



No Love Lost

Exhibition Manual

No Love Lost

No Love Lost

September 07 - September 30, 2018

Curated by

Marina Molarsky-Beck &
William Lee

Featuring

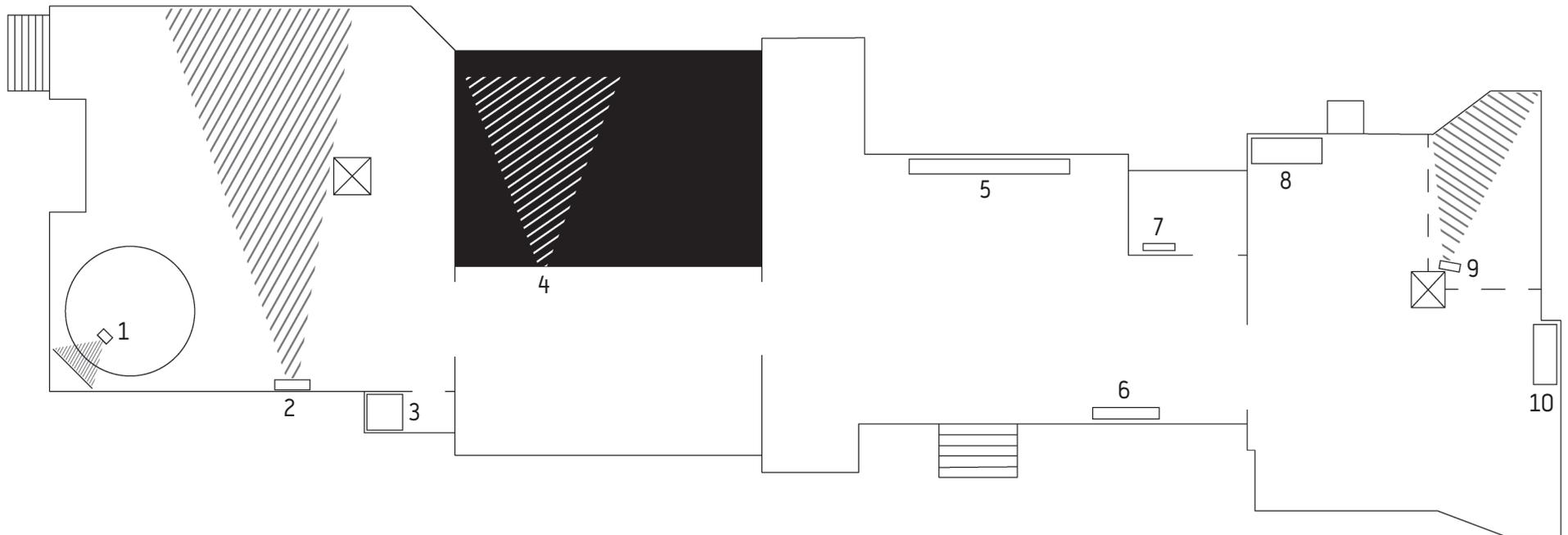
Pierre Corbinais
Victoria Dominowski
Christine Love
Giant Sparrow
Robert Yang

SLEEPCENTER
9 Monroe Street, BSMT
New York, NY 10003

Contents

MAP	8-9
PRESS RELEASE	10-11
NSFWare Pierre Corbinais	12-13
SECRET LITTLE HAVEN Victoria Dominowski	14-15
LADYKILLER IN A BIND Christine Love	16-17
WHAT REMAINS OF EDITH FINCH Giant Sparrow	18-19
THE TEAROOM Robert Yang	20-21
BIOS	22-23

Exhibition Map



1(G), 4(V):
What Remains of Edith Finch
 Giant Sparrow

2(G), 9(V):
NSFWare
 Pierre Corbinais

3(V), 8(G):
Secret Little Haven
 Victoria Dominowski

5(G), 7(V):
The Tearroom
 Robert Yang

6(V), 10(G):
Ladykiller in a Bind
 Christine Love (Love Conquers All Games)

Press Release

No Love Lost brings together recent, largely experimental games that probe the dynamics of intimacy, developed by Pierre Corbinais, Victoria Dominowski, Giant Sparrow, Christine Love, and Robert Yang. Games are constructed by rule-based parameters, feedback loops, and interfaces that extend abstract ideas into digital instantiations, so too is social behavior constructed and learned. Yet, the expectation prevails that human interiority remain obscure. We understand emotions—love and desire in particular—as ineffable, undefinable, and unregulated. Games, though, find their best expression through an unambiguous understanding of the rules. The most compelling games produce meaning through not only narrative, but through the rule systems that structure play. Because games rely on players ascertaining and engaging with these predetermined rules and conditions, they can take on emotionally fraught material in ways quite distinct from other forms.

