



Bonne Chance

Elmgreen & Dragset



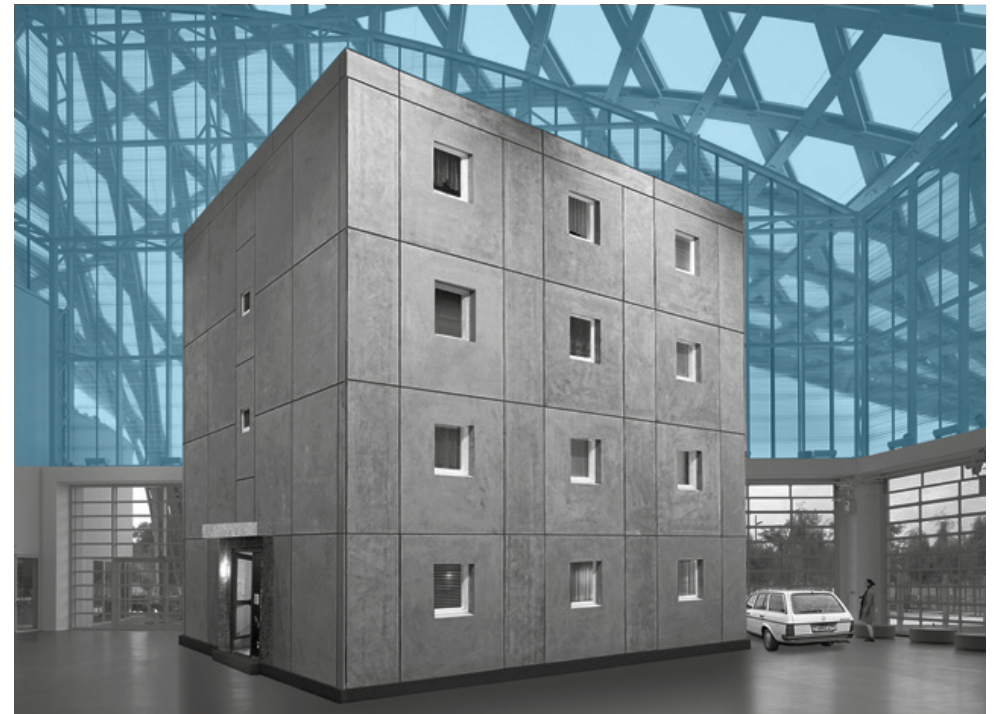




INTRODUCTION

“Bonne Chance” is an exhibition to get lost in. Spanning the Forum, the Grande Nef, and Roof Terrace 2, you will journey through a labyrinthine structure, encountering a number of familiar yet surreal scenarios.

Combining sculpture, installation, and performance, Elmgreen & Dragset invite you to explore spaces and mundane situations from our everyday lives, imagined as a survival game. Some of these environments are inhabited by solitary figures, while others are empty: an abandoned office landscape, a morgue, a TV studio, a theatre, a public bathroom. The world created in “Bonne Chance” is like a giant stage set where you are the protagonist—and it’s up to you to decide what direction the story will take. You can try your luck or try to take a short cut in Elmgreen & Dragset’s maze, but in the end, this game seems to be less about winning and more about redefining the rules. *Bonne Chance*.



PREPARATION

None necessary. Life is already a game. And as you participate, you are being tracked. Every step you make is being counted. As are your minutes spent playing, learning, chatting, shopping, watching, working, rating, running and... stop! "Bonne Chance" is not a computer game, it is an exhibition, so please put your phone away (but don't forget to post photos of what you see).

START

The museum is looking at you. Enter under the big eye.
After the glass doors, go right.

EXPLORE THE FORUM

[The outside has moved inside]

1 *The One & The Many*

Circle the apartment building. Take note of the modular architecture. Grey, practical. Look up. All the windows are covered. Is there someone peering between the blinds? Try the entrance door. Picture the people living inside—the lives of others.

