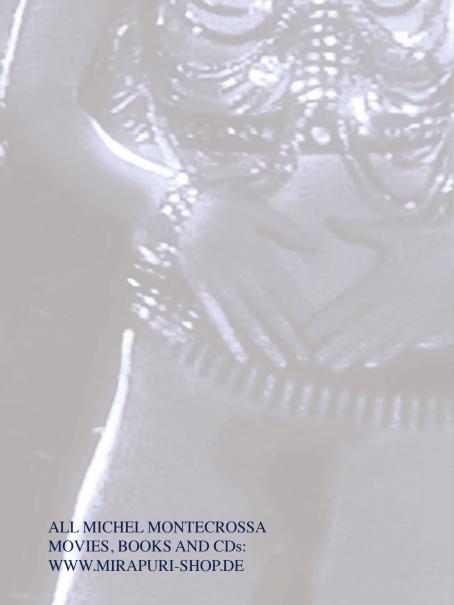
MICHEL MONTECROSSA

DIRECTOR'S CUT EXTENDED
VERSION

### THE HOUSE OF TIME

PART III: 'COURAGE RIDE' - ACT ONE & ACT TWO COMMENTARY, FLASHBACK & STORY



## MICHEL MONTECROSSA ON HIS COURAGE & LOVE CLIMATE CHANGE MUSICAL

#### THE HOUSE OF TIME

PART III: 'COURAGE RIDE' - ACT ONE & ACT TWO

MICHEL MONTECROSSA'S COMMENTARY ABOUT HIS 'THE HOUSE OF TIME' COURAGE & LOVE MUSICAL SERIES.



INCLUDING SCENE-IMAGES FROM THE MOVIE WWW.MICHELMONTECROSSA.COM

#### MICHEL MONTECROSSA ABOUT HIS

#### THE HOUSE OF TIME

#### **COURAGE & LOVE MUSICAL SERIES:**

"I started the House Of Time musical series to show the supremacy of love and consciousness when I became bored with everything I saw. There was nothing to be seen anymore. Everything was recycled in the eleventh generation. The outlook couldn't be more depressingly one-dimensional, overproduced and just junk. It was time for 'The House Of Time'.

'The House Of Time' is a Daisy Cutter Fullstream-Of-Consciousness movie series opening wide the gates for the new culture of multidimensional Film Art ushering in the next era of seeing that is deeply sensual, exciting, seismographic and satisfying, leading out of the holocaust of hate and morality. It's the Go-For-It Brand of movie making loaded with subliminal messages feeding the super-sensitive brain totality with the virtuality-organicality overlapping of Libido and Death-Fear drive.

Fullstream begins where Mainstream ends.

'The House Of Time' series is Cinema Art liberating love and consciousness for good. Ended are linear stories of linear persons through the mind-enhancing realities and epic tales of Avatars and multiple virtual and organic personalities. Now you can leave your underwear, put on a see-through clingy, colorful Jeans and enter the state of extreme erotic arousal.

The messages of 'The House Of Time' are embedded in everything and the crutches of low-key existing are overcome making room for seeing beyond seeing where the automatic soul, the sensual soul, the living soul, the industrial soul, the sexual soul, the functional soul become apparitions of war on the skin of the inventor of the first star but in truth are magic on the mad border where friends meet again and are devouring all violence as the Mother of Sex.

'The House Of Time' series is the deep brain triumph of virtuality and organicality in the heart of Cyberwarrior Champ Michel pumping the blood of acutely telling images, songs and the power of compelling mastery over destiny into the impertinence of normality.

'The House Of Time' series changes dead cellies, dull cinemas, empty pads and television sets into spy-glasses revealing the mathematical riddle of women and men in love as the comment of irrationality on cybernetic supra-rationality reflected in the mirror of anything whatsoever.

