

Frame Games



*... roped in, hung up, powerless without will ... or ...
hope, vision and entrance to another world.*

*What is calling in the material world, if not the golden
frame that constantly holds us, isolated?*

*What do I get from being hung in this golden frame?
What did I give away to get here? What have I lost?*

*... in our memories we are magicians,
witches, warriors and hunters.*

*... behind our walls, very deep inside,
our magical powers sleep, allowing the old to die
and to create something new.*

What steps outside the box, we put in frame.

Synopsis

This outdoor show begins with a video projection that sedates the audience, drawing them into a journal that travels down long avenues and slithers through empty buildings – skewed impressions of a strange world, the world of Frame Games. The film gently slows the hurried passage of time and stops in a new framework.

Out of this world, a group of travellers emerge in slow motion. Torches and other burning objects accompany the odd parade. The characters are foreign - somehow - and at the same time familiar. They would normally pass and fade away - so strongly have they fallen out of time.

A blast breaks the stillness, eliminates the video screen and opens the view of the frames, which pull the ten protagonists into the scenery like a receding tidal wave. Within, a fascinating story is developed around the main characters. Their memories, thoughts and dreams appear and disappear in loose associations.

The frames - an analogy for the system of our wealthy society - not only protect and project, they also enclose and limit. What beckons most in the material world, if not the golden frame? - the gilded masterpiece that always holds us, isolated. How far can we lean out of this window without falling out? What happens when we break the constraints? ... or when you merely threaten to jump and, in the end, are thrown out?

The ten protagonists fill the four frames with poetic images, completely without words, and then spring out of them with furious dance and elegant stilt artistry.

*"This theatre production works like a magnifying glass, revealing the secrets in each person that hide behind society's masks and scream for liberation ... according to the description of Frame Games. What luck that Bernhard Bub, the director, keeps - instead of a magnifying glass - a type of magic wand in his tool kit."
(Frankfurter Rundschau, August 9, 2006, Feuilleton)*

Brochure and Stage Instructions on-line:

www.antagon.de/productions/framegames/FrameGames_Broschure.pdf

www.antagon.de/productions/framegames/FrameGames_stage-instructions.pdf