

Synzine

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june 2017

Bike race below sea level!

One of the best ways to experience the Netherlands is by cycling, and in this musical game, players compete in a bike race past the characteristic landscape and landmarks to the glorious finish. Fighting the wind, they hear sounds and music as they pedal away.

Goal of the game: The winner is the first person to land on or cross the "Finish!" field.

Preparation:

The playing field is laid out on the table easily visible to all. Each player has a pawn/game piece on the START! field. There is a die to determine how many fields each person moves each turn. The youngest player rolls the die to decide the tuning. If the number rolled is even, the musicians tune, and if odd, they de-tune. It is useful to read all of the action fields before starting. The number of players are: 3 – 6.

Order of the game:

The person with the shiniest instrument begins. Player 1 rolls the die and moves the number of fields as it indicates. Then Player 1 begins to play the music indicated by the field and keeps playing until his/her next turn. Player 2 listens to the first player and when ready, rolls the die, moves, and performs the musical action. The same for the following players. Players are always listening to each other.

Special rules:

1) If a player rolls a 6, he/she does not move, and immediately becomes the conductor. This means controlling the dynamics (loud and softness) of the music and/or individual players without speaking. A player remains a conductor until his/her next turn. If there is an active conductor, and another player rolls a 6, this player takes over. The former conductor begins to make the music of his/her current action field.

2) If a player rolls a 5, he/she does not move, and immediately becomes the metronome, controlling the tempo (speed) of the music and/or individual players without speaking. A player remains the metronome until his/her next turn. If there is an active metronome, and another player rolls a 5, this player takes over the position of the metronome. The former begins to make the music of his/her current action field.

3) If three players are on the same field, and a fourth player rolls to join them, the following occurs: The 4th player skips ahead to the next field, and the lowest instrument falls back one field.

4) The first person to land on or exceeds the "Finish!" field has won. He/she continues to roll the die in case of a six, still eligible to become conductor or metronome. The same applies to the following players until the last has crossed the "Finish!" line.

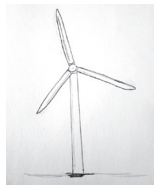
FINISH!

You won the bike race!
If you roll a six during your
turn, you can still conduct!



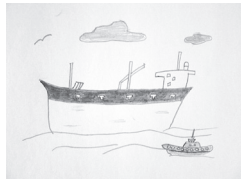
←

Play 1 note as many ways
as possible.



→

Play countermelodies.



→

Play in your
lowest register.



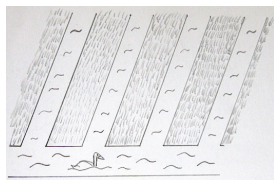
←

Play and loop a melody.



←

Imitate the person
closest in age.



→

Play a bassline loop.



→

Play textures.



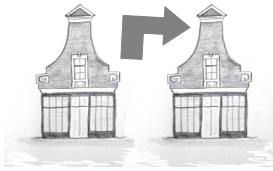
←

Play contrasting
gestures to others.



←

Play and loop a melody.



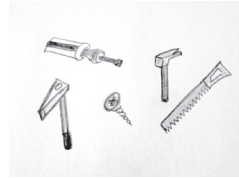
Imitate the person on your right.



Play a texture.



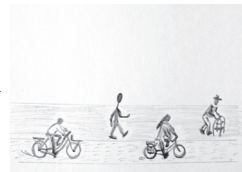
Play contrasting gestures to others.



Repair your Instrument.



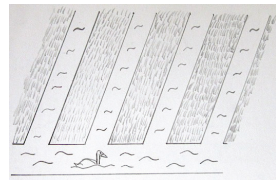
Silence.



Hocket with people around you.



Imitate the person on your left.



Play a bassline loop.



Play 1 note as many ways as possible.

START!

Roll a die: If even, then tune, if odd, de-tune.

FAKE NEWS | STAY TUNED

- For any number of participants / performers
- Required: a multimedia device of any kind (laptop, iPad, smartphone), connected to the internet (that can stream a YouTube video).

