, etc.



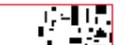
Rate of Progress: The territory is taken by @EVE765.  
! Prompt: There are some Defunct Territories that could be taken./ Cooperation I has been concluded.

But this equality is entirely formal: it looks concrete, but it is actually abstract. Essentially, consumption can be a tool to stabilize the class system, because people do not just consume things, but use them as symbols to highlight class and identity.

Despite the difficulty of crossing class hierarchies, many consumers work desperately to consume the symbols of a higher class at the cost of freedom and time. But the hierarchy of symbols always has to refer to other symbols, which makes consumers unsatisfied and consumption unceasing. What really satisfies the consumers is the difference based on the symbol, which gives them a ‘status symbol’ that does not originally transcend the hierarchy, but increases their happiness - the reality isn’t obtained in the game of consumption, but the dazzle and illusion of reality.”

: 1300    
 : 9590

# @HAILY7 Labyrinth of Class

 Ally List  
 Rank List  
 Map

 Combined Hunting: A siege initiated by a coalition of players  
 Defunct Territory

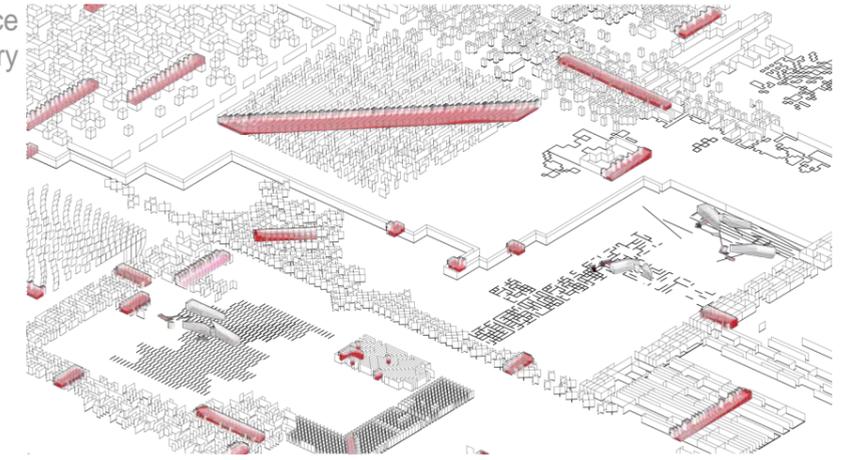


 The player who escaped from the siege

 : 2367  
 : 2500

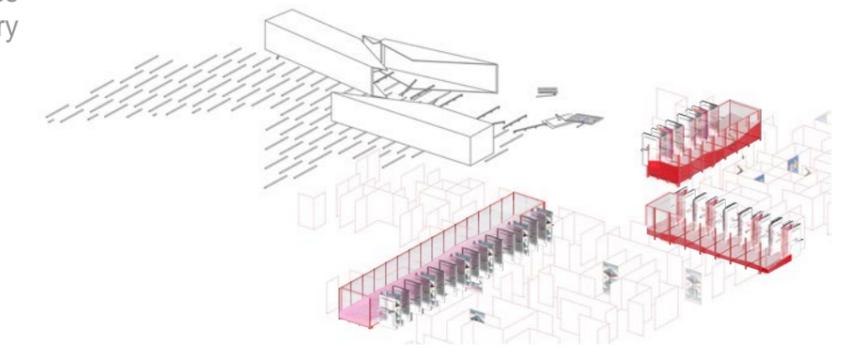


Under the game interface - The Maze Factory



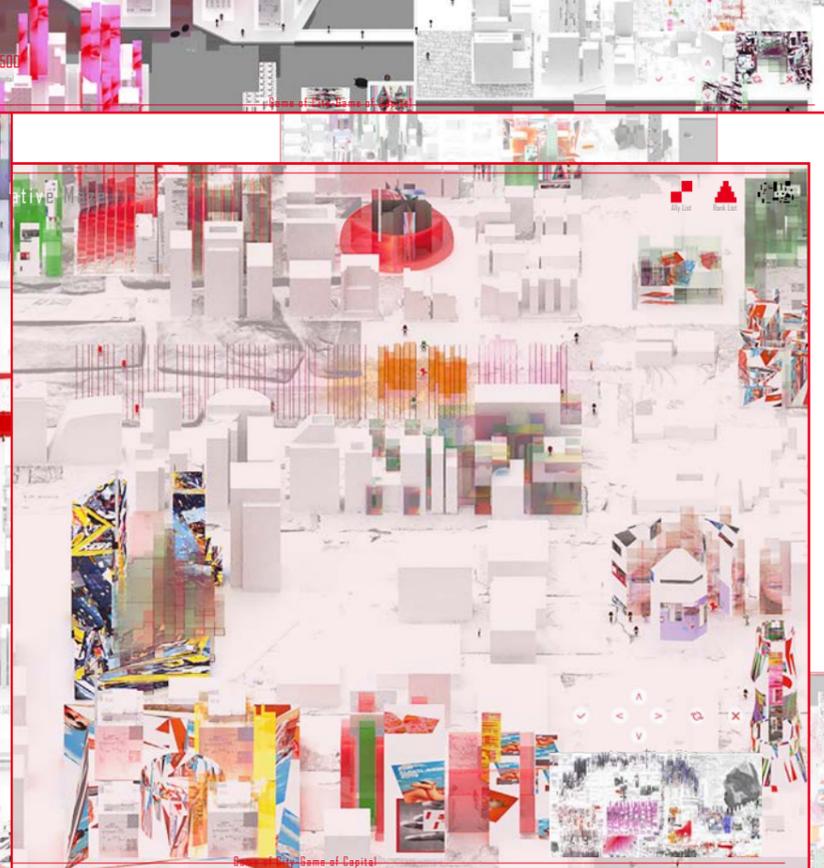
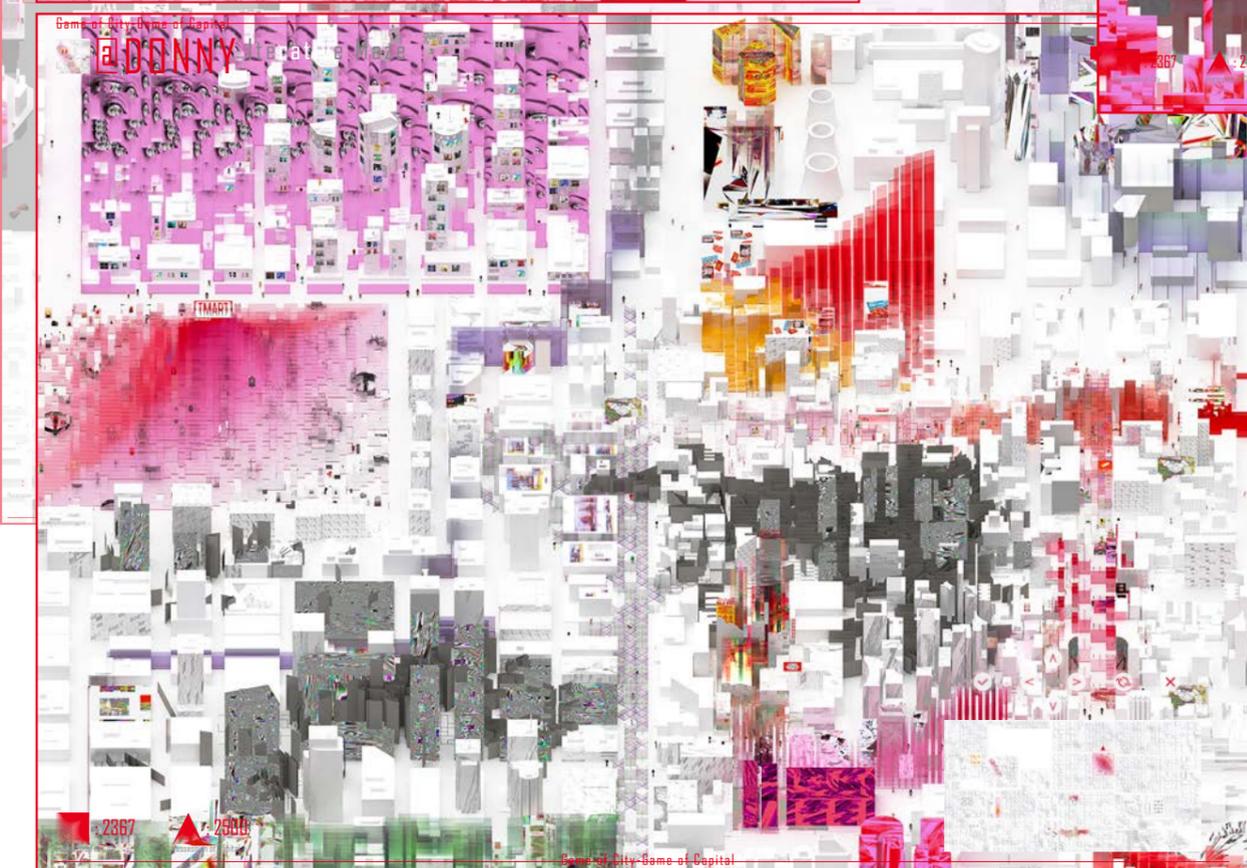
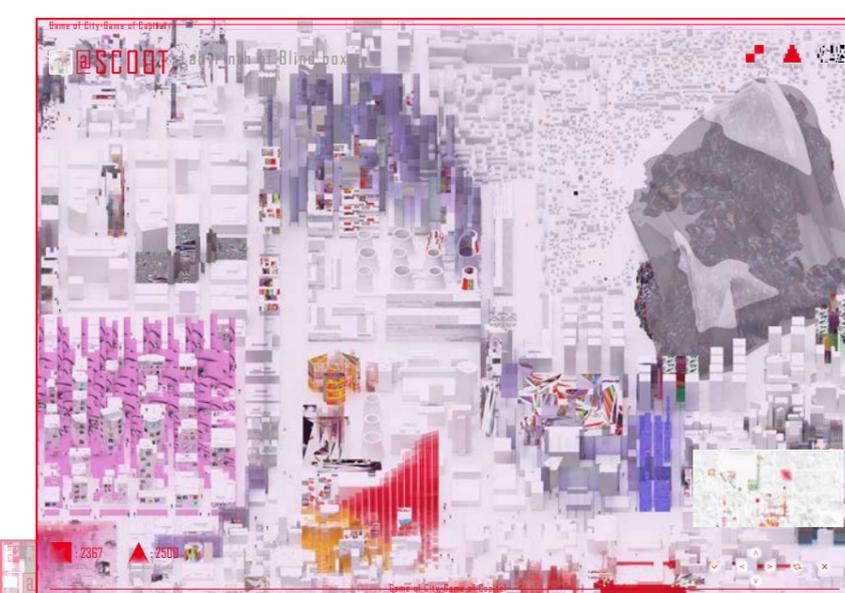
"While the 'Consumer Maze' gradually takes over the interface, the maze factory beneath the interface is where players are blocking and annexing each other, melting and recasting other people's mazes as their own as if there is no end to the game of looting."

The plundering process in the Maze Factory



The melt and recast of a maze





“We are both the instruments that ensure the smooth and efficient functioning of the game system and the symbols that are being consumed.

In this fictional game of consumption, we can simulate and participate personally in making the world crazy and out of control, letting the abuses show visually.

Players follow the game's rules all the way through, with seemingly no winning or losing. The only way to fight the domination of symbols and consumption in this game is perhaps to shut it down completely.”