

METRO

Theatre Review, Siobhan Murphy, 30 May 2003, p.27

(Uncle Roy All Around You)

Blast Theory's latest interactive project has to be one of the most exhilarating theatrical experiences you'll encounter. You hand over all your possessions and are given a handheld console to guide you to your destination.

The aim is to find Uncle' Roy's office in 60 minutes: he sends you messages as you follow your map around the streets - but so do all the online players who can see, you on their screens (and whom you can talk back to). But there's no guarantee their advice is any good. Added to that: any stranger you pass on the street could be a friend...or an enemy. So who to trust?

It's gaming made real, a spy film where you're the star. It's exciting, sometimes hilarious (especially when puzzled policemen feel moved to ask you what exactly you're up to) and at other times quite unnerving when you realise someone leaning against a wall has been watching you all along.

There's also a message to contemplate among all the 'Anneka Rice' meets James Bond shenanigans: ultimately, as you sink back into the leather seats of a limousine, you are asked to make a leap of faith, which may be coloured by your experiences immediately previous to being asked this question. So you leave feeling contemplative, thrilled, and ever so slightly paranoid. What more could you ask for from theatre?