An overabundance of games expound heroic narratives and inevitably cater the gameplay and level-design to encourage such power fantasies. Through reworking the gameplay conventions of crystallized genres, however, some developers have built narratives that emphasize the nuance of intimate relationships. In Giant Sparrow's *What Remains of Edith Finch*, the player navigates a labyrinthine house to discover the tragic fates that have befallen the members of a purportedly cursed family. This “walking simulator” transforms the simple traversal of space into an investigation of individual experience, weaving through the subjectivities of the protagonist's relatives. Victoria Dominowski's *Secret Little Haven* recreates the pastel-infused aesthetic of late '90s internet through a pixelated computer interface. The game takes place within folders, chat rooms, web forums, and desktop games, as a teenage trans girl, Alex Cole, comes to terms with her identity and navigates on-and-offline relationships. Meanwhile, *The Tearoom* by Robert Yang deconstructs the aim-and-fire reflexive nature of shooters in a historical cruising sim. The core mechanic, the act of looking, takes

on erotic significance, as the player tries to pick up (and then suck off) another man in a 1962 Mansfield, Ohio restroom without being busted by cops.

In games, sex often functions as a reward or as a narrative tool. More rarely, though, sex is central not only to narrative, but to gameplay itself. In *NSFWare*, Pierre Corbinais riffs on the minigame genre, popularized by games like *WarioWare* or *Feel the Magic: XY/XX*, to make a series of sequences modeled on clips from Pornhub. Per genre convention, the controls are simple, relegated to the four directional arrow keys, their functions shifting to fit the particularities of each new scenario. With these surprisingly maddening 8-bit trysts, Corbinais toys with the popular depiction of sex as an easy in-out procedure in which pleasure is painless. Christine Love's *Ladykiller in a Bind* is an erotic visual novel in which the player flirts and fucks her way across the Atlantic on a cruise. Gameplay largely takes the form of dialogue choices; because the protagonist is disguised as her twin brother, the player must consider whether each line of speech might rouse suspicion, offend, or titillate. Through their genre subversions and mechanic innovations, these games unveil the sometimes contradictory, confusing, or illogical conditions that make love and intimacy so slippery, but also so vital.

NSFWare

Pierre Corbinais

Windows, Linux

2018

www.pierrecorbinais.com

Content warnings: pixelated erotic content, flashing visuals.

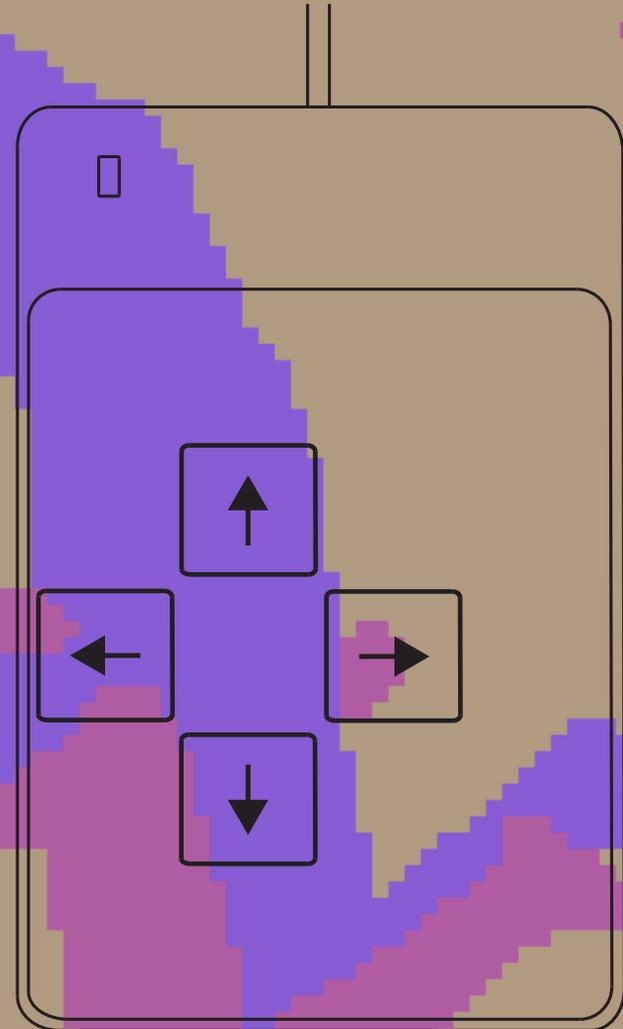
Indulge in a hedonistic cycle of pixelated blowjobs, gangbangs, cuckolding, doggy, missionary, tickling, and other sex acts in this game equally inspired by Pornhub and *WarioWare*.

