

the Game

At the beginning everything is possible. It is a play *in between* randomness and free will. The players are responsible for the content of the game (the improvised musical material responding to the instructions), while the structure (the layout of the instructions in the matrix, the number of throws, the instructions to be performed) is generated individually using chance (dice throwing and random number generator). They thus proceed to create their own variant of the matrix game and play it without seeing/hearing/informing each other. The aim is to shape together a piece.

Before the game

Setup of instructions on the table: each randomizes the matrix using random.org.

Write the instructions in the table accordingly.

The number of throws is decided at the beginning of *the game* by each player rolling one dice. That will be the individual number of the throws per game.

Rules

Audio recording only. The game to be fully recorded.

Throw both dice if otherwise stated. Left dice defines the horizontal line in the matrix, right dice defines the vertical line.

Say the instruction out loud. Play.

The playing time per round is free.

There is no winner except the later designed piece.

Instructions and Matrix

1. You are in a circus, how does it sound like?
2. You are in a children room, how does it sound like?
3. The number of your interventions equals the number of the first roll dots.
4. You can use only one object around you.
5. Use short, quiet, percussive sounds only.
6. Be part of the environment.
7. Try to imitate the latest improvisation.
8. Play long notes only while exhaling.

9. You have to present sonically an item or a person chosen by the person playing before you.
10. Play the form ABAB
11. Play only rhythmical groups which notes numbers equal dots on the dice.
12. Continue the last improvisation.
13. Play an improvisation referring to the numbers of dots on the dice.
14. Play the most unpleasant sound.
15. Throw one more time. Improvise the resulting instruction for 00:30.
16. Improvise. The number of sounds equals the number of dots in the right dice.
17. You can use only sounds produced from your body.
18. Find a colour. Play it.
19. Play a slow pulse
20. Play the softest sound you can on your instrument
21. Say one word. Repeat it 3 times
22. Play a sequence in crescendo and accelerando
23. Play a soft sustained sequence
24. Play a loud intervention
25. Create a sonic fence around you
26. Tell a sound joke
27. Describe yourself in 3 sentences
28. You're visiting a zoo. What do you hear?
29. Protest
30. Walk through a tunnel or corridor
31. Play 3 circles
32. Play vertical sounds
33. Draw 3 lines
34. Points and lines
35. Watercolour
36. Look around you. Pick a texture from the environment and play it

	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						