

The Robot's Journey

The Offering - There is a land across the seas where Robots offer prizes to breathing creatures. Pagans of strange and crazy beauty are idolized. Reason and Truth are veiled by the mystique of living forms.

Ambush - After a lengthy trip, a Robot comes to this shore. Entranced by the setting, she wanders further inland. Ambush! The Robot is captured. Coming as a friend and taken for an enemy, the Robot is fettered. She is helpless.

Terror - While imprisoned in The Land of Terror, she witnesses many unseemly gestures. Laughing compadres look on while a tiger chase ensues. The Robot's awkward movements are no match for the tiger's fleet feet. The Robot is doomed.

Robot Memories - In memory of fallen comrades, a Robot takes a moment for reverie. She pauses to feel the sadness all creatures feel for the state of the union, for the crumbling nature of the Earth. The pause becomes a respite from ambition and vanity. The robot reconnoiters. Within her a new form of energy accumulates.

Shipwrecked - Breaking free from the Island, the Robot is cast ashore again. This time it is not of her own volition. Shipwrecked on The Island of Discontent, the Robot is helpless, unwired, wet. The Robot exhausted, waits for interception, for rescue.

The Rescue - Tiny Bots are engaged. They carry on tirelessly in the Land of the Automatons. They are cogs in a wheel, nano robots, two of millions traveling through the interior. As part of a colony of helpers, they see to the rescue.

Synapses - Inside, the mind of the Robot is being prepped. Synapses are kept busy stopping, starting, passing and receiving. Preparation and portrayal are synonymous with outcome. Quitters never win and winners never quit. Quit. Quit. Quit. Quit. Do. Do. Do. Kwit. Do. Kwit Do. Kwitdo. Inside, the Robot is working, enduring, always producing, always ongoing. The Robot is always, always, going on.