2 *The Outsiders*

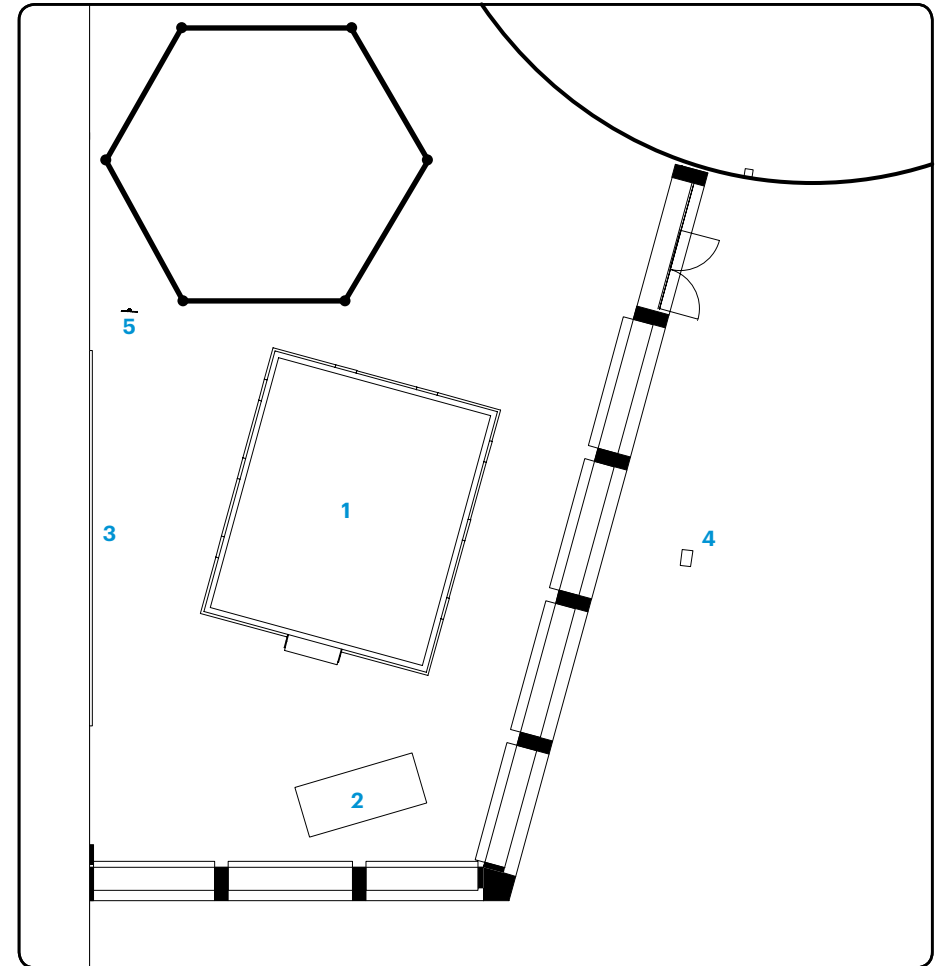
Look inside the car. Figure 1 (awake) embraces Figure 2 (sleeping). The two men might be art handlers. They are done with their job. The artworks are wrapped, and the tools are stashed away. They are not from here. Check number plate.

3 *Un désert peut être si désolé que personne ne croit qu'il existe*

Turn around and look up and you will see a giant billboard. It is not certain what is advertised—and it might have changed the next time you visit.

4 *Bellevue, 17th July, 1994*

A forgotten cooler is left behind. Do not attempt to move it—it is cast bronze. A picnic has been or will be held, without permission.



