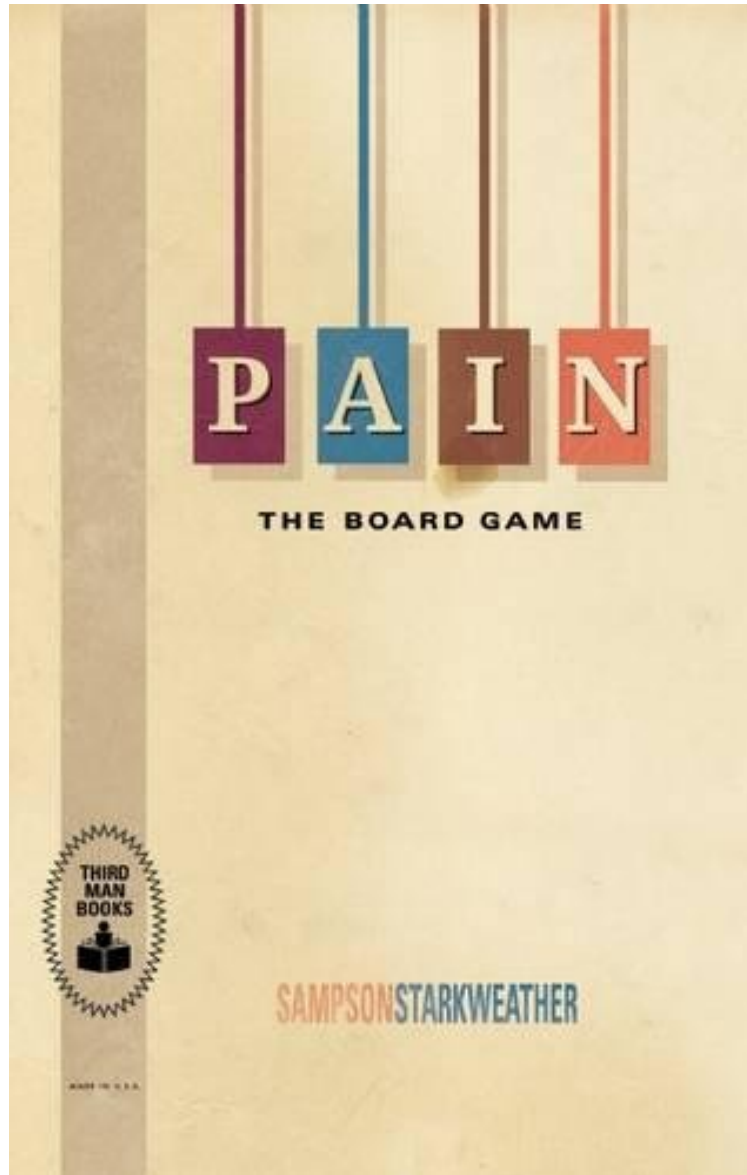


[Ebook pdf] PAIN: The Board Game

PAIN: The Board Game

Sampson Starkweather
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#1569556 in Books Sampson Starkweather 2015-10-20 Original language: English PDF # 1 8.20 x .50 x 5.20l, .0 #File Name: 0991336127160 pages Pain The Board Game | File size: 67.Mb

Sampson Starkweather : PAIN: The Board Game before purchasing it in order to gage whether or not it would be worth my time, and all praised PAIN: The Board Game:

4 of 4 people found the following review helpful. The energy of the gravediggerBy AquamarineStarkweather's poetry subscribes to the principle of "start from where they are"--his language is everybody's language, taken from all the banal, artistic, thoughtful, or stupid contexts in which we use it. It comes back at us in surprising ways and forms, as