Look for a speech of President D. Trump on YouTube. It need to have a clear display his face while speaking (suggestion: look in President Trump News YouTube channel: <https://www.youtube.com/user/MrLegioner78>).

Mute the sound completely, and play the video at extreme slow (0.25X) or fast (2X) speed. Remark: the YouTube phone app does not have that feature, you will have to play it using a different app, e.g., BSplayer).

Focusing on Mr. Trumps' lips, use your voice to "dub" the muted video: use only only unvoiced consonants (s, ch, p, t, f, etc.), or other unvoiced sounds (whispering and air sounds, lips/tongue noises and clicks, etc.). Try to keep the synchronization between the sounds and the video's facial expressions as tight as possible, but always with a great variety of sounds (think: free improvisation, or the crazy sounds of an amazonian rainforest). In between the phrases, produce a high pitch noise, by sucking the air in through your lips and / or teeth. This needs to be a voiced sound, of which the tone can vary.

ews



Try to create a vocalisation which is: A) continuous (constantly making sound, alternating between exhaling / inhaling); B) virtuosic (an impressive variety of sounds, yet accurately linked to the president's mouth movements); C) and finally, aim for a result which is as funny as possible. If the video also includes Trump's hand movements, you may imitate them as well, or just choose to enhance your performance by inventing your own hand gestures.

FAKE NEWS / STAY TUNED can be played in solitude, or in the company of two, enjoying a lazy Saturday evening with your beloved partner, or with a group of friends over a cold beer.

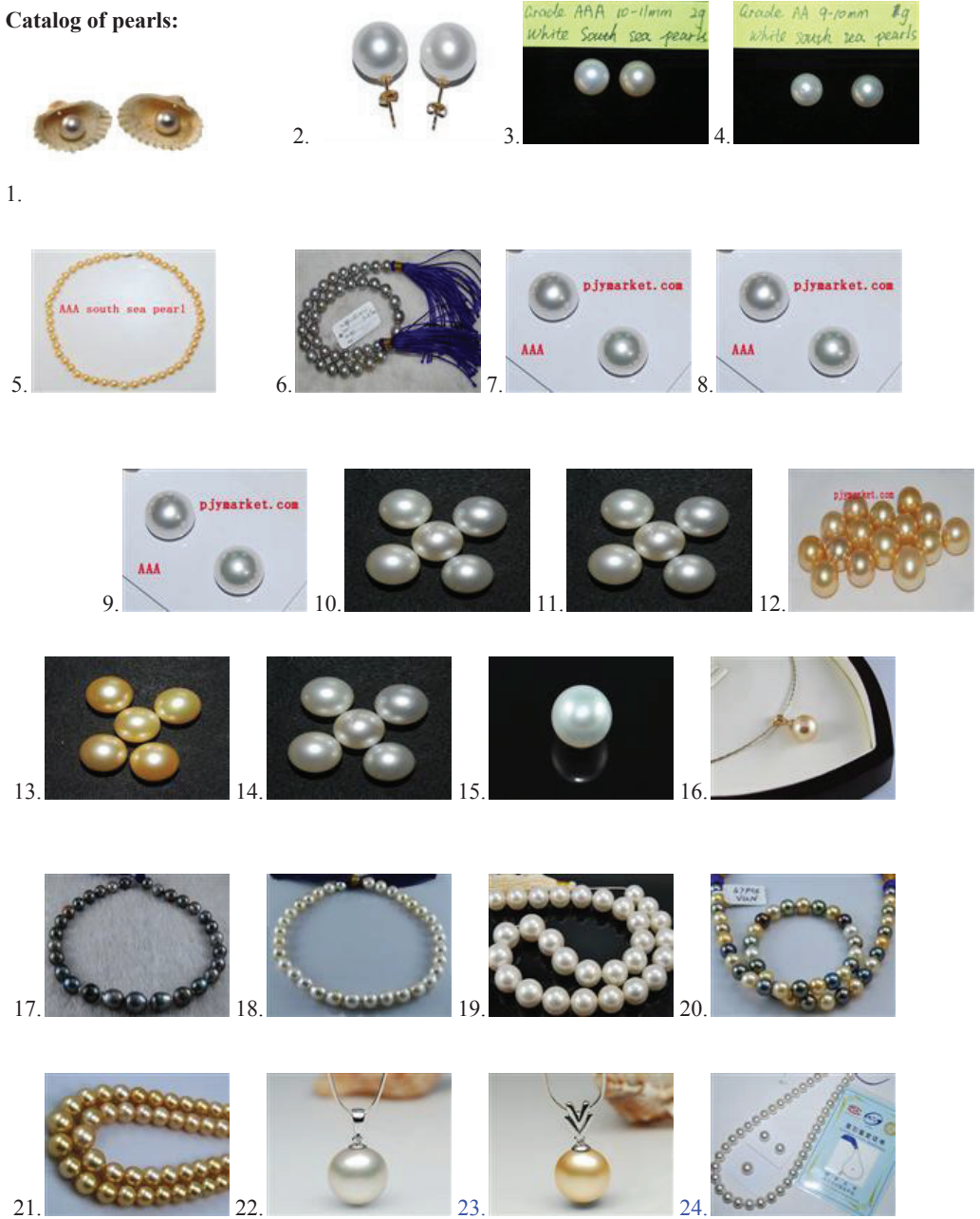
Finally, this game-piece can be also performed in a public concert. The audience needs to get a clear view both of the video (directly on the multimedia device, or projected separately), and of the performer's face. If more than one person is performing, each performer dubs a different video, and all are playing simultaneously.