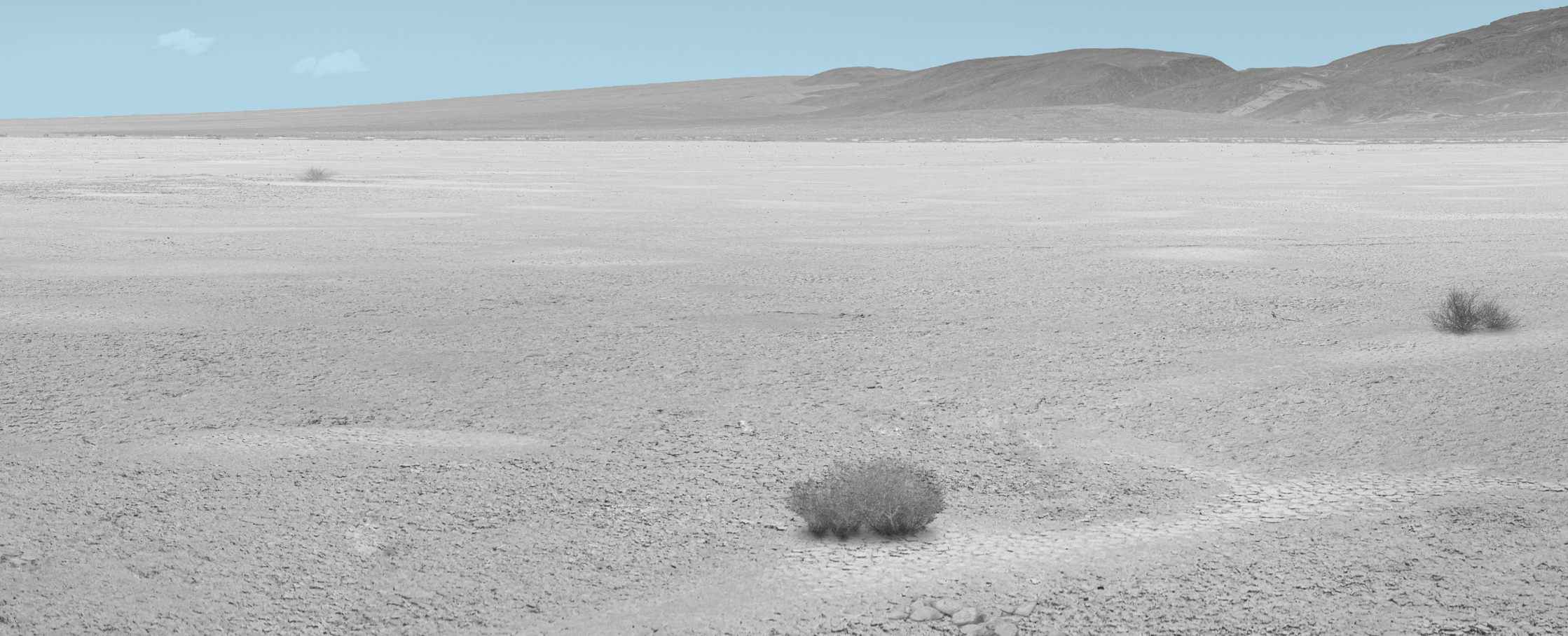
5 *Adaptation, Fig. 18*

A street sign without signs. It reflects back at you. The environment decides. You make the rules.

CONTINUE

[Move on the Grande Nef]

Un désert peut être si désolé que personne ne croit qu'il existe



EXPLORE THE GRANDE NEF

[Enter the maze]

6 *Back in Five*

The ticket counter is closed. A bundle of keys on the counter. Pinocchio, nose up. Someone is lying. This is not what we were promised.

[Turn around and go back to where you started. Turn left]

7 *I*

A breath mark on the window. Figure 3—another player, a boy—has written the letter I in the fog, as if to confirm his own existence. He is not real, but let's assume he is. The mark of his breath will soon disappear, and he has already changed.

8 *Too Heavy*

On the opposite wall, there is a circular hole. Peek through. A stone or a meteor has fallen through the ceiling and landed on a trampoline. Nobody is perfect. Imagine life without play.

[Continue left. Look up]

9 *What's Left?*

Figure 4—a tightrope walker—is in danger, holding on to his rope with one hand and his balancing stick with the other. Try to answer the question on his t-shirt in four different modes: personal, philosophical, political and social.

[Turn right]

10 *Humanized Architecture, Circulation and Detour*

Follow the handrails; they are there to assist you to the next level. Become one with the architecture. You breathe together; you've got the same circulatory system. Everything is under control.

[You're in the office corridor]

11 *Imagine, Fig. 1, Imagine, Fig. 2 and The Creation of Adam*

The corridor is decorated with three images. Who is Adam? Who is God? Who has their head in the clouds?

12 *The Conversation Room*

Stop for a minute in the kitchen. Listen to the radio. Two teachers in conversation. An audio play. For more clues, wait here until they mention the current exhibition at the Centre Pompidou-Metz.