You have 3 lives and each sequence is 5-seconds. Remember that sometimes pleasure requires patience.

Some acts include:

Suck
Watch
Punish
Hold
Tickle
Cum
Finger
Sync
Swap
Gag
Flex
Ride
Sext

...and much more!



Use the arrow buttons on the numpad to perform the acts. You will have to experiment with what order and rhythm corresponds with which actions.

Secret Little Haven

Victoria Dominowski

Windows, Mac

2018

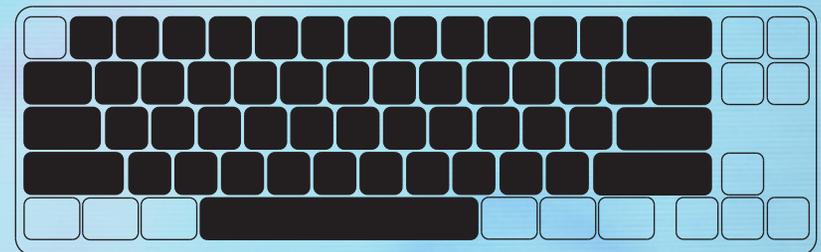
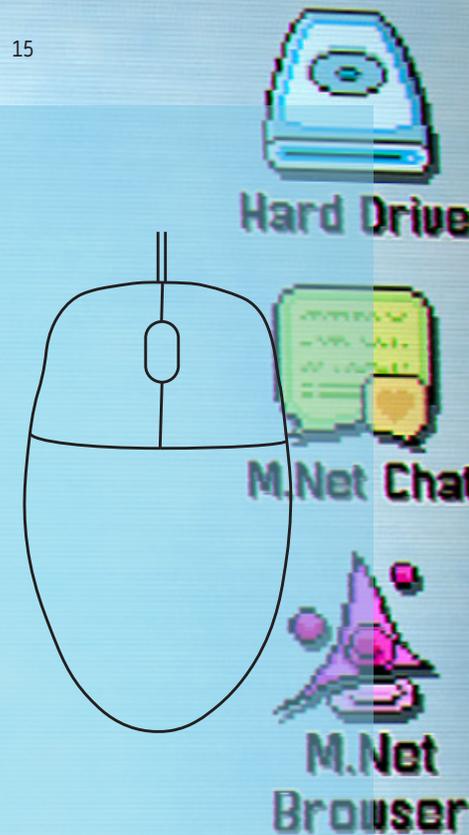
ristar.itch.io

Content warnings: parental conflict, gaslighting, flashing visuals.

Click around the desktop to navigate. Use the keyboard to type notes and reminders. The story will unfold as you continue to explore the different applications and chat with your friends.



Use the **left mouse button** to select dialogue choices in M. Net Chat, or double-click to make normal computational selections.



Please only use the shaded keys for typing in *Secret Little Haven*.

My Twin Brother Made Me Crossdress As Him And Now I Have To Deal With A Geeky Stalker And A Domme Beauty Who Want Me In A Bind!! or, Ladykiller in a Bind

Christine Love

Windows, Mac, Linux

2016

Content warnings: explicit sex, vivid depictions of BDSM.

Suspicion is indicated by exclamation marks; avoid reaching five points of suspicion to keep playing. Each in-game evening, you will have a chance to choose between reducing the suspicion points you have racked up thus far or gaining more votes.

MORNING DAY 4

CURRENT STANDINGS	VOTES
◆◆◆◆ ◆◆◆ ◆◆◆ ◆◆	◆x25
SUSPICION LEVEL	
● ● ● ● ●	



NIGHT DAY 6

CURRENT STANDINGS	VOTES
◆◆◆◆ ◆◆◆ ◆◆◆ ◆◆	◆x34
SUSPICION LEVEL	
● ! ! ! ! !	



Use the **left mouse button** to make your dialogue choices and to progress through the story.

Scrolling up on the **mouse wheel** will reverse a dialogue choice, so that you may choose again.



Please only use the shaded keys to play *Ladykiller in a Bind*.

Pressing **space** or **return** will advance the narrative. As conversation progresses, dialogue options will fade and then disappear, but new options may arise as well.

