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POWER FOR THE SAKE OF POWER: REBELLION IN GEORGE ORWELL'S NINETEEN EIGHTY-FOUR

Kulcsszavak: *game theory; playing; dystopia; power; illusion*

Although *Nineteen Eighty-Four* is one of the most well-known dystopian works of the twentieth century (alongside with Yevgeny Zamyatin's *We*, and Aldous Huxley's *Brave New World*), it is much more than a novel simply depicting a shattered, disillusioned world: Orwell flawlessly combines the genres of utopia/dystopia, and game theory, offering a wide range of interpretations for scholars and general readers alike. In this paper, I focus on the predetermined fall of rebellion in George Orwell's *Nineteen Eighty-Four* in the context of game theory, based on the works by such cited scholars like Johan Huizinga, Michael Holquist, Zsolt Czigányik, and Károly Pintér. For this reason, I analyse the leaders of the Party, namely Big Brother, and of the Brotherhood, Goldstein, and the power dynamics and relations of/between the other major characters in the novel. Furthermore, I argue that the actions and imagery of the leaders of the Party (Big Brother and O'Brien) can be analysed in the context of game theory, and that the characters are participating in what can be considered a game set in a dystopian world.