
I CAN'T SEE

看不見



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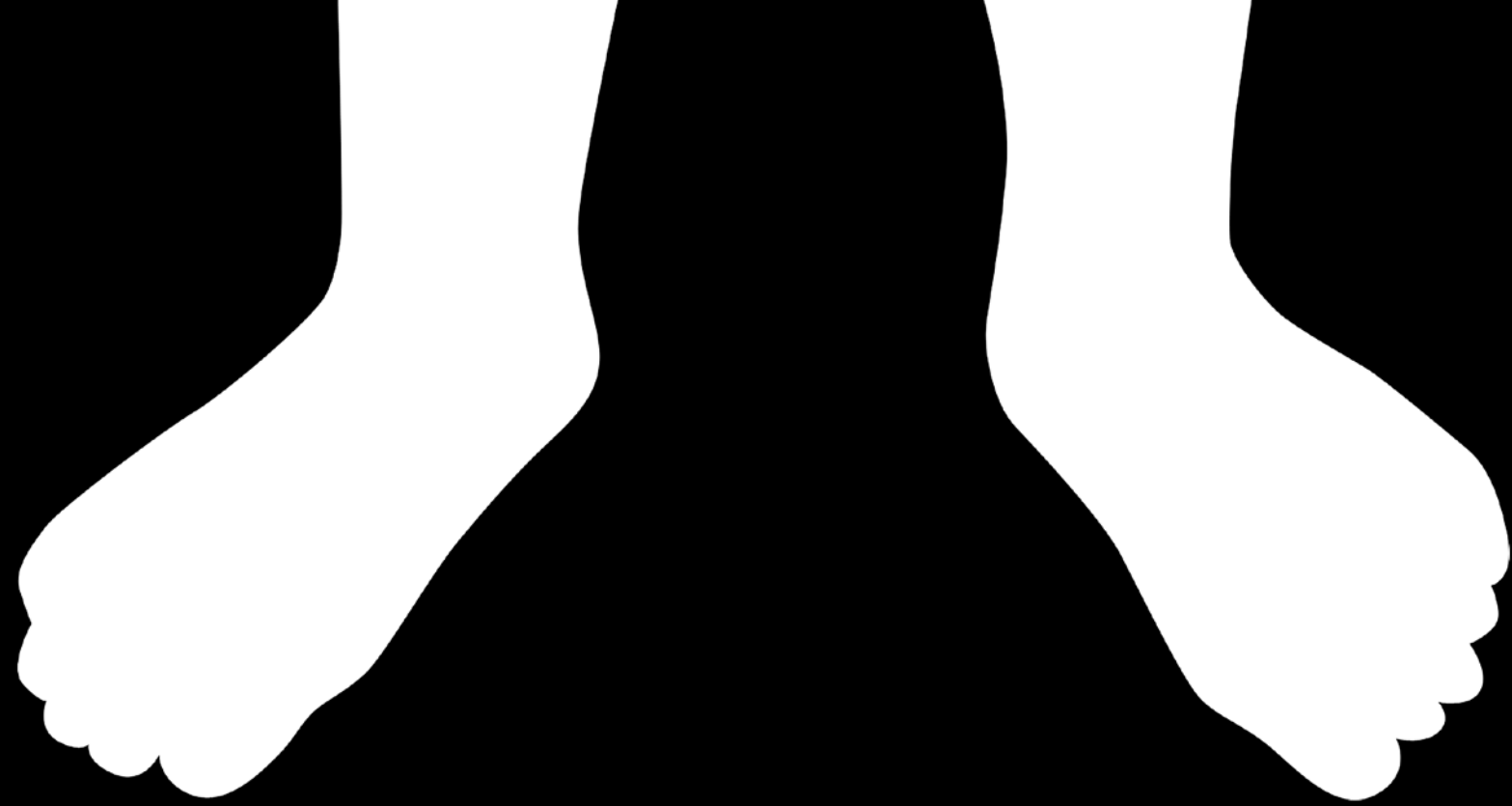
I Can't See tells the story of a boy who cannot see as he tries to make his way from his home to the park. Together with him, we experience the darkness, but through his voice, we smell and feel the world around us anew.

Tsai Chao-Lun's powerful black and white illustrations, mixed with an almost surreal use of language, bring to life a world we don't normally experience. Only at the very end do we realise, this was a game designed to open up our imaginations and make us appreciate our ability to see.



