

ARTYSSEY

... guidelines for collaborative art-making. Will you and your friends become the next great artist? (For 4 players.)

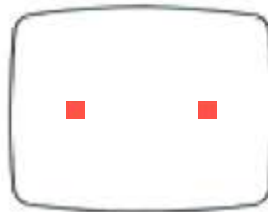
GAME AIDS



GAME CARD #4



BLANK GAME OVERLAY



A

STARTING PLAYER POSITIONS



x2



SUPPLEMENTARY MATERIALS

SET UP

- 1) Open the top of the Master Control Unit so that the internal hardware is exposed.
- 2) Insert GAME CARD #4 into the Master Control Unit.
- 3) Place the Blank Overlay on the screen.
- 4) (Illust. A). Using the HORIZONTAL and VERTICAL controls, position each player's light at the starting player positions.

5) Player Number 1 is uses the first controller.

Player Number 2 uses the second controller.

Player Number 3 is positioned in front of the screen, so that they block the majority of the screen from other players. They place a marker at Player #1 and Player #2's starting positions on the screen.

Player Number 4 is positioned in front of the Master Control Unit. They place the timer in front of them.

- 6) Players decide upon a subject to illustrate (for instance, a specific object, landscape, or occupation). Write the theme in the lower right-hand corner.

PLAY

Play begins when Player 4 flips over the hourglass and shouts "GO". While the hourglass is running, Players 1 and 2 move the HORIZONTAL and VERTICAL controls to move their lights on the screen. Player 3 follows the light paths of Players 1 and 2 with the markers.

Player 4 may adjust the internal hardware of the Master Control Unit in real time, adding and removing hardware components, creating different visual interference by touching different areas of the boards, and adjusting the size of the player's lights by using the blue wheels next to the boards. See the diagram for different hardware adjustments. Player 3 may choose to incorporate these effects in any way when tracing the light paths.

When the hourglass is depleted, Player 4 shouts "STOP". Each player stops what they are doing. You can now examine the art piece that you have made!

MASTER BOARD REFERENCE GUIDE
(TOP VIEW)

