START	everyone; FM synth sound 1; quick, abrupt gestures		
CUE 1	one player; recorded sound; circular gestures	**CUE 12**	+rest of the players; synth sound 2; quick, abrupt gestures
CUE 2	+player; FM synth sound 1; short bursts of movement	**CUE 13**	players with recoded sounds (cue 11): very slow, almost no movement
CUE 3	+player; recorded sound; slow linear movement	**CUE 14**	–all players with synths, one by one
CUE 4	increase activity and movement; +player(s) that left; FM synth sound 2; slow linear gestures	**CUE 15**	+player (1–3); shifter; linear gestures
CUE 5	–all players with synths, one by one	**CUE 16**	increase activity
CUE 6	–rest of the players	**CUE 17**	+rest of the players; synth; circular movement all very active
CUE 7	+player (1–3); shifter; striking gestures	**CUE 18**	decrease activity, gestures get slower
CUE 8	shifter: slow linear movements. +player (1–3); synth sound 1; quick, abrupt gestures	**CUE 19**	–all players with recoded sounds, one by one
		CUE 20	–all players with synths, one by one.
CUE 9	–all players with shifter, one by one	**CUE 21**	one players; shifter; very slow, almost no movement
CUE 10	synth: sound 4; very slow, almost no movement		
CUE 11	+player (1–3); recorded sound; hectic and frantic gestures	**END**	all sound off