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Emptiness Transfer

Does Post-Historical Fiction Time Travel?

Surrounding Vilém Flusser's centennial birthday celebration, *Pandemic* and *Pandemic Legacy* board games are featured on toy store fronts. As an antidote to isolation, the world projects its faces onto Others as technical images. Face recognition results from impossible eye contact. Behind the mirror, Flusser points at us. In front of it, we weave ever tighter noospherical patterns – music out of undifferentiated gavage. As the rules of the social-dialogical game that have played us are in flux, the proper hook onto which return to concrete experience becomes a new end-game, a new start. From that, we look forward to the freedom of dissolving into One, Another. In memory of him we are reminded that our playfulness is on a par with the game's openness. Point blank, the camera does not know our combination, and vanishes into a new language before our eyes, which are closed.

As two combination locks to a single briefcase, Nestor's *000*, edition-of-two, is an abstract strategy game with no theme, for one or two pairs of players, together or apart. It is dedicated to Flusser, a *homo ludens* committed to playing in function of the Other "to rupture alienated symbolization and return to the concrete experience of our own death in the Other. To return, in sum, to being Human."

*000*'s accompanying video *Accelerated Eidetic Seeing Rendering through Seed Filling the Viewers Lattice* is set to premiere on May 12, 2020 in celebration of Flusser's centennial birthday. Find it at [www.futurevessel.com/0-0-0](http://www.futurevessel.com/0-0-0).