Exactly this

J. Simon van der Walt trumpet, bongos, contrabass, CD

Composer's note

It Hurt Exactly This Much

'Dorothea and Ampersand are discussing mechanics for healing and damage in DnD-type combat-heavy games. Dorothea thinks pure hit-point mechanics don't support good play, and Ampersand thinks if you trust your GM, it shouldn't be an issue. They're both right, but Dorothea's more right, in part because Ampersand's answer is orthogonal to the question I think is really under discussion.'

- Irrelevant quotation from; http://www.whiterose.org/pam/archives/002920.html (accessed 23/10/03)

Performance notes - Bongos

To be played 'latin' style; with the fingers, seated, drums between the knees, *but* the wrong way around, the larger drum on the left. 'X' noteheads signify quiet 'filler' strokes with the LH. The accented notes on the *macho* should be very prominent, like a gunshot, probably the loudest thing in the piece.

Exactly this









Sound engineer start granular/dance J = 60 ishremix CD here ca 2mins 79 ... then blowing air hard through instrument whilst wiggling valves rapidly Crