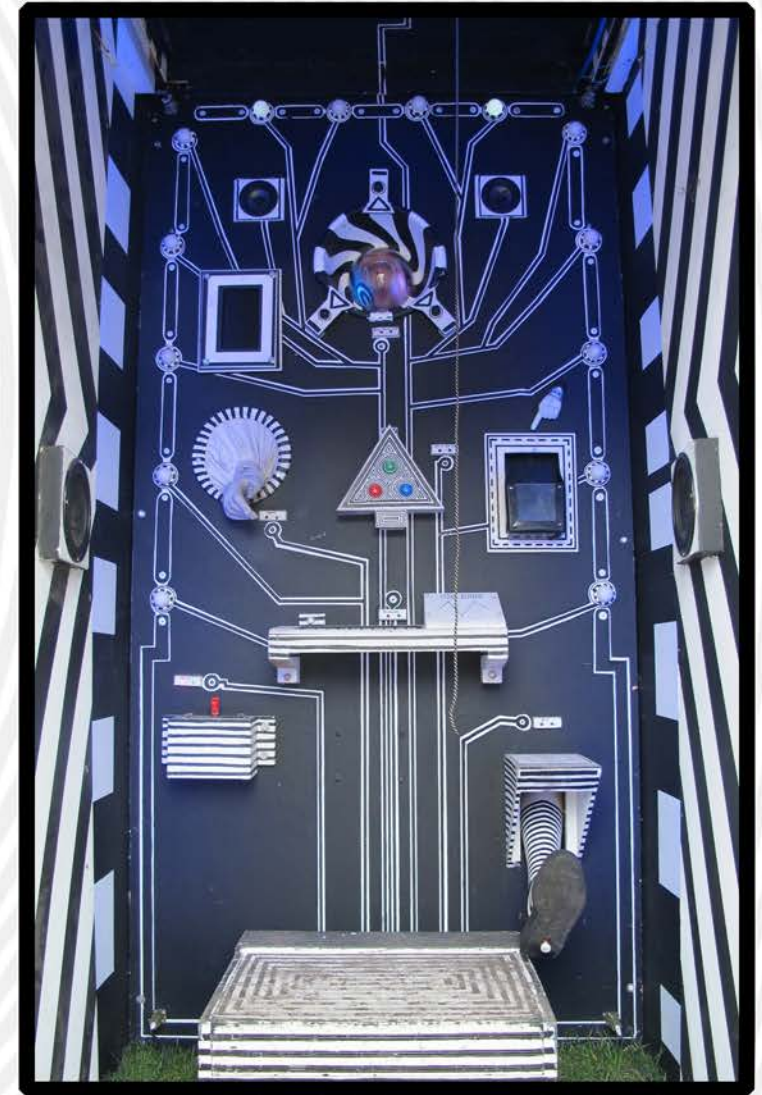


# PETE MONTFORD

## THE MECHANICAL MEMORY MACHINE

Pete Montford is the half human, half mechanical memory machine. With the help of his black and white striped accomplice named OTTER he travels the country and challenges all to play his unique and mind-bending side-show memory game.

As the master of the machine, OTTER stands outside and sets the challenge to anyone willing to get involved. Participants must remember OTTER's body movements and rhymes, translating them into the correct combination of actions to perform when they meet Pete inside. All winners receive a prize!



SEE THE VIDEO ONLINE AT  
[WWW.OTTERPRODUCE.COM](http://WWW.OTTERPRODUCE.COM)

## HOW AUDIENCES ENGAGE WITH THE WORK

The audience see OTTER and his assistants, RETTO and/or ORTET standing outside of the black and white machine. RETTO and ORTET are out in the crowd, entertaining and managing the queue, while OTTER performs his routine for each group (1 to 5 people). There are 7 actions the participants must remember. OTTER gives his clues and the participants put a coin or token into the spinner. As the machine turns on the doors open, revealing Pete behind bright lights and game sounds. The group enter and the doors close behind them. Facing Pete inside, with his array of switches and buttons, the players must remember OTTER's clues and perform each one in the correct order. If they complete the game they win a special prize of a unique hand-made black and white item and a black and white sweet.

“The Mechanical Memory Machine is a fantastic, interactive and participatory piece. The team that built it, perform it and realise it are professional and all encompassing artists. The Memory Machine will delight and amaze all who see it.”

Tess Acheson, Art Curator, Secret Productions

“The quality and invention of Pete Montford’s Mechanical Memory Machine is an exciting development in the genre of interactive contemporary art. I look forward to commissioning him for more work in the future.”

Edmund Harcourt, Director of Hogarth Productions



**TYPE OF SHOW:** The Mechanical Memory Machine is an interactive walk-in installation with a narrative and memory-based game that adults and children of all ages can play and enjoy.

**NUMBER OF SHOWS PER DAY / AUDIENCE CAPACITY:** 200 - 400 per day (based on a 6 hour day, comprising of 3 x 2 hour sessions with minimum of a half hour break between sessions. About 5 minutes per show). The installation is accessible by wheelchair and suitable for both a family and a party audience.

**ENTRY PRICE:** £1 per person although we are happy to discuss options for providing the public with free access.

**AREA / SIZE:** The maximum space required is 7m wide x 5m deep and 3.2m high.

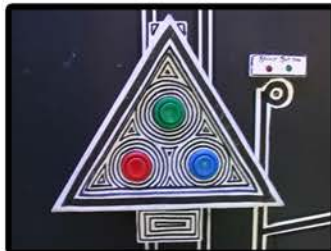
**SITE:** The Mechanical Memory Machine is best suited to flat, paved areas, grass or public squares. The structure is water-tight, and lockable so it can be left to stand over a series of nights if required.

**CREW:** 4-7 members in the team, dependent upon the number of performers required.

**SET-UP:** 3 hours set-up time, 2 hours take-down.

**LIGHTING:** We provide our own lights which can be run from either mains or 12v so the Memory Machine can be just as effective in dark spaces or at night-time.

For more information or booking requests email [info@OTTERproduces.com](mailto:info@OTTERproduces.com)



The Mechanical Memory Machine can mould to a variety of events and terrains. We have our own fencing that can help define our performance space out front and depending on the space and time available, additional lighting, tonnoy horns and other black and white decorations can be added.

A selection of the interactions that the participants have to complete in Pete's booth.

CREATED BY **OTTER**  
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