What Remains of Edith Finch

Giant Sparrow

PlayStation 4, Windows, Xbox One

2017

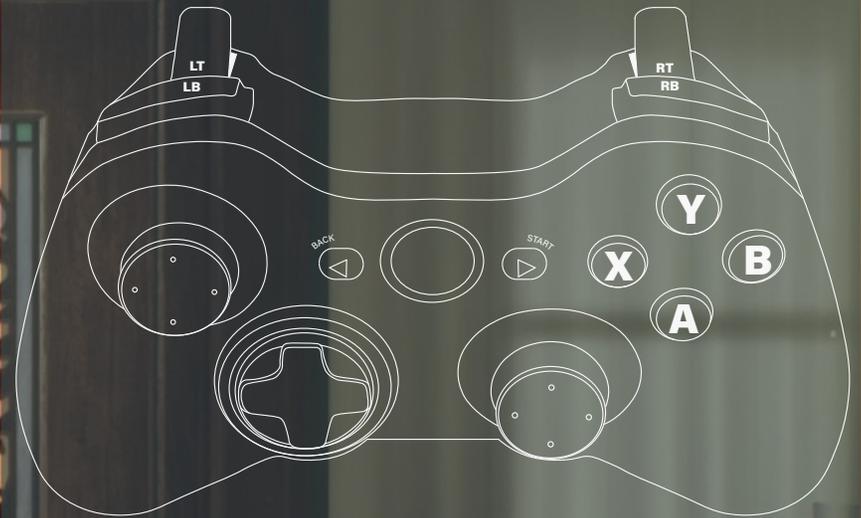
www.giantsparrow.com

Content warnings: off-screen violence, child mortality.

If you would like to start playing from the beginning of the story, then press **Start**, go down and choose **Replay a story**, and then select **Edith (1999 -)**:



Otherwise, feel free to jump around the narrative and play through the different members of the Finch family tree.



The controls remain the same as you play, but their functions adapt to suit each narrative. Experiment with the **analogue sticks** and **right shoulder button**. Use the **left shoulder button** to zoom.

The Tearoom

Robert Yang

Windows, Mac, Linux

2017

www.debaacle.us

Content warnings: entrapment, homophobia, dicks in the shape of guns.

There are many guns of different sizes and ammo capacity. Each one has its own pleasure points to stimulate. Your collection is viewable in the starting gloryhole stall (**Trophies**).

Stay vigilant and be on the lookout for cop cars outside. If you see one, keep on peeing and or exit the game and start again. Getting caught means losing all your trophies!



In-game instructions will guide you on how to look around the bathroom and attract strangers.

A tip for sucking off: Hold down A while moving the left thumbstick up and down, vigorously.

Bios

For eight years, **Pierre Corbinais (Pierrec, pierrecorbinais.com)** has been covering experimental/innovative/alternative/weird video games on his websites oujevipo.fr and ShakeThatButton.com. He's also a video game writer and worked on/created several narrative games such as *'Til Cows Tear us Apart or Bury Me My Love*.

Victoria Dominowski (ristar.itch.io) is a game designer living in Seattle. More than anything, she enjoys making games about personal connections between people, and between the art they create. Games can be a space of infinite possibility if you let your imagination take hold. She wants you to know that computers are magic. <3

Christine Love (loveconquersallgam.es) writes narrative games about queerness and technology, and believes strongly in the power of cuteness and sincerity. Her works include *Analogue: A Hate Story*, and the IGF-winning *Ladykiller in a Bind*. She is currently working an RPG about a lesbian road trip to fight an ancient evil, called *Get in the Car, Loser!*

Giant Sparrow (giantsparrow.com) is a small video game company focused on creating surreal experiences people have never had before. Our dream is to make the world a stranger, more interesting place. We're based in Santa Monica, CA.

Robert Yang (debacle.us) makes surprisingly popular games about gay culture and intimacy -- he is most known for his historical bathroom sex simulator *The Tearoom* and his male shower simulator *Rinse and Repeat*, and his gay sex triptych *Radiator 2* has over 150,000 users on Steam. He is currently an Assistant Arts Professor at NYU Game Center, and he has given talks at GDC, IndieCade, Queerness and Games Conference, and Games for Change. He holds a BA in English Literature from UC Berkeley, and an MFA in Design and Technology from Parsons School for Design.

Marina Molarsky-Beck (marinamolarskybeck.com) is a doctoral candidate at Yale University, where she studies nineteenth-century art, with a focus on (self-)portraiture in relationship to histories of psychology, literature, and photography. She received a B.A. from Harvard College in History of Art and Architecture in 2015. She has worked on exhibitions at the Solomon R. Guggenheim Museum, the Harvard Art Museums, and the Museum of Modern Art, and served as an artist liaison at Greene Naftali Gallery from 2016-2018.

William Lee (geistworld.com) is an artist and curator. His interests include video games, slow cinema, and neurophilosophy. He currently subsists in New York City.

SLEEPCENTER
9 Monroe Street, BSMT
New York, NY 10003