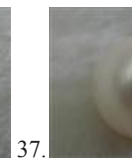
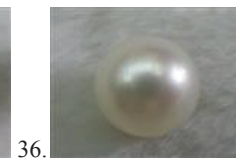
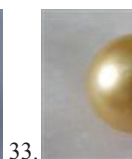
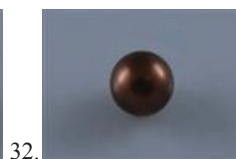
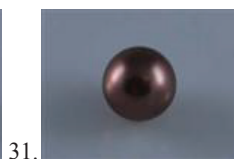
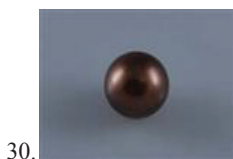
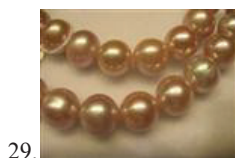
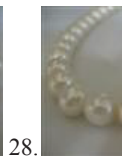
JMP
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SOUTH SEA PEARLS

Catalog of pearls:





This composition is written for any number of singers - including solo voice, duos, trios, choir and choirs - or for any number of singing performers, musicians and people.

At first, choose 10 pearls from the catalog above according to your visual taste and after make your own score according to that choice. Each picture of pearl has own musical material written in the list below.

- for example pearl no 19. is connected with a material 19. SS P 16 A - 14 - A - 16 – softly

Write your 10 materials down and sing one by one according to the explanations.

The performers start at the same time. The piece ends when the last player is finished.

Explanations:

A - sing in your highest range on vocal "A"

SS - two soft whistles

P - noise of a letter P

T - noise of a letter T

number of a pearl - speech (pronounce the numbers, for example 19 = "one", "nine")

numbers between A - A = silence in seconds (use stopwatch)

Each action should last one second (except of the silences).

Terms like *softly* or *smooth* represent expression as well as dynamics.

