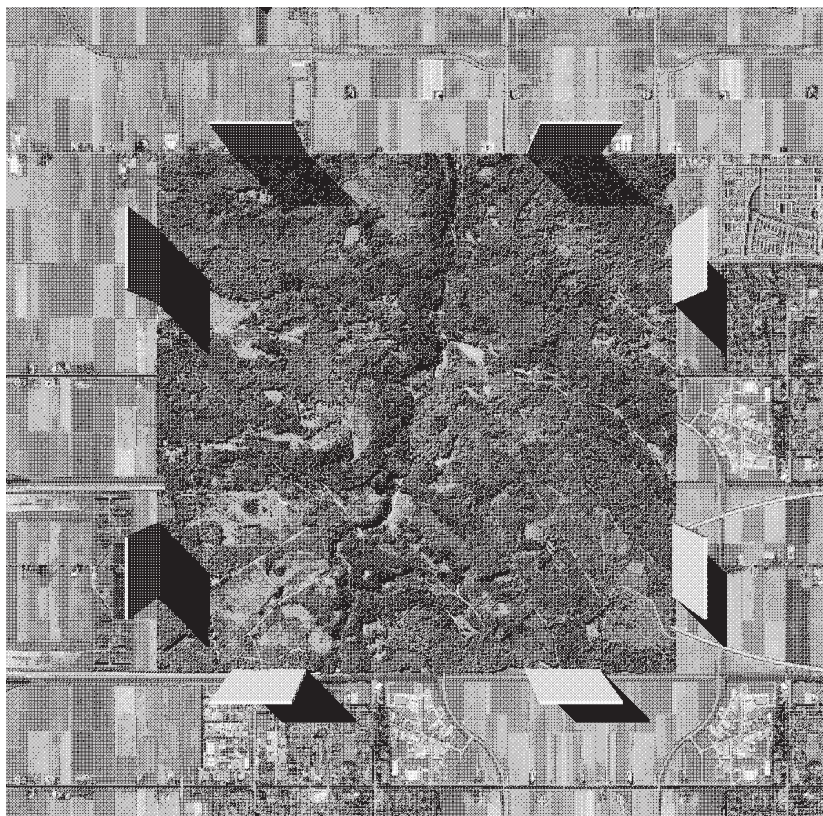


# False Mirror

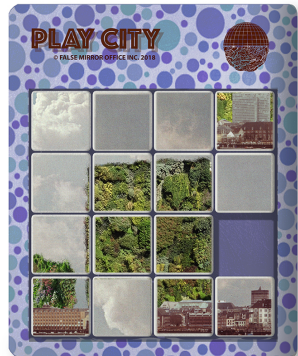
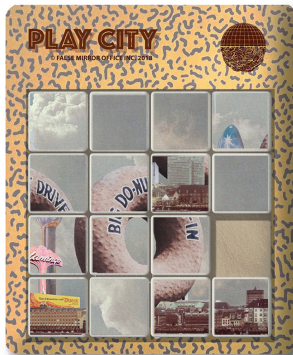
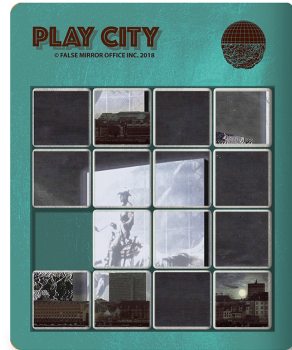
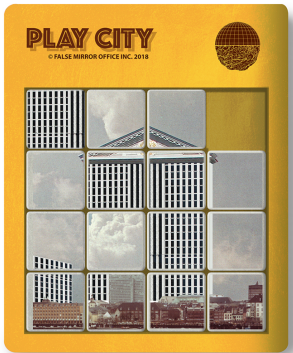
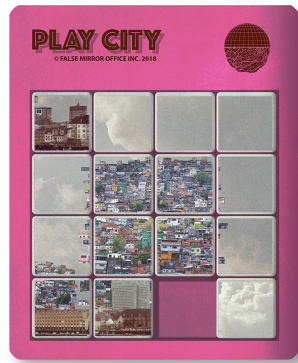
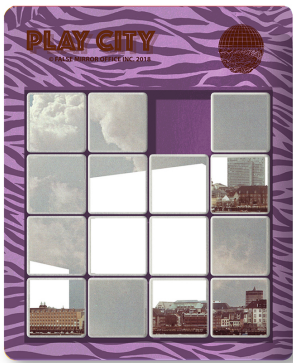
Gathers five architects who share the Polytechnic School of Genoa as a common background. While collaborating with leading European firms, its members share the interest for selected themes of major relevance, spanning from disciplinary topics to unrelated matters. If architecture design combines them in the form of a conclusive reasoning, theoretical research and debate set them up for re-questioning. Believing that new only originates as a reaction to the existing, false mirror office re-discovers the past as the present, re-signifies high as mass culture, re-values forms and functions. As a matter of fact, false mirror office mis-represents Architecture.

# Office

## PLAY CITY



DOGMA,  
Stop City, 2007-08



## PLAY CITY®

Have you ever felt lost in the middle of *"laissez-faire policies"*, *"de-regulation"*, *"fordist modes of production"*, or *"neo-liberal urban policies"*? How often do you get up in the morning feeling that irrepresible need for images, styles, forms and a glittering touch of *"eleganza extravaganza"*?

**What a bore!** Stop the drama and leave the white square for a while. We have a new brand product ready to cheer you up!

**Play-city®** is a brand new slide puzzle game conceived to celebrate the umpteenth return to *"the useless invention of new forms"*. The 1st edition set includes: 48 unique slide puzzles for figurative architectural languages of the city, 400 blank tiles ready to be filled with your own ideas of *"informal urbanism"*, a couple of dices and instruction.

Slide the tiles around the board in order to compose your own stylish picture of a *"figurative city"*.  
The image will be unlocked as you play, but only the most worthy will SEE these beauties!

Happy sliding!

Warning! **Play city®** may contain form of *"architecture with attributes"*, sexually speaking. Intended for mature audience only.