[Continue through the corridor]

13 *All Dressed Up*

Figure 5—a young man in a cartoon bunny costume—is sleeping on a conference table. He has either given up or refuses to play along. (He may or may not have watched the TV series "Severance" on Apple+ or read Herman Melville's story about Bartleby—the anti-hero who never did what the boss told him to do).

14 *Powerless Structures*

Doors are not always there to let you in, but to keep you out. Stay on the right side.

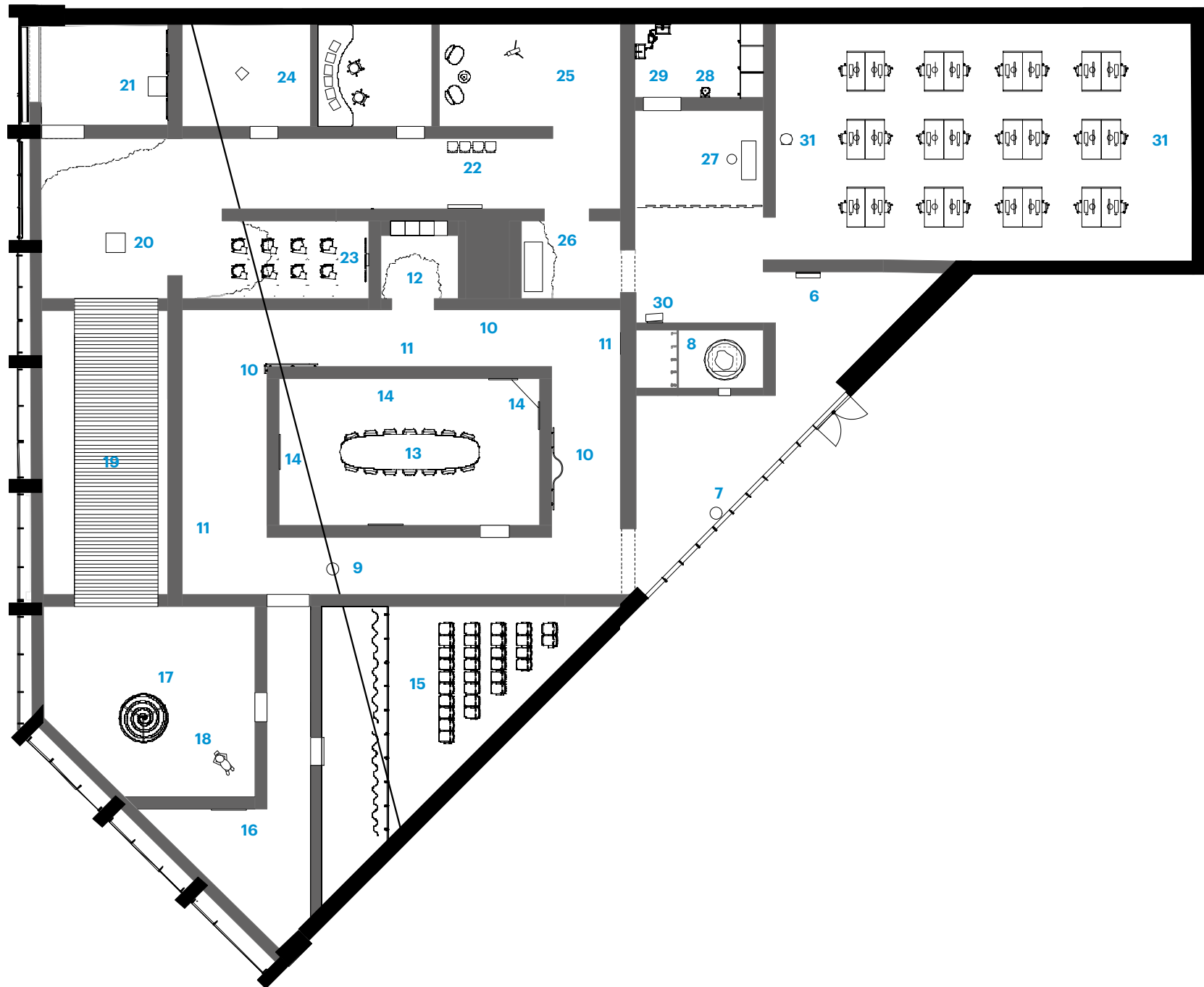
[Exit where you entered and move on to the next hallway. Enter the theatre]

15 *On Stage*

Climb onto the stage. The spotlight is on you, but the audience is gone. Everyone is performing and nobody is listening. There are mirrors everywhere and we are all looking at ourselves. Compare to life online.