TSAI CHAO-LUN 蔡兆倫

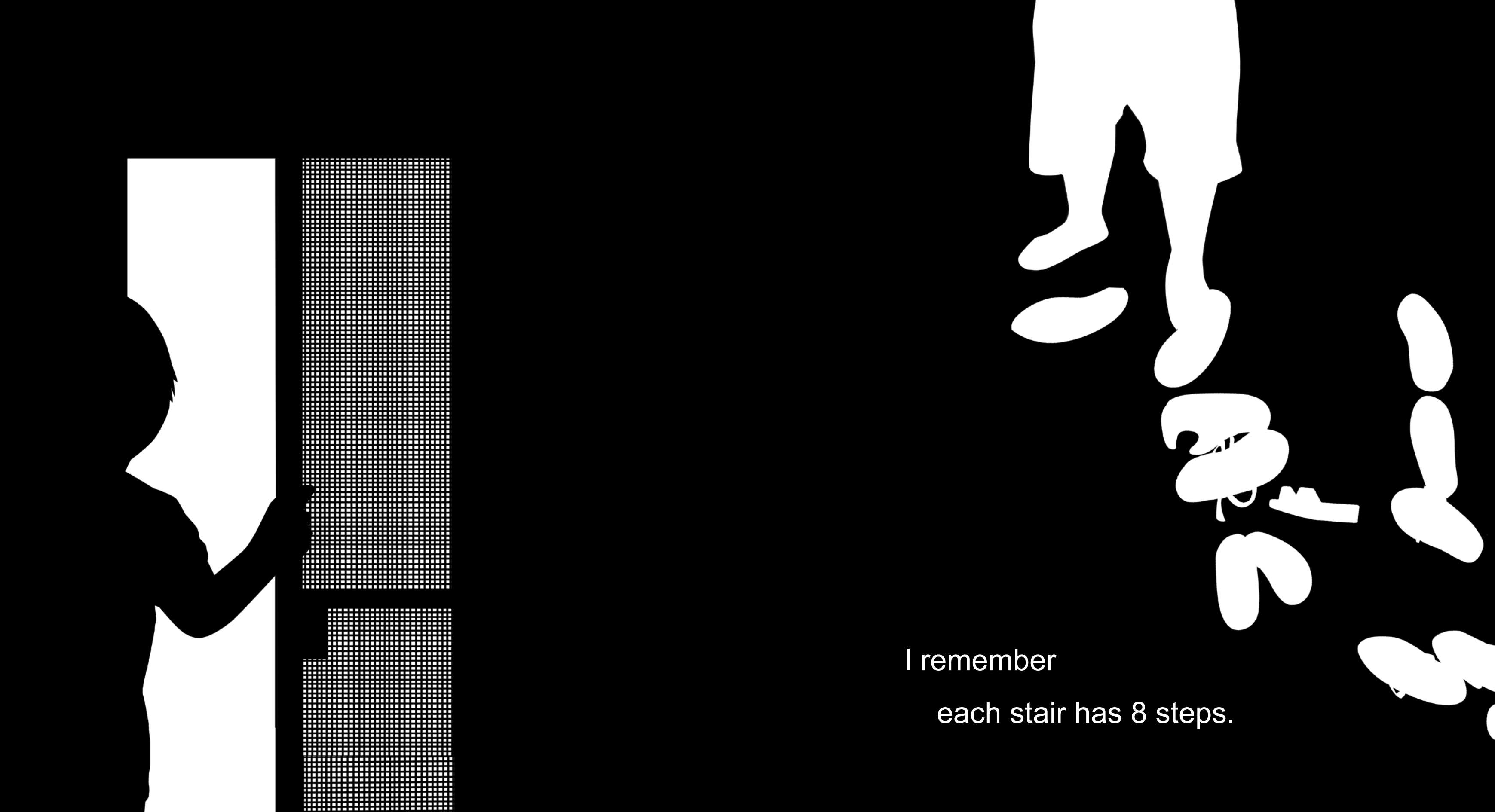
Tsai Chao-Lun worked as an illustrator for *Mandarin Daily News* before becoming a multi-award winning author in his own right. He is known for his rich and multilayered style. Published works include *I Can't Sleep*, *I Can't See*, *I See the Weather in the Smallest Things*, for which he has won awards such as the Golden Tripod Award and special recognition by the Ministry of Culture of Taiwan, National Museum of Literature and Taipei Book Fair.