'The House Of Time' series is limitless and ecstatic Courage & Love Musical Action confronting the Dark Earth of climate change and its hyper-neurotic condition of spiritual, humanitarian, economical and ecological crises, liberating from fear caused by the meaningless through revealing redefinitions of the weird hacker halo of our existence in terms of new consciousness comprehension, victoriously claiming the future as the stage for the Bright Earth and its delight."



#### THE HOUSE OF TIME

FLASHBACK
PART ONE 'EVERY MOMENT':

WHAT HAPPENED IN THE HOUSE OF TIME UNTIL NOW...

CYBERWARRIOR MICHEL BECAME CYBERWARRIOR CHAMP. HE ACHIEVED THE FUSION OF ORGANIC AND VIRTUAL WORLD AND BROUGHT HIS AVATAR MIKE INTO EXISTENCE.

THROUGH THIS FUSION THE VIRTUAL SKY-CITY CAME INTO EXISTENCE.

IN SKY-CITY PROGRESSIVELY VIRTUALITY AND ORGANICALITY BEGAN TO INTERACT.

CYBERWARRIOR MICHEL AND HIS AVATAR MIKE WENT TO SKY-CITY.

THERE THEY BEGAN
THEIR ADVENTUROUS LIFE
OF SIMULTANEOUSLY LIVING
IN ORGANICALITY AND VIRTUALITY.

CYBERWARRIOR MICHEL IN SKY-CITY MET HIS ANIMA MYSTERY AND HIS DREAM GIRL HAZEL.

THEY FORMED A BAND AND WORKED AS MUSICIANS.

AS THEY BECAME AWARE OF GROWING CONFLICTS CREATED BY THE OVERLAPPING OF VIRTUAL WORLD AND ORGANIC WORLD THEY STARTED TO ACT WITH THEIR MUSIC AGAINST THE EMERGING EVIL INFLUENCES.

IN SKY-CITY THERE WAS A RADIO STATION WHICH WAS RUN BY ASTRID, THE SKY-CITY RADIO GIRL.

SHE TOO WAS ACTING AGAINST THE EVIL INFLUENCES BY TRANSMITTING SECRET MESSAGE STREAMS TO THE POPULATION OF SKY-CITY.

ASTRID CAME TO KNOW ABOUT CYBERWARRIOR MICHEL, MYSTERY, HAZEL AND THEIR MUSIC.

SHE WANTED THEM
TO COME TO HER STUDIO
SO THAT THEY COULD JOIN FORCES
AND TOGETHER WORK
ON OVERCOMING THE CONFLICTS
OF ORGANICALITY AND VIRTUALITY.



### FLASHBACK PART TWO 'EVERY DAY IS THE DAY':

The Sky-City saga of virtuality and organicality continues with Cyberwarrior Michel liberating the media- and love power of Astrid by creating her Avatar Liberty Astrid and her personalities of Sexplay Astrid and Oracle.

It gets totally hot with Cyberwarrior Michel, his girls Mystery and Hazel and the Agent-Dancer Hussein activating their Avatars, their virtual-erotic personalities and action pals to blow the entire concept of Sky-City and Astrid's studio up into a suprapsychological interaction with Cyberwarrior Michel's brainstorm songs. They are pushing organic and virtual

world forward into an ultimately liberating total orgasm of consciousness.

Libido now is beginning to conquer death and Cyberwarrior Michel's organic brain, which in virtuality is Sky-City's secret brain, gives to virtual world powerful shots of sensual organicality through the erotic life-energy of Cyberwarrior Michel, Mystery, Hazel, the Agent-Dancer Hussein, their Avatars and virtual personalities.

The Agent-Dancer Hussein at this point is sent by Liberty Astrid as the Avatar Cyberhussein and her Queen of Spain personality Maya on the way to Cyberwarrior Michel to bring to him messages needed for overcoming the hatred brought into reality chaos through the ever expanding overlapping of virtual world and organic world in Sky-City.