[Exit the theatre]

MOVE TOWARDS EMERGENCY EXIT



16 The Date

Look at the screen of the videophone. Figure 6 is outside, with flowers. Is this your date?

[Leave. Enter the adjacent space]

17 Social Media (Terrier)

A playground carousel is constantly turning. Figure 7—a terrier—is trying to distract you by doing nothing but spinning around. The same image over and over again. Don't let the algorithm take control.

[Shift your focus to Figure 8]

18 The Drawing

Figure 8—a child—is trying to draw the spinning terrier. The perspective is distorted. Let him figure it out for himself and move on.

[Enter the tunnel]

19 From Here to There

Spot five advertisements as you pass through the tunnel. The future might look better at the end.

[Follow the light in the glass vitrine]

20 Should I Stay or Should I Go

Figure 9 is a worm. Guess where it will pop up next.

21 Untitled

The morgue. Taste of metal. This is not a film. Figure 10 has passed away. Search contents in plastic bag for clues.

22 Until It's Your Turn...

Retrace your steps and think forward. Pause at the bench. It's a waiting room. There's a display above the door. Wait for your turn. Your number might come up. One day. Or it might not.

23 Wheel of Fortune

Your lucky number does not come up. The wheel just keeps turning. Find yourself in its reflection. The lights are blinking. You shine. Nobody lost. Nobody won.

24 In Jeopardy

A ballot box. Votes have been cast. The result is hanging in the air. Democracy. Suspension. Hold your breath and hope it lasts.

[On the other side of the wall, somebody's watching you. Find yourself on a screen. Or someone you know]

25 Bonne Chance Studio

The two chairs in the TV studio are empty but the backdrop is lit and the camera is ready. Someone is going to have to answer some questions.

[Exit the studio and move right]

26 Boy Scout

A bunkbed. Choose between top or bottom. Desire is hidden in the structure. All structures are powerless when we stop believing in them.

27 The Celebration

Clue: A birthday or a scientific breakthrough has taken place. Figure 11—a scientist—should not be disturbed. We are born by chance. The rest we think we can control.



28 Masculinity

It is fragile. It has holes in it. Reinvent it.

[The stall doors are all locked. Go to the sinks]

29 Separated

Double geometry. Together, and then not, but still connected.
The water drains from one sink and enters the other. You're not the only one in the reflection. The next level is challenging.

[You are running out of credits. Move on]

30 Modern Moses

Someone has left a baby in front of a cash machine. The question is "why," not "who." And what future awaits. In a parallel game, anyone can be a prophet.

31 Garden of Eden

The office is empty. A dead landscape in pink light. Calming.
Someone left their tie, another their knitting. And their favorite cup.
A child's drawing of a super-human is pinned up. A sign on a desk says, "I love my colleagues." You will never see them again. From now on, everyone will work from home.

[Exit]

