

Section 1 - Pattern 01

Director: start playback on "01_Full_F_Maj," wait for note probability to reach **100** before continuing

All Performers: start with delay at **0**, "01_Full_F_Maj" loads automatically, note probability will ramp from **0–100**, remain as synchronized as possible

Section 2 - Pattern 01

Director: slowly drift forward or backward in time until you are offset from the group by exactly **1** beat, let the pattern loop a few more times after you've settled

Section 3 - Pattern 01

Director: remain **1** beat ahead of or behind the rest of the group, cue realignment using a directional hand gesture (pointing forward or backward)

Section 4 - Pattern 01

Director: cue performers to "scramble" using a splayed hand gesture, slowly meander forward and backward in time, occasionally pausing at offsets of **-0.5, 0.5, -1, or 1**

Section 5 - Pattern 01

Director: return to **0** delay, then cue realignment using "0" hand gesture, once everyone is synchronized, continue to the next section

Section 6 - Patterns 02–10

Director: trigger each modulation change (patterns "02–10"), letting each one repeat as many times as desired, move freely forward and backward in time without cueing others *except* to realign on patterns **06** and **10**, wait for complete synchronization on **10** before continuing

Section 7 - Pattern 11

All Performers: once at "11_Full_Db_Maj," the **Y-axis** controls reverb **size**, gradually increase reverb **mix**, adjust other parameters to taste, create glitchy reverb washes and pitch-shifting swirls, use "freeze" occasionally if desired (though be careful, it can easily get out of control)

End

All Performers: end with reverb **mix** at **1.0** and "freeze" off

Director: once a continuous wash is established, click "Stop" to end the performance