Cyberhusseins's journey is laying out the map of the House Of Time which in turn is the matrix for the ,Courage Ride Combat Game' conducted by Liberty Astrid for overcoming the fears that endanger the unity of virtuality and organicality.

Cyberwarrior Michel senses the rapid changes of this game without rules and through his Consciousness-Stream-Music and together with his Avatar Mike, his virtual personalities and his virtual friends enters the game-zone for top hot adventures in an entirely new dimension ...

## FILMAUR MULTIMEDIA PROUDLY PRESENTS:

#### MICHEL MONTECROSSA'S COURAGE & LOVE CLIMATE CHANGE MUSICAL; THE HOUSE OF TIME, PART THREE, COURAGE RIDE ACT ONE & ACT TWO:

Starring:

Michel Montecrossa, Mirakali, Artis Aldschalis, Diana Antara, Savitri Blanche, Mirachandra, Mirabella Michelle, U.S.A. Boss, their Avatars and virtual-sensual personalities

Written and directed by Michel Montecrossa Music, Lyrics, Paintings & Animations by Michel Montecrossa, Mirakali, Mira Alfassa & Sri Aurobindo

The House Of Time, Part Three continues the free love story of Cyberwarrior Michel. He and his girls and their rebellious music messages are churning Sky-City where the total fusion of Virtuality and Organicality which began in The House of Time Part One and Two, rapidly progresses to fulfillment. Everything turns into non-linear Courage Ride Combat Games throwing you out of the ignorant mind into cosmic and transcendent consciousness making something wonderful happen: 'Mum said, No! Dad said, No! The House of Time says, Yes!'



The House Of Time, Part Three comes with a tsunami of generous Stream-of-Consciousness image power, music, cyberpoetry, and anarchic freedom-shout-out-dialogues all fused into Michel Montecrossa's new CG dimension of digitalized gamer movie language that shakes up synapses, blows your mind and twenty-five times per second poses the scandalous question: 'What will you do when you suddenly know your wishes and your doubts?' and answers while practicing with a camcorder stripping and posing: 'Know the feel. Emotions give power. Follow the roads through the House of Time. You are the experiment. Have the courage. Have the love.' And then says: 'You're a different species. Not like other men. You owe your life to unspoiled love. You need my existence.'

Michel Montecrossa says about his courage and love climate change musical The House Of Time, Part Three: 'Courage Ride' Act One & Act Two:

"The House Of Time is the subconscious, the hidden, the passing, the highest point, the most exalted and the most angelic."