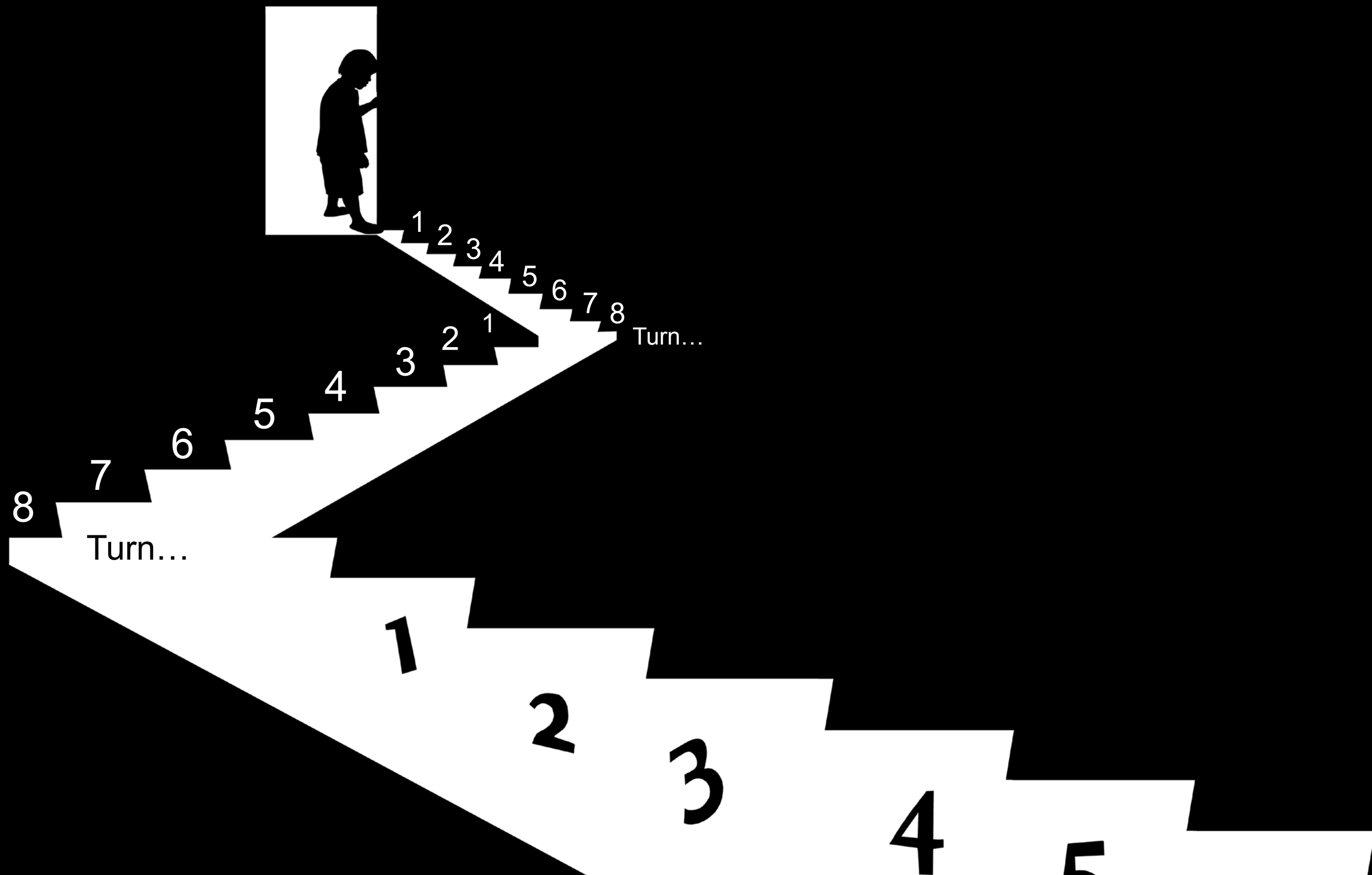
I can't see.

I'm at home.