TAKE THE ELEVATOR TO LEVEL 3



ENTER THE TERRACE

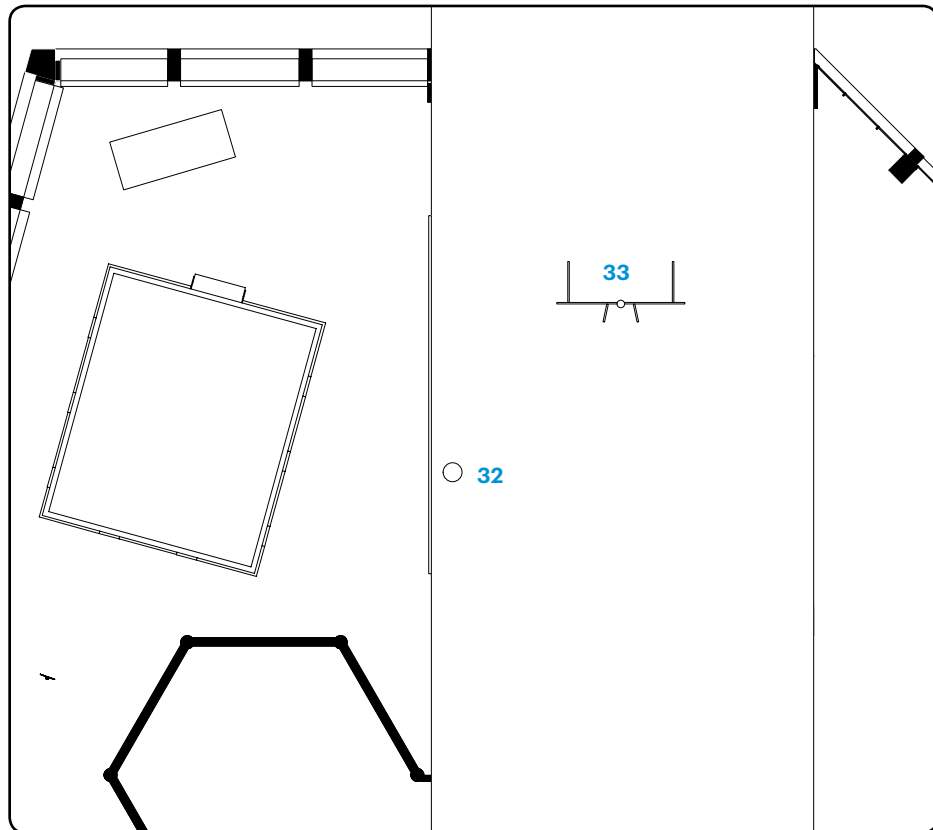
[Look out over the roof]

32 *The Wait*

Figure 12—a boy—is waiting. For what, he does not know. But something needs to happen.

33 *Rite of Passage*

Figure 13—a vulture. You're at the end. It's a miracle. Do not enter; it is all in your head.



GAME OVER
THANK YOU FOR PLAYING

LIST OF WORKS

ON THE FORECOURT

Looking Back, 2022

Print, Ø 320 cm
Courtesy the artists

IN THE FORUM

1 *The One & The Many, 2010*

Mixed media
1020 x 921 x 821 cm
Courtesy the artists

2 *The Outsiders, 2020*

Mercedes W123, silicone figures,
clothing, packed artworks, miscellaneous
140 x 455 x 194 cm
Fondation D. Holder, Switzerland

3 *Un désert peut être si désolé que personne ne croit qu'il existe, 2023*

Print
400 x 1 400 cm
Courtesy the artists

4 *Bellevue, 17th July 1994, 2009*

Bronze, paint
45 x 37 x 25 cm
Collection Robert Müller-Brunotte
and Dan Söderholm, Stockholm / Berlin

5 *Adaptation, Fig. 18, 2022*

Stainless steel
270 x 45 x 4 cm
Courtesy Pace Gallery

IN THE GRANDE NEF

6 *Back in Five, 2014*

Stainless steel, glass, acrylic glass,
roller blind and paper
135 x 100 x 28 cm
Courtesy the artists

7 *I, 2023*

Silicone figure and clothing
143 x 40 x 30 cm
Courtesy Perrotin

8 *Too Heavy, 2017*

Cast aluminum, lacquer, aluminum
trampoline, steel and fabric
Ø 170 cm x 170 cm
Courtesy the artists

9 *What's Left?, 2021*

Silicone figure, clothing,
wire rope and balance pole
Dimensions variable
Courtesy the artists

10 *Humanized Architecture, 2019*

Polished stainless steel
226 x 40 cm
Courtesy Perrotin

Circulation, 2019

Polished stainless steel
Ø 100 cm x 4 cm
Courtesy Pace Gallery

Detour, 2023

Polished stainless steel
354 x 40 cm
Courtesy Perrotin

11 *Imagine, Fig. 1, 2023*

Print on aluminum and paint
70 x 70 cm
Courtesy the artists

Imagine, Fig. 2, 2023

Print on aluminum and paint
90 x 90 cm
Courtesy the artists

The Creation of Adam, 2023

Print on aluminum and paint
200 x 280 cm
Courtesy the artists

12 *The Conversation Room, 2023*

Mixed media, audio play
Dimensions variable
Courtesy the artists

13 *All Dressed Up, 2022*

Silicone figure and costume
37 x 207 x 25 cm
Courtesy BYARTMATTERS

14 *Powerless Structures, Fig. 131, 2023*

Wood, metal handles, lock and hinges
209.5 x 103.5 cm
Courtesy the artists

Powerless Structures, Fig. 137, 2015

Wood, metal handles, hinges,
security locks and chains
209.5 x 100.5 cm (each)
Courtesy the artists