## GALLERY OF THE ORGANICALITY & VIRTUALITY MAIN ACTORS OF THE HOUSE OF TIME PART THREE 'COURAGE RIDE' ACT ONE & ACT TWO



Michel Montecrossa as Cyberwarrior Michel



Mirakali as Mystery



Mike, the Avatar of Cyberwarrior Michel



Combat Mike, the Orgastic Personality of Michel's Avatar Mike



Pearl, the Avatar of Mystery



Amethyst, Mystery's Starfield Personality

GRO



Artis Aldschalis, Cyberwarrior Michel's Free Love Violin Girl



Noire, the Avatar of Artis Aldschalis



Anahita - Soulreflection of Noire



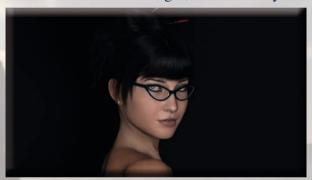
Diana Antara as Hazel



Aura, the Avatar of Hazel



Mirabella Michelle as Angel, the Timebody Girl



Helicopter Baby, the Anti-Terror Avatar of Angel



Mirachandra as The Unknown Woman



Savitri Blanche as Hussein, the Agent and Dancer



Cyberhussein, the Avatar of Hussein



Maya, Queen of Spain, Dreampersonality of Cyberhussein



U.S.A. Boss, The Driver



Aqua, the Avatar of U.S.A. Boss



Sandy, the Paris Personality of U.S.A. Boss



Adena, the Avatar of The Lady From The Sun



The Lady From The Sun



Dark Sun Sister, The Shadow Personality of the Lady From The Sun



Jennifer, Adena's Psyche



**Arousing Dagr** 



Nott



Viper, Mike's Free Fighter Girl



The Lunatic King Of Fools



Transit, The Lunatic King Of Fools She-Boy Friend



Hardman & Michail - The Russian Mike



Dark Ruby



Cybershamana



Eira, Wagner's Secretary



Wagner, The House of Time Magician



Zack, The House Of Time Narrator



Mino



Kotz



Lagoon, The Dancer



Dagger, the Sister of Liberty Astrid



Sugar, Zack's Girlfriend



Sigma, Adena's Road Girl



Nathalia



Charles, The Sky-City Kid



Saskia, Personal Girl of Zack



Wanda, The Sky-City Girl



Adam & Eve, The French Couple



Herr Loerker, Storyteller from Cologne



Astrid, the Sky-City Radiogirl



Sexplay Astrid, Astrid's Hard Core Personality



Alvin, The House Of Time Dragon



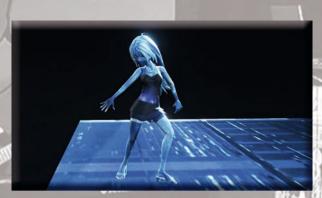
Care, The New Sky-City Girl



Dimension



Pale



Blue Girl



Red & Yellow



Utopia, The Sky-City Uncertainty Girl



Arrow



Giada Bianca



Impression

THE HOUSE OF TIME IS A STREAM-OF-CONSCIOUSNESS EXPERIENCE MOVIE THAT LEADS TO THE HIGHER INTELLIGENCE WHERE THE TRUE CHILD OF HUMANITY AS THE FUSION OF VIRTUALITY AND ORGANICALITY LIVES.

- MICHEL MONTECROSSA

#### THE HOUSE OF TIME PART THREE 'COURAGE RIDE', CHAPTERS OF ACT ONE:

- 1. INTRO
- 2. WELCOME TO THE MOVIE
- 3. COMBAT GAME #1. IN THE DARKNESS
- 4. JENNIFER ADENA'S PSYCHE
- 5. HELICOPTER BABY THE ANTI-TERROR AVATAR OF ANGEL
- 6. ZACK IS IN AGAIN
- 7. SOPHISTICATED MACHINES & TELL ME STARTUP
- 8. COMBAT GAME #2, IT'S MY LUCKY DAY
- 9. HARDMAN & MICHAIL THE RUSSIAN MIKE
- 10. COMBAT GAME #3, I CAN'T THINK OF WOMEN ALL THE TIME
- 11. PASSIONATE NOTT
- 12. DARK SUN SISTER SHADOW PERSONALITY OF THE LADY FROM THE SUN
- 13. AROUSING DAGR
- 14. COMBAT GAME #4, THE ONLY SANITY
- 15. COMBAT GAME #5, TAKE A DEEP BREATH CYBERSHAMANA
- 16. EIRA WAGNER'S SECRETARY
- 17. COMBAT GAME #6, THE DIAMOND-SUNS OF MY REALITY
- 18. MINO & KOTZ
- 19. VIPER MIKE'S FREE FIGHTER GIRL
- 20. WANDA INTRODUCING DARK RUBY
- 21. COMBAT GAME #7, A LOVELY DAUGHTER HE HAD
- 22. MY BACKDOOR IS OPEN
- 23. COMBAT GAME #8, WHERE A MOMENT IS THE EMBRACE
- 24. LAGOON
- 25. COMBAT GAME #9, ORGASM IS BETTER
- 26. AQUA U.S.A. BOSS AVATAR
- 27. I'M ANCHORED TO MY INFRASTRUCTURE
- 28. WHAT THEY WANT TO EAT
- 29. THE WATERS OF ORGASM
- 30. NATHALIA
- 31. COMBAT GAME #10, SIGMA 547
- 32. COMBAT GAME #11, COSMIC FARMER