both text and image. Also as number, gif, and board game. This is poetry from a writer who has no sense of boundary or genre, and the result can be extraordinarily powerful. There's a lot of pain, but it's cathartic and invigorating, and in many cases very funny. The book is full of passages I'd love to quote but that would probably blank out, and I can't reproduce the book's emojis, so I will just say that my favorite poem is called "how to enjoy your new ghost." 2 of 2 people found the following review helpful. I was initially a bit disappointed to find that it doesn't at all explore the ...By Tam Davis I had trouble figuring out how to write about this book. It was a surprise to me, and I don't want to ruin that same surprise for others. This review might end up being a bit of a spoiler, so if you want to be surprised, too, then you may want to ignore it and read the others here. I had pre-conceived notions about *Pain, The Board Game*, based on how it was advertised. There was controversy over the fact that it'd been refused by a handful of Nashville publishers before landing on the doorstep of Third Man Books. Between the title and the idea of it being "banned", it came across as something titillating, subversive, perhaps even perverse. So when I finally received it and began reading, I was initially a bit disappointed to find that it doesn't at all explore the dark and possibly sexy areas I was hoping to explore. But then I realized the effect it was having on me instead. For anyone who's struggled as I often have to find meaning in metaphor-heavy poetry, Starkweather's poems are a bit of a revelation. So simple, barely punctuated (except with the occasional emoji), and totally relatable. These poems are about a life that so many of us non-artists can easily identify with, it's as if he's both an artist and a "regular" person, too. The pain of the book is the mundane aspects of life lived in an office and in the shopping mall and in front of a computer, phone, or other contemporary gadgets. But there's striving, too-- Striving to find hope and beauty amongst the mundane, to rise above it by expressing it. To borrow a term from Buddhist philosophy, it's 157 pages of dukkha, and so many of us can relate to that, as so many of us are "Slave[s] of the Desire To Be" in today's society that is "entrenched in the meh-struggle". Read this book, and join the struggle to rise above meh. 0 of 0 people found the following review helpful. Gen X Poetry for Today By Customer I bought this as a fan of the publisher and the projects that it supports and found it a good fit for alternative voices. I write poetry like Starkweather and appreciate his style, form, and play on words. I laughed out loud at his existential and banal musings in the style of Douglas Coupland's *Generation X*. The QR codes do work and are amusing to click on while reading, making the presentation interactive, especially with Starkweather's commentary in the footnotes. In terms of criticism, he does mention poetry in a few too many times (I know it is a poem, you don't have to tell me), which seems amateur. The middle section of the collection is written like a play and was tedious reading for me, but I applaud the author's giving his poems an alternative form and breaking up the flow. I am not sure when the poems were written, but many of the themes speak to the crisis phase between legal adulthood/post-college and actually being an adult (bills, relationships, in short, responsibility). I would like to think that many of the themes are still present for the millennial generation, but as a X'er it brought back memories. Bottom line: I read about 10 poems a night and looked forward to picking up his collection. I would read many parts of this collection again and will keep it on my bookshelf. It will be interesting to see what Starkweather produces when he turns 40.

"[A] provocative reinterpretation of poetry's function...Here is devastating meta-poetry for the board game-playing, smartphone-scrolling masses, both accessible and enlightened."—*Publisher's Weekly* "Starkweather is creating a living poetry." —C.D. Wright, author of *One With Others*, winner 2011 Lenore Marshall Poetry Prize and the National Book Critics Circle Award I am of my times and you screengrab out of ancient nowhere, is the title of a poem from Starkweather's second collection, *PAIN: The Board Game*. The title perfectly captures both his contemporariness and his empathetic treatment of our most primal conditions: "dis- / appointment / misery / helplessness / suffering / pain / fear." As he deploys the #trending and vintage lexicons of technology and pop culture with the depth and ease of a true lyricist, Starkweather pushes his poems into the territory of universal affect and risky humanity, to the root of our desire to connect. This is the contemporary poem that, just after it has "Shazamed / your orgasm" resurrects "the rough magic / of bodies / illuminating / the lack / of any / limitation / when one." Starkweather's unyielding, funny, luminous poetry is a brand new classic. *PAIN: The Board Game* is the first analog and online interactive book of poetry with 160 pages of poems that are as visual as they are readable and includes 15 color illustrations by artist Jon-Michael Frank. 3 shots to the chest at the arcade Sadness is my favorite video game I am its hero the little man with facial hairs scampering through pixelated cities looking for clues and accumulating shit without knowing why trying not to be crushed or free fall into the not-world's dark as 8-bit cloud scroll across the pre-programmed sky it's exhausting but I take it next level I am happy here it feels real and I can always die

About the Author Sampson Starkweather is a new American meta-realist poet born in Pittsboro, North Carolina. He is the author of *The First Four Books of Sampson Starkweather* and a founding editor of *Birds, LLC*, an independent poetry press. He is the author of 9 chapbooks, including *Flowers of Rad* by Factory Hollow Press, the collaborative audio poetry album *Flux Capacitor* from Black Cake Records, and *Until the Joy of Death Hits*, a multi-media website of pop/love GIF poems from Spork Press. He lives in Brooklyn, NY.