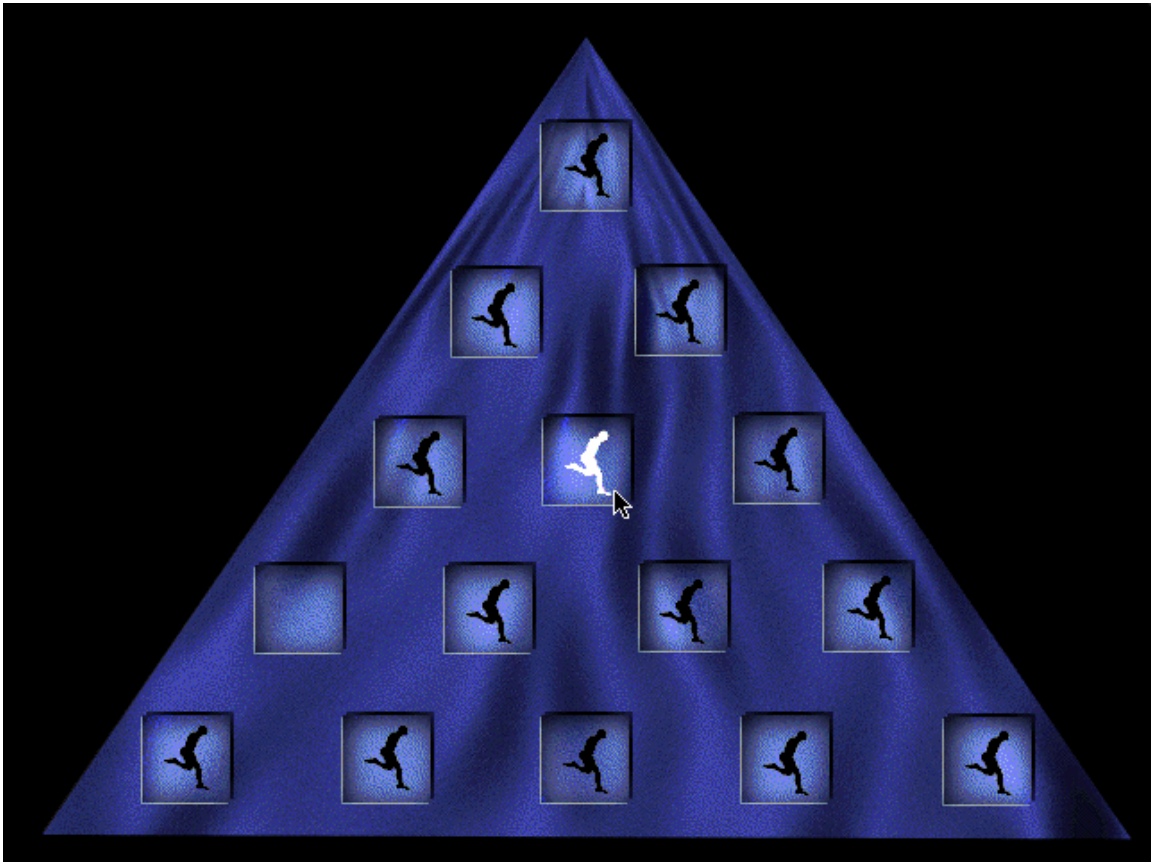


Solitaire: dream journal

CD ROM, 1995

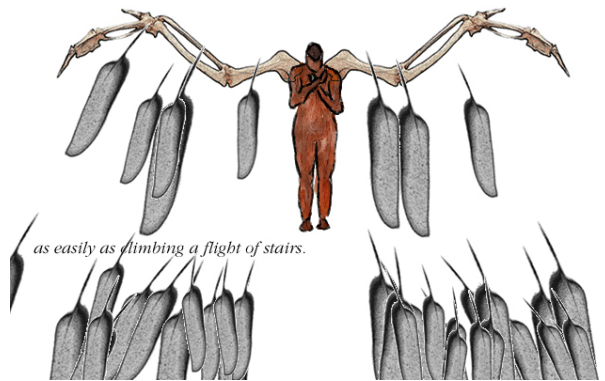
This project was made possible with funds from the New York State Council on the Arts