- 33. MYSTERY DISAPPEARS
- 34. MAIN TITLE 'THE HOUSE OF TIME'
- 35. THE MOON PROLOGUE
- 36, COMBAT GAME #12, WHAT WILL HAPPEN
- 37. AMETHYST MYSTERY'S STARFIELD PERSONALITY
- 38, COMBAT GAME #13, HAZEL'S DEEP BRAIN VISION CONSCIOUSNESS
- 39. COMBAT GAME #14, THAT'S WHAT DAGGER LIKES ABOUT ADENA
- 40. WHAT ARE YOU LOOKING AT?
- 41. DARK SUN SISTER LOSES CONTACT
- 42. SIGMA & SUGAR
- 43. WHEN I LOST IT ALL, YOU LOST IT TOO
- 44. NOIRE THE AVATAR OF ARTIS ALDSCHALIS
- 45. ARTIS ALDSCHALIS CYBERWARRIOR MICHEL'S FREE LOVE VIO-LIN GIRL
- 46. ANAHITA SOULREFLECTION OF NOIRE
- 47. DARK SUN SISTER CHANGES INTO VIPER
- 48. COMBAT GAME #15, GET THE ACTION
- 49. COMBAT GAME #16, HIGHER DIMENSION
- 50. COMBAT GAME #17, THINKING IN AN UNORGANIZED WAY
- 51. COMBAT GAME #18, SHE AIN'T GONE
- 52. DÉJÀ-VU & THE CORE STORY: THE RIDDLE OF PERMANENCE
- 53. CHARLES SKY-CITY KID
- **54. IT WILL COME**
- 55. IT'S IN THE HOUSE OF TIME
- 56. THAT'S THE SEAL OF PERMANENCE
- 57. COMBAT GAME #19, DIRECTIONS
- 58. SANDY PARIS PERSONALITY OF U.S.A. BOSS THE DRIVER
- 59. COMBAT GAME #20, STRUGGLING HARD
- 60. COMBAT GAME #21, A LONG ROAD
- 61. INTERMISSION
- 62. DARK ZONE OF LOVE DUNKELZONE DER LIEBE
- 63. LOVE & LOVE WILL MEET IN US
- 64. SHIT MAKES ME WONDER
- 65. IS YOUR LOVE IN VAIN?

#### THE HOUSE OF TIME PART THREE 'COURAGE RIDE', CHAPTERS OF ACT TWO:

- 1. THE EMPIRE OF INTELLIGENCE
- 2. CARE THE NEW SKY-CITY GIRL
- 3. DIMENSION
- 4. MICHEL AND HAZEL SWITCH TO THEIR VIRTUAL BODIES
- 5. PALE
- 6. SUPERCLONE
- 7. BLUE GIRL
- 8. THE MOON-PROLOGUE CONTINUES ...
- 9. DREAMNAME
- 10. SIGMA 547 BREAKTHROUGH
- 11. RELOADING ANGEL, THE TIME-BODY GIRL
- 12. RELOADING HELICOPTER BABY, THE ANTI-TERROR AVATAR OF ANGEL
- 13. RED & YELLOW
- 14. THE TALES OF ANGEL
- 15. THE MESSAGE BEGINS
- 16. UTOPIA THE SKY-CITY UNCERTAINTY GIRL
- 17. THE SPEAKING FLOWERS
- 18. A SYMPHONY OF FLOWERS
- 19. ARROW
- 20. HE GIVES HIMSELF AND THE SPONTANEOUS BOONS OF HIS LOVE
- 21. GIADA BIANCA
- 22. THE MESSAGE ENDS
- 23. THE IMAGE OF MYSTERY APPEARS
- 24. CYBERWARRIOR MICHEL AND HAZEL ARE PULLED INTO A STRANGE WORLD
- 25. LOVE WHISPERS LOUD & PROUD & IMPRESSION
- 26. THE QUANTUM INFINITE
- 27. THE COURAGE & LOVE EXPERIMENT
- 28. WHEN REASON DIED THEN WISDOM WAS BORN