List of materials:

1. SS P 34 A - 11 - A - 12 - A - natural
2. SS P 33 A - 12 - A - 12 - A - softly
3. SS P 32 A - 10 - A - 11 - softly
4. SS P 31 A - 9 - A - 10 - softly
5. SS P 30 A - 8,5 - A - 10,2 - A - smooth
6. SS P 29 A - 9 - A - 10 - A - dark
7. SS P 28 A - 12 - A - 12 - A - softly
8. SS P 27 A - 10 - A - 11 - A - softly
9. SS P 26 A - 9 - A - 10 - A - softly
10. SS P 25 A - 12 - A - 12 - softly
11. SS P 24 A - 10 - A - 11 - softly
12. SS P 23 A - 9 - A - 10 - A - smooth
13. SS P 22 A - 9 - A - 10 - smooth
14. SS P 21 A - 9 - A - 10 - softly
15. SS P 20 A - 15 - A - 15 - A - softly
16. SS P 19 A - 15,5 - A - 15,5 - A - bright
17. SS P 18 - 11 - 13 - a bit dark
18. SS P 17 - 11 - 13 - softly
19. SS P 16 A - 14 - A - 16 - softly
20. SS P 15 A - 9 - A - 10 - colorful
21. SS P 14 A - 10 - A - 11,5 - smooth
22. SS P 13 - 11 - 12 - softly
23. SS P 12 A - 13 - A - 14 - A - smooth
24. SS P 11 A - 11 - A - 13 - A - softly
25. SS P 08 A - 10 - A - 11 - A - softly
26. SS P 07 A - 11 - A - 12 - softly
27. SS P 06 A - 12 - A - 13 - softly
28. SS P 05 A - 11 - A - 12 - softly
29. SS P 04 A - 11 - A - 12 - dolce
30. T P 15 A - 12 - A - 13 - A - with passion
31. T P 14 A - 11 - A - 12 - A - with passion
32. T P 13 A - 10 - A - 11 - A - with passion
33. T P 09 A - 12 - A - 13 - A - smooth
34. T P 08 A - 11 - A - 12 - A - smooth
35. T P 07 A - 10 - A - 11 - A - smooth
36. T P 06 A - 12 - A - 13 - A - softly
37. T P 05 A - 11 - A - 12 - A - softly
38. T P 04 A - 10 - A - 11 - A - softly
39. T P 01 A - 9 - A - 10 - A - bright

The Ridge Trigger/

The game is for at least 4 players and is rooted in a text by Ori Shechter:

Ridge

White pyramid, sloped grate, wing by a cranny dive.
Dish, ripple, punctured front, brown stick, beige
hide.

Pointy thing, blue field, rough sword, smallish
house,
ball on box, round tank, a pipe and two cranes
above.

To play the game please go to:

[https://play.google.com/store/apps/details?id=com.
soundtrig.app.soundtrigger](https://play.google.com/store/apps/details?id=com.soundtrig.app.soundtrigger)

and download the app

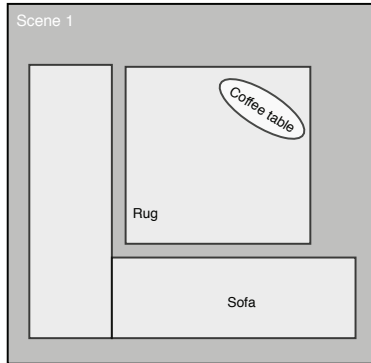
Each player should decide in advance to which group s/he belongs to and choose a "sound-group".

The group reads the text together very very slowly.

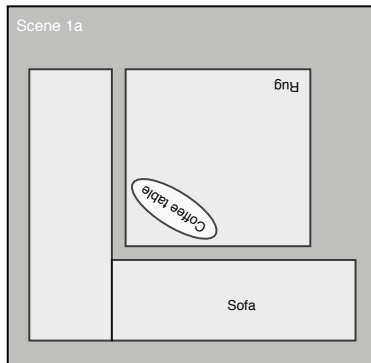
Every time a letter from the player's sound-group is pronounced-s/he should press the red button.

I _____ the hard way

Example:



The coffee table is moved by rotating the rug 180°



I *moved the coffee table closer to the sofa*
the hard way



I _____
the hard way

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1 _____ Bike Race Below Sea Level!
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