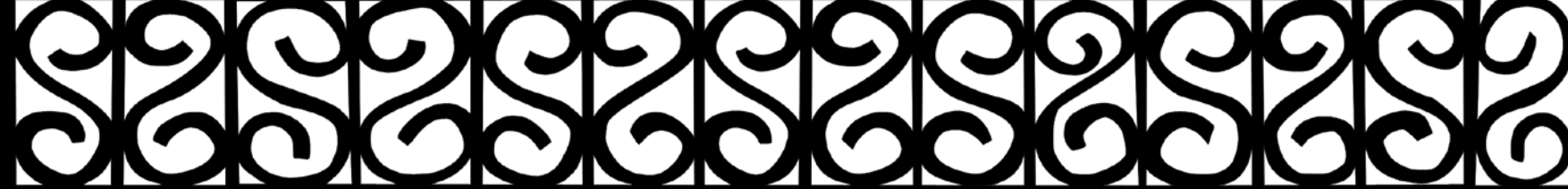


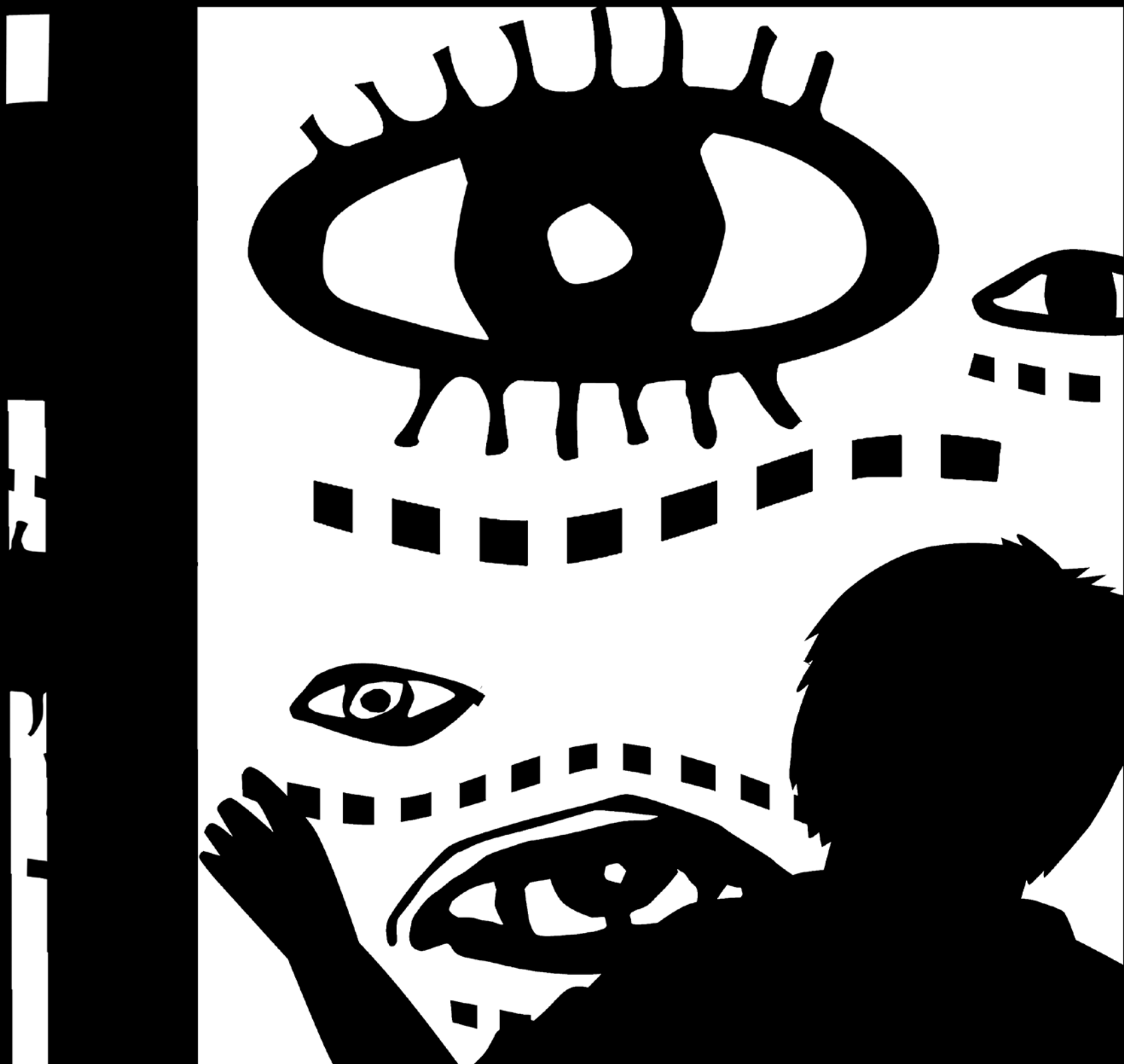
I remember
each stair has 8 steps.





I'm scared of --





other people giving me
strange looks.