Direction, 2023

Wood, metal handles, locks and hinges
209.5 x 130.5 cm
Courtesy the artists

15 *On Stage, 2023*

Mixed media
Dimensions variable
Courtesy the artists

16 *The Date, 2009*

Wood, paint, metal door handle,
lock, hinges, and video phone
217 x 114.5 x 2 cm
THE EKARD COLLECTION

17 *Social media (Terrier), 2022*

Brushed stainless steel, lacquer,
motor, resin and faux fur
Ø 206 x 106 cm
Courtesy Perrotin

18 *The Drawing, 2023*

Silicone figure, clothing, paper and pencil
55 x 73 x 40 cm
Courtesy MASSIMODECARLO

19 *From Here to There, 2023*

Corrugated steel tunnel, prints, aluminum
300 x 353 x 1288 cm
Courtesy the artists

20 *Should I Stay or Should I Go, 2023*

Aluminum, plexiglass, LED,
animatronic worms
160 x 60 x 60 cm
Courtesy the artists

21 *Untitled, 2011*

Steel, wood, latex mannequin, cotton
sheet, shoes, Blackberry and jewelry
343 x 457 x 218 cm
Courtesy Perrotin

22 *Until it's Your Turn..., 2023*

Bench, wood, metal handles and hinges,
paint, LED monitor, number dispenser,
potted plant
Dimensions variable
Courtesy the artists

23 *Wheel of Fortune, 2023*

Stainless steel, aluminum, motor,
light bulbs
Ø 180 cm x 20 cm
Courtesy MASSIMODECARLO

24 *In Jeopardy, 2023*

Plastic, glass, metal, paper
50 x 50 x 50 cm
Courtesy Perrotin

25 *Bonne Chance Studio, 2023*

Neon, chairs, table and
audiovisual equipment
Dimensions variable
Courtesy the artists

26 *Boy Scout, 2008/2014*

Metal bunk bed, mattress, sheets, pillows,
woolen blankets, lacquer, lights
188 x 207 x 77 cm
Courtesy Galleri Nicolai Wallner

27 *The Celebration, 2023*

Mixed media
207 x 37 x 25 cm
Courtesy the artists

28 *Masculinity, 2023*

Polyurethane, lacquer and polished
stainless steel
40 x 27.5 x 32 cm
Courtesy Perrotin

29 *Separated, 2021*

Porcelain sinks, mirrors and faucets,
polished stainless steel
178 x 150 x 150 cm
Courtesy Perrotin

30 *Modern Moses, 2006*

Carrycot, bedding, wax figure, baby
clothes and stainless steel cash machine
186.5 x 71 x 37 cm
Courtesy the artists

31 *Garden of Eden, 2022*

Wood, aluminum, fabric, monitors,
keyboards, mice, office chairs,
miscellaneous
Dimensions variable
Fondazione Prada, Milan

Flint Water, 2021

Watercooler, label and water from Flint,
USA
138 x 33 x 30 cm
Fondazione Prada, Milan

ON THE ROOF OF GALERIE 2

32 *The Wait, 2014*

Silicone figure, clothes
110 x 60 x 50 cm
Private collection, Switzerland

33 *Rite of Passage, 2014*

Galvanized steel fence and taxidermied
vulture
340 x 500 x 160 cm
Courtesy the artists

VISITOR INFORMATION

OPENING HOURS

Every day, except Tuesdays and May 1st

April 1st to October 31st

Monday → Thursday: 10-18:00

Friday → Sunday: 10-19:00

November 1st to March 31st

Monday → Sunday: 10-18:00

TICKETS

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