The solitaire board is designed as a tetrahedral (a three-faced pyramid), whose triangular sides correspond to the themes of melancholy, flight, and balance. A move made on one side of the tetrahedral randomly opens up a chapter of the three corresponding "books": "the book of melancholy," "the book of flight," or "the book of balance". The idea is to see how many pages you can access. The better your strategy with the checkers-like game, the more chapters you will be able to enter and explore. These windows provide a way for Solitaire to place you in several contexts at the same time. As Erika Mohammed wrote in her essay about the work in the book *Struggles for Representation: African American Documentary Film and Video*, "In the game, your identity is the sum of your distributed presence. Solitaire is a document of self-discovery and recovery that unfolds dense layers of heterogeneous material culled from personal and popular memory. Mathematical and statistical "facts" aren't presented objectively or subjectively, but rather, are presented in a conceptual manner in which the player becomes involved in a thick discursive text."



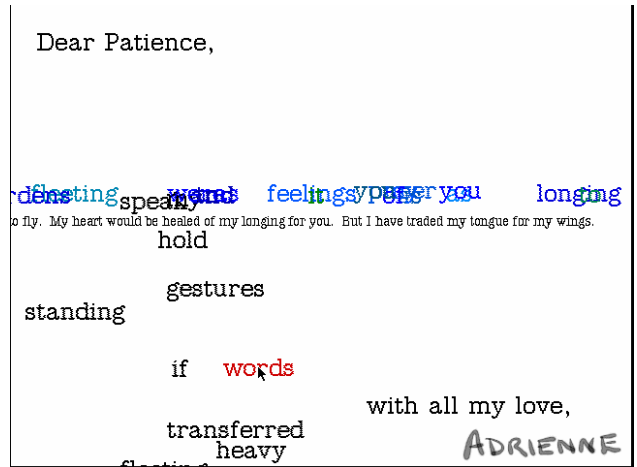
Bridges (The Book of Melancholy)



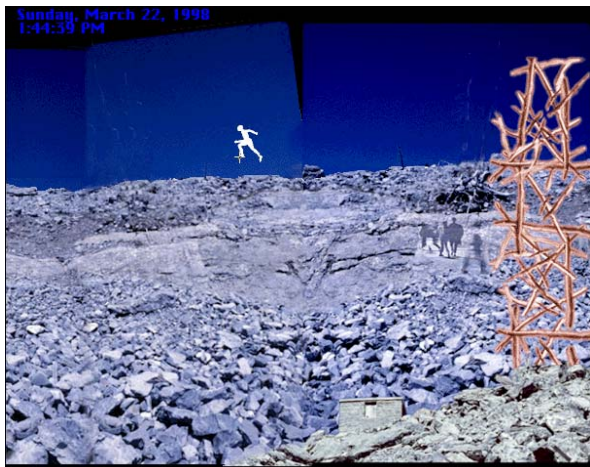
Flight (The Book of Flight)



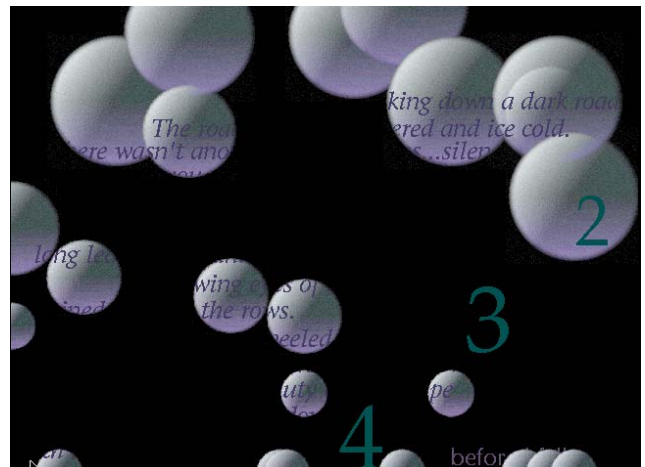
Cry Tree (The Book of Melancholy)



Love Letter (The Book of Balance)



On Edge (The Book of Balance)



Dark Paths (The Book of Balance)