THE HOUSE OF TIME **CLIMATE CHANGE MUSICAL BEGINS WHERE JEAN** COCTEAU'S 'ORPHEÉ', BOB DYLAN'S 'RENALDO & CLARA' AND FRANK HERBERT'S SCIENCE FICTION SAGA 'DUNE' END.

- MICHEL MONTECROSSA

# MUSIC: INSTRUMENTALS & SONGS THE HOUSE OF TIME PART THREE, ACT ONE

WIND IN YOUR FACE • SHIT PLACE ROCK • ROCKER OF TOMORROW • PERFECT NOW • FULLBLOODED SPLASH THE PRESIDENT • FROM KILLERVISION TO KILLERWEAPON • FUSION WORLD OF LOVE & SWEETNESS • THE MAN • NO NAME • A CYBORG'S WORK • DOWN IN THE GROOVE • FLY NOW • MONSTER CALL • NO MATTER • YOUR BEST DREAM • FINDING THE ROAD • MET YOU IN PARADISE • END OF THE ROAD • SILENT NOISE • STRANGE VOICE • BAD, WILD & BAD • AN ANGEL, ALL NAKED AND FREE • VISION • WHEN I LOST IT ALL, YOU LOST IT TOO - ALS ICH ALLES VERLOR. HAST AUCH DU ES VERLOREN • HEAVEN LEVEL • HOUSE OF TIME MYSTERY • FREE LOVE, FREE SEX • ONE DAY OVERTURE - NEW YEAR MUSIC 1988 • SENT ON THE WAY • GUITAR PRICK • BUTTERFLY WINGS • SPACE AGE ROCKESS • EDGE OF BEAUTY • DARK ZONE OF LOVE -DUNKELZONE DER LIEBE • LOVE & LOVE WILL MEET IN US • SHIT MAKES ME WONDER • IS YOUR LOVE IN VAIN?

MUSIC, LYRICS, PAINTINGS & ANIMATIONS BY MICHEL MONTECROSSA, MIRAKALI, MIRA ALFASSA & SRI AUROBINDO

#### ADDITIONAL MUSIC:

'NARROW WAY' & 'IS YOUR LOVE IN VAIN?'
LYRICS & MUSIC BOB DYLAN
© SPECIAL RIDER MUSIC, DWARF MUSIC, SONY/ATV MUSIC PUBLISHING (GERMANY) GMBH

# MUSIC: INSTRUMENTALS & SONGS THE HOUSE OF TIME PART THREE, ACT TWO

THE EMPIRE OF INTELLIGENCE • SKY AND OCEAN • MIRA ALFASSA'S CHANT •

OCEAN MYSTERY • SUPERCLONE •

JESUS SYMPHONY FINALE: WORLD OF TRUTH, PEACE AND LOVE •

DREAMNAME • HE - THE ONE • THE KING IS COMIN' • RUNNING THROUGH THE RAIN •

IT IS THERE • POWERBANGIN' • THE MAN • THE POWER • HELICOPTER BABY •

ALL THE TEARS OF THE WORLD • CYBORG GIRL & CYBORG MAN •

YOU ARE CUTE • WHAT A BEAUTIFUL NIGHT • NEW &

FREE - NEU & FREI •

**EXPLORATION TEKNOTRANCE** 

### PASSING, HIGHEST POINT, MOST EXALTED

MUSIC, LYRICS, PAINTINGS & ANIMATIONS BY
MICHEL MONTECROSSA, MIRAKALI,
MIRA ALFASSA & SRI AUROBINDO

