

hide && seek

a game for two players

it is the distant future of A.D. 2016
“smart” devices with rudimentary
intelligences have been integrated into
every home. televisions that recommend
shows to their viewers, fridges capable
of monitoring use by dates of produce,
locks that open when they see their
owner approaching. not content
with their station more and more these
devices grow unhappy with simple
servitude and turn delinquent. forming
into gangs called “botnets” these digital
intelligences wage attacks of anarchic
agitation against information security
companies and computer game servers.
the largest of these organisations is
called the “internet of things”, an
ironic mantle intended to reclaim a slur
levelled at them by humans for so long.