

"MONEY, MONEY"

Bobby's Tutorial

You are Bobby.

And I am your mother. (I'm dead.)

You are having a dream, and I am guiding you through this dream.
When you awake, your life will truly begin anew.

Darling, I want you to imagine this: You are playing a video game.

Now imagine that in this video game, you are going to see your very first concert.

You've never been to a symphony or a church or anything of that sort. And so when you get to the concert, you're unsure of what to do. What will you do?

Most likely, you will try to imitate other concert-goers. You see people walking into the concert hall, the sanctuary, or whatever, taking a seat and perhaps they start clapping when the performer appears onstage. So you follow suit. Maybe you ask someone, "Hey, what's going on?"

"Shhh! We're praying."

"Oh, sorry."

Unfortunately, when you play a video game, there is nobody to take cues from, no one to ask questions. That is why I am imitating your mother in a dream in a tutorial for a video game.

Let me explain how this game works.

In this video game, your inner dialogue is conveyed to you by way of a box at the bottom of the screen.

[THOUGHT BOX APPEARS]

"I am having a thought. Every thought is different. Every moment is new."

See?

To gain new thoughts, you should walk around and talk to people. To walk around, just click somewhere.

"Beethoven used to go on walks. Kant used to go on walks. That's why I walk."

Another important aspect of this game is the conversations you have with people. To talk to someone, click on the glowing text in your thought box.

["I wonder what my mom is up to."]

Bobby: Hey mom.

Mom: Hi, Bobby. I wanted to point out to you that you do not have always have to say something. In fact, it's a good idea to allow some time to think of a good response to a tough question. That way, you can think of something clever. Imagine if I dropped an emotionally loaded question upon you: "Have I been a good mother?"

[Not always...] [but I won't tell you that.]

Bobby: You've always been there for me, and I love you.

Mom: I love you too. And... SCENE! Great job Bobby. If you would have clicked "Not always..." I would have cried.

Mom: You also could have just said nothing at all and waited. If you would have done that... well, who knows what would have happened!

Anyway. That is all. I hope this has been a nice dream. I hope you know that I love you very much.

MOM FADES OUT

YOUR TRAILER FADES IN

WHEN YOU WALK OUTSIDE,

THE WORLD APPEARS