





JOKER-GAME

for any ensemble of instruments/voices of any kind.

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The purpose of the game is to cultivate areas of sound and to throw jokers into play. Begin together and go out individually into the system; numbers under each box indicate where one can go. Duration of boxes must be decided upon in each single case out of a feeling for the total activity; apart from this, no limits exist as to durations. Jokers, however, must not last more than half a minute (however, see footnote x)). Look at a watch or clock with seconds to determine durations! One can only go to a joker from boxes 2, 6 and 7 and only when the special conditions stated in the footnotes are fulfilled. Find out by eye contact when to move towards the end; only when one or more jokers has been played (by yourself or others) is this allowed.

<p>THE JOLLY JOKER</p>  <p>Do what you please</p>	<p>THE FLIPPED-OUT JOKER</p>  <p>Flip completely out</p>	<p>THE QUIET JOKER</p>  <p>Make funny, but very quiet sounds</p>
START → 2,5	7	1,3,8
<p>1 Make soft sounds</p>	<p>2  Take a good, long pause</p>	<p>3 Follow instructions from another box (apart from no.2), but take plenty of rests</p>
4,6,8	1,6 / p → J/JJ x)	7,9
<p>4 Make single characteristic sounds and pause rest of the time</p>	<p>5 Imitate another player in a reversed way, so that high register may become low, etc.</p>	<p>6 Make rapid figures</p>
2,5,9	4	3 / {16 → J xx)
<p>7 Accompany another player / the others</p>	<p>8 React to the others with your dynamics</p>	<p>9 THE END</p>
1,4 / 1 → J xxx)	6	

x) If the others have played solely silent sounds (= not more than piano) for the last 10 seconds (if more than 4 players: 5 seconds), you may go to a joker according to own choice. If it has been the case for 20 seconds (if more than 4 players: 10 seconds): double up, e.g. the joker may last a whole minute. If conditions change, however, while waiting for "double up", also the right to an ordinary joker will be lost.

xx) If the outer limits of the sounds played by the others exceed 2 octaves for at least 5 seconds (if more than 4 players: 10 sec.), you may go to a joker according to own choice.

xxx) If none of the others have been playing long notes (of a held, resting character) for the last 15 seconds you may go to a joker according to own choice.