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AUTOresponse Re:

1 message

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To: peterapeterpeter@gmail.com

Thu, Mar 3, 2016 at 11:06 AM

Roll a die to receive your response.

1. If you rolled a one your response is,

Take a moment to become and get curious, holding onto, doesn't mean it will escape but just that we need to appreciate other things. Waiting breath and take this moment to follow what isn't working, and continue it with slight curiosity.

2. If you rolled a two your response is,

Yes, there is another world.



3. If you rolled a three your response is,

Monsters and monsters for monsters. A monster will kiss you and let you be kissed. One monster can be

replaced by another but a monster is never the monster. Notice how the monsters attends more frequently when alone. To avoid the monster do not avoid alone. To avoid the monster alone should become your home.

4. If you rolled a four your response is,

Now you have sent this into the world it is the world. A mark is a mark and so existence also a mark, if not only as apart of a scale still a mark all the same. Responsibility here becomes the creativity we all seek, and thus to experience an experience the first creative departing, not to paint, produce an experience.

5. If you rolled a five your response is,



6. If you rolled a six your response is,

Lost and the most sinister thing is the very spinning, absurd, nausea of everything situation, lacking, a void slides deep dark and seductive under all the activity. Activities turn blurry and a whirlpool moves everything and stills something. Casting another language unintelligible, unspeakable and other, forever and ever an event horizon of knowledge moves with impossible speed, as for our reach will never succeed.