

# **Bob's search for Alice. A Platonistic Exit**

## **Outline of a movie plot**

Karl Svozil\*

*c/o Institut für Theoretische Physik, University of Technology Vienna,  
Wiedner Hauptstraße 8-10/136, A-1040 Vienna, Austria*

On a trip to Australia, through contact to *dreamtime*, Bob, a New York stock broker, discovers that his world is a virtual reality. Just two players are immersed inside this universe, while all the other agents are fake characters simulated for the sole purpose to enrich the gaming zone with ornament. Bob and the other gamer codenamed Alice represent their corresponding “platonistic<sup>a</sup> counterparts.”

[[The movie might involve several such platonistic pairs; with a variety of fates.]]

The goal of the game is a twofold chain of events: First, Alice and Bob have to find themselves.

Second, upon finding themselves, Alice and Bob will be inseparable and live together in pure and manly affection until they allow themselves to unite by making love and interlock their eyes in a final orgiastic ecstasy. When that happens, *Satori* is achieved and their minds exit the game. Otherwise, the players remain locked and stranded in the virtual reality until they die lonesome and separately at a very old age; doomed to be reborn to new life to start their search for each other anew.

[[The movie might involve several such generations.]]

After an initial period of denial and perplexity which transforms into agonizing despair, Bob sets out to search his world for Alice. He looks for “signs,” screens internet databases and dating sites, performs spiritual practices, roams public places such as bars and discotheques, and travels in erratic zigzag around the globe. First, he attempts many ways of seduction, but later realizes that ideally no seduction would be needed. Because, he speculates that, once contact with Alice is established, both of them would be drawn to each other in platonistic affection. Alas it might be difficult to distinguish mere epistemic passion from the “true” ontic one; and also to disentangle Alice from her present life and convince her to commit to a destiny she might perceive as weird. After all, Ann might not be aware of the situation.

After long unsuccessful attempts, disappointments and failures, Bob stops searching and relegates to existential philosophy. He doubts his revelations; waits for miracles. Then, suddenly, he sees a stranger across a crowded room. Will this be Alice, or just another woman?

Keywords: Plato, platonistic love, virtual reality, dreamtime,

---

<sup>a</sup> <http://www.gutenberg.org/dirs/etext99/sympo10.txt>,

“The two halves went about looking for one another, and were ready to die of hunger in one another’s arms. . . . The pair are inseparable and live together in pure and manly affection; yet they cannot tell what they want of one another. But if Hephaestus were to come to them with his instruments and propose that they should be melted into one and remain one here and hereafter, they would acknowledge that this was the very expression of their want. For love is the desire of the whole, and the pursuit of the whole is called love. There was a time when the two sexes were only one, but now God has halved them. . . .”

\* [svozil@gmail.com](mailto:svozil@gmail.com); <http://tph.tuwien.ac.at/~svozil>