

// // // // // // // // _ _ EVEN _ _ //
SPACE STATIONS
// ARE HAVING - ° - A HARD TIME //



A black and white photograph showing a person's legs and feet, possibly in a boat. The person is wearing light-colored shorts and dark shoes. The background is dark and textured, suggesting water or a boat's interior. The text 'J. WALTON //' is overlaid on the left side of the image.

J. WALTON //

A SURREAL VIDEOCALL GAME
for 2-4 players //



"Even space stations are having a hard time"

DEL THE FUNKY HOMOSAPIEN,
"VIRUS." DELTRON 3030 //

STRANDED OUT HERE //



BACKGROUND

In mid-2024, two U.S. astronauts became stranded for months on the International Space Station, due to safety concerns about their spacecraft. (Godspeed!)

PREMISE

This game is a surreal exploration of astronauts being stranded in space for an indefinitely length of time, communicating between multiple space stations or spacecraft with each other, via short video calls.

THE ACCUMULATION //



INSPIRATIONS

- The Boeing Starliner (2019–present)
- The Covid pandemic (2019–present)
- THE EMPLOYEES (2020) by Olga Ravn
- TWENTY TRILLION LEAGUES UNDER THE SEA (2014) by Adam Roberts
- VIEWSCREAM (2014) by Rafael Chandler
- JUGGERNAUT (2015) & ISS ESCAPE (20XX?) by Jason Morningstar
- ONE MISSED CALL (2016) by Caroline Hobbs and Marc Hobbs
- EVENT HORIZON (1997) directed by Paul W.S. Anderson
- SUNSHINE (2007) directed by Danny Boyle
- LOVE (2011) directed by William Eubank
- GRAVITY (2013) directed by Alfonso Cuarón



1

FIRST THINGS FIRST

- A. **START A VIDEO CALL** with the other player(s), playing in distant locations or in the next room.
- B. **SAY:** “This is _____, calling station-to-station.”
Response: “We read you, _____; this is _____.”
- C. **ASK:** Have they heard from their team on Earth? Any updates on their timeline for return? Yeah, you haven’t heard much either, aside from orders to “standby.”
 - **SAY:** Anyway, talk to you soon.
 - **END THE CALL.**



2

SECOND THINGS SECOND

- **DO THE SAME LETTERED STEPS** from the previous call (it's cumulative!), but...
- D. **ALSO:** Tell them that your space station just ran out of something basic, like peanut butter or paper towels.
- **SAY:** Anyway, talk to you soon.
- **END THE CALL.**



3

THIRD THINGS THIRD

- **DO THE SAME LETTERED STEPS** from the previous calls (it's cumulative!), but...
- E. **ALSO:** Tell them about the dream you had last night. Yeah, the one about the wilderness, when you were a kid. (It's so weird that they also had a similar dream.)
- **SAY:** Anyway, talk to you soon.
- **END THE CALL.**



4

FOURTH THINGS FOURTH

- **DO THE SAME LETTERED STEPS** from the previous calls (it's cumulative!), but...
- E. **[REPLACES PREVIOUS "E" STEP]:** You had the same dream, of course, but it was a little bit different this time, or continued from where the last dream ended. Weird.
- **SAY:** Anyway, talk to you soon.
- **END THE CALL.**



5

FIFTH THINGS FIFTH

- **DO THE SAME LETTERED STEPS** from the previous calls (it's cumulative!), but...
- F. **ALSO:** You had a verbal fight with the other stranded crew member on your station. This ongoing situation makes tensions run a bit high.
- **SAY:** Anyway, talk to you soon.
- **END THE CALL.**



8

EIGHTH THINGS EIGHTH

- **DO THE SAME LETTERED STEPS** from the previous calls (it's cumulative!), but...
- C. [REPLACES PREVIOUS "C" STEP]:** Apologize for not being in contact for a while. You've received no messages from your team on Earth. That's been pretty upsetting.
- **SAY:** Anyway, talk to you soon.
- **END THE CALL.**



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FIFTEENTH THINGS FIFTEENTH

- **DO THE SAME LETTERED STEPS** from the previous calls (it's cumulative!), but...
- F. [REPLACES PREVIOUS "F" STEP]:** Personal tensions are definitely getting worse. How long can people be expected to endure this?
- **SAY:** Anyway, talk to you soon.
- **END THE CALL.**



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TWENTY-NINTH THINGS TWENTY-NINTH

- **DO THE SAME LETTERED STEPS** from the previous calls (it's cumulative!), but...
- C. **[REPLACES PREVIOUS "C" STEP]:** Yes, you're having the same interference problems, which make even station-to-station calls difficult. You'll keep trying, though. What else can you do?
- **SAY:** Anyway, talk to you "soon."
- **END THE CALL.**



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THIRTY-SIXTH THINGS THIRTY-SIXTH

- **DO THE SAME LETTERED STEPS** from the previous calls (it's cumulative!), but...
- E. **[REPLACES PREVIOUS "E" STEP]:** Yes, you also slept peacefully, without any dreams. Thank goodness.
- **SAY:** Anyway, talk to you soon.
- **END THE CALL.**



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CALL THIRTY-SEVEN

- **START A VIDEO CALL** with the other player(s).
- All players sing a cascade of different notes and sounds, trying to be as dissonant as possible. Maintain this for ~5 seconds.
- **END THE CALL.**
- **AFTERWARDS:** Never acknowledge that this call ever happened.



40

FORTIETH THINGS FORTIETH

- **DO THE SAME LETTERED STEPS** from the previous calls (it's cumulative!), but...
- B. [REPLACES PREVIOUS "B" STEP]:** Happy Fortieth Station-to-Station Call. We certainly deserve to celebrate, after everything. Yes, we see that red light too.
- **SAY:** Anyway, talk to you soon.
- **END THE CALL.**