3   ALL THE DELICATE DUPLICATES

Mez Breeze, Andy Campbell
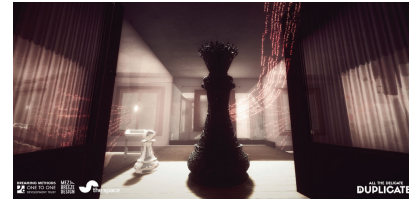
Mez Breeze, Andy Campbell
PC Game, 2017
https://youtube.com/watch?v=v6YoBKGlCnQ

All the Delicate Duplicates is an indie game/digital fiction experience created by Mez Breeze and Andy Campbell. Inspired by the possibilities of fiction, digital poetry and experimental digital art, "All The Delicate Duplicates" tells a complex psychological story through game engine technology. The work challenges traditional storytelling within games by spanning multiple time periods, incorporating animated and transitional texts as physical manifestations within the gameworld, and leaving the story wide open to multiple revisits and interpretations.

The poetic, hybrid language Mezangelle (a poetic-artistic language developed by Mez Breeze in the 1990s: https://en.wikipedia. org/wiki/Mezangelle) forms a central

part of the non-linear language in the game. It remixes the basic structure of English and computer code to create language where meanings are nested inside each other. Players will need to read, re-read then re-re-read again in order to piece together the narrative: scientific concepts and visuals are an integral part of the story's structure.

"All The Delicate Duplicates" is a short single player first-person narrative game that toys with the concept of time: reality isn't stable or linear here, but unfurls across a storyworld that bends, flexes and (in some instances) duplicates.