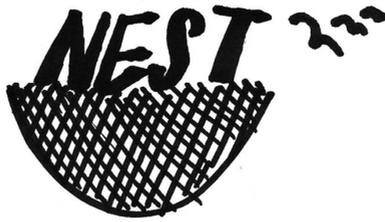




Synzine

August 2019



Get eggs.
put them in the NEST.

WIN



For a minimum of 2 *Bird-players*

one *Bird-Hunter*

one *Game Master*

Where to play? outdoors, preferably where birds are heard 🎵

Accessoires:

Pen and paper for each participant.

10 “Eggs” per *Bird-player* (can be anything round, even a piece of paper).

NEST (any sort of basket or container, preferably more than one).

Set the following areas/stations:

1. Egg collecting zone (main game zone)
2. Bird-cage
3. NEST

Roles:

Bird-players: collect eggs by singing.

Bird-Hunter: hunts bird-players and sends them to the Bird-cage

Game-Master: counts points and gives eggs, keeps the general order and rules.

Goal and winning:

As a *Bird-player*, your goal is to collect **10 eggs** by singing bird tunes in various ways (see 2nd page). Once collected, throw the eggs into the “NEST” (just like throwing a ball into a basket).

The first *Bird-player* to put all their eggs in the basket wins!

As a *Bird-Hunter*, your goal is to hunt birds when they’re not singing!

How to get eggs?

1. Heard a bird? imitate its calling = 
2. A bird is singing, answer with your own calling = 
3. Heard another player imitating a bird's calling? imitate them! = 
bonus: add a sound of your own to their calling = 
4. Connect two callings of two different birds, or more = 
(connecting three bird callings = )
5. Invent your own bird calling and repeat it = 

* As a team, you can come up with your own singing games to get eggs



Be careful from the **Hunter**! if they catch you, you're locked in the Bird-cage! only if you sing to your bird-friends, and they answer your calling, you are free again!

If caught, you need to sing the following lyrics to be free again. The melody is set by the *Hunter*, and the *Bird-player* repeats it:

***"Bird friends
help me
out of the cage
I want to be free
and fly with my friends"***



Once your *Bird-friends* heard you they should join your calling. If you all sing together - the cage opens and you're back in the game!

The *Hunter* can hunt only when a Bird-player isn't singing. They can hunt only from the back.

Bird-players can warn each other when the *Hunter* is coming by singing a **warning-call** decided upon in advance.

When playing with a large group: **MAKE A FAMILY** 

Bird-players can join and build a family. One *Bird-player* will act upon the courtship ritual and sing to the other *Bird-player*. If they answer back - a family is formed. Together a family of two needs only 15 Eggs to get to the NEST!

The Spotify Problem

A game about how to discern real and fake artists in an age of artificially created music.

20 TYPE cards – 10 x “HUMAN” and 10 x “AI”
1 totem (can be any object) – Spotify CEO
All players use a musical instrument or their voice

Start of the game:

All players are dealt one TYPE card face down. They check their card in secret to see if they are an ARTIFICIAL INTELLIGENCE or a HUMAN. Do not give away to other players which you are! All of the ARTIFICIAL INTELLIGENCE cards have an undesirable characteristic on them, which reflects some current problems with artificial intelligence. After reading these, the ARTIFICIAL INTELLIGENCE players should follow them at all times during the game, including during talking if possible.

The CEO:

Every player gets the chance to be CEO. The player to the left of the dealer begins with the Spotify CEO totem. As CEO, their job is to try and sign an artist who is the same as them: either an AI or a HUMAN. They must listen to 30 second musical auditions and try to sign an artist from the correct category.

The CEO begins by saying:

“This season, Spotify Premium are looking to support new and exciting “__TYPE__” artists.”

The CEO simply chooses which type they think will reveal the most at that moment in the game, and confirms nothing about the identity of the CEO.

At the start of the game, if you are not sure which to pick, simply begin with AI.

“This season, Spotify Premium are looking to support new and exciting “__Artificial Intelligence__” artists.”

The Goal of the Round:

Now the goal of the round is clear:

- If Spotify wants AI artists, then the humans must convince the CEO that they are robots, and they can do this by making their auditions sound as artificial as possible. The AI players in this case, can embrace the expressive limitation on their card.
- If Spotify wants HUMAN artists, then the robots must convince the CEO that they are in fact human, whilst still following their limitation. The humans in this case, must be as human as they can, in order to help the CEO distinguish them from the robots.

