Laysan Albatross

for 2 players and referee

Takumi Ikeda (2022-03-06)

(First player)

(Second player)		Japanese Instrument: Repetition	Japanese Instrument: Random movement	Japanese Instrument: Static sound	Western Instrument: Repetition	Western Instrument: Random movement	Western Instrument: Static sound	Pause
Japanese	Repetition	5	-3	5	-3	7	7	3
	Random movement	5	-5	5	5	7	-5	-5
	Static sound	5	5	-7	5	-7	7	-7
Western	Repetition	-3	5	-3	-3	7	7	3
	Random movement	-7	5	5	-7	7	7	-7
	Static sound	-7	5	5	-7	7	-7	-7
	Pause	5	-7	5	5	-7	7	-7

Legend

Repetition Random movement Static sound Pause (make a posture)

The two players execute the seven Tactics alternatively. Six of the Tactics are representing Repetition, Randomness, and Changelessness, by using Japanese or Western instruments. The remaining one is "To make a posture" without sound. As long as anyone can objectively determine Repetition, Randomness, etc., the content of the performance (including Pauses hereafter) is free.

The first player starts playing, followed by the second player. You, the player, must continue to perform your Tactic, even when the opponent is playing, until you have decided on your next Tactic. After receiving the opponent's Tactic and deciding on your next Tactic, stop playing for a few seconds to clarify the break and execute the next Tactic. There should be intervals of at least 10 seconds between the opponent's execution of a Tactic and the start of your own.

Scores are generated by the combination of the two players' Tactics. In other words, the intersection of the two players' Tactics in the above payoff matrix is the score. Players must get more scores than their opponents by executing their Tactics. Positive numbers are gains for the second player, and negative numbers are gains for the first player's benefit. In other words, the first player's score should be added by multiplying the number in the matrix by -1.

The role of the referee is to discern the Tactics from the performances of both players, calculate the score, and ultimately determine the winner. For example, suppose the first player starts with Pause. At this time, the first player has selected the rightmost column of the above matrix, but in the first move, the opponent has not executed the Tactic, so there is no score for the first player. Next, if the second player plays Repetition on a Japanese instrument, the number "3" of the intersection of the rightmost column and the topmost row of the matrix is the score for the second player. If the first player then plays Repetition on a Western instrument, the number of intersections between the top row and the center column, "-3," is the first player's score. As mentioned above, the first player's score reverses the positive and negative, so the first player gets 3 points. Thus, the score for both sides in this turn is 3 : 3.

The referee ends the game when two players have scored the same number of times and announce the winner of the game. This is one game. Note that the first Tactic of the first player does not produce a score. To be fair, the first and second players are switched after each game, and multiple games are played to determine the eventual winner.

** This piece is an adaption of Duel (Iannis Xenakis, 1959).*