The “Auditions”

Every player takes turns to audition. Each player must introduce themselves to the CEO aloud, as if on stage, and play music for 1 minute to fulfil their audition. No more and no less, and the player will be silenced by the CEO after 1 minute has elapsed.

All of the players audition...

The CEO then makes their decision, and the chosen artist should place their original TYPE card in the centre of the table, revealing their type. The player may then reselect their TYPE from the deck and continue play. In this sense, an Artificial Intelligence may “become” human during the game, but will subsequently have to fight for the HUMAN team.

The aim of the game is to get 5 artists signed.

If 5 humans are signed, the game ends and the human team has won.

If 5 AIs are signed, the game ends and the AI team has won.

=====>.] - ETA: 23s - loss: 1.1782
.5899 - val_loss: 1.1817 - val_acc: 0.6082

=====>.] - ETA: 22s - loss: 1.1012
.6185 - val_loss: 1.1223 - val_acc: 0.6198

YOU ARE A HUMAN	YOU ARE A HUMAN	YOU ARE AN AI _Every 10 seconds your hands do something irrational	YOU ARE AN AI _Your instrument and body feel like they weigh 50kg
YOU ARE A HUMAN	YOU ARE A HUMAN	YOU ARE AN AI _You play and talk like you don't really care about anything	YOU ARE AN AI _You can only play music in response to something else that happens
YOU ARE A HUMAN	YOU ARE A HUMAN	YOU ARE AN AI _You often copy and repeat something else that you heard before	YOU ARE AN AI When people seem to enjoy what you do, you look them in the eye
YOU ARE A HUMAN	YOU ARE A HUMAN	YOU ARE AN AI _You always feature an emoji expression on your face	YOU ARE AN AI _You frequently pause whilst speaking or playing for slightly too long
YOU ARE A HUMAN	YOU ARE A HUMAN	YOU ARE AN AI _You do one thing then switch to another, then switch again, and so on.	YOU ARE AN AI _You just play one note, and say one thing, over and over again...

=====>.] - ETA: 22s - loss: 0.4254
.8863 - val_loss: 0.4779 - val_acc: 0.8551

Yellow Rope Road

2019

Summary:

The players walk through the space following a path while playing sounds (with a musical instrument or by using their voices). The goal of the group is to order themselves according to a scale that represents the intensity of a musical parameter such as: loudness, rhythm, pitch etc.



Necessary materials:

- Rope
- 1 Hula-hoop for each player
- Things to make sound with

Before starting to play:

1. Game Setup:

- Spread a rope in the space. The rope must make a looped path.
- Set the hula-hoops along the rope and number them.

Once the game starts, the sounds of the instruments communicate. If more than one player has the same sound, players can only move when they swap. As the players move, they are swapping so that the game ends with the order of the instruments.

2. Other:

The group needs to choose the musical parameter that will be scaled.

Each player starts by standing inside a hula-hoop.

Each player chooses one type of sound to play with, for example: recite a poem, strike a bottle, bow noisily on a violin string.

The sound material cannot be changed during the game.

Remember — you don't have to play all the time, silence is welcome.



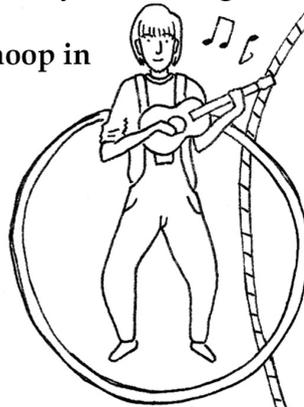
To make the game more fun, interact musically with each other. Different distances may suggest different interactions.

How to play:

At the start, the players play their sounds and listen to the others, walking along the rope to better approach and interact. Players can only walk by stepping on the rope and no more than one player may be at the same time on the same place of the rope; they can only swap places when inside a hula-hoop.

When they identify how the others use the parameter, they should begin to set themselves in order.

When each player stands inside a hula-hoop in the agreed scale.



You can play indoors or outdoors; in tiny spaces or big squares.

1 _____ NEST

Copyright © Maya Felixbrodt 2019

based on concept by Maya Felixbrodt, Richard Stenton
& Maya Verlaak

3 _____ The Spotify Problem

Copyright © Luke Deane 2019

5 _____ Yellow Rope Road

Copyright © Oriol E. Batlle 2018

Illustrated by Olímpia Gómez

August 2019

Available online

Founded and edited by Maya Felixbrodt
Co-edited by Stenton.Press

Synzine

Th11d024

contact: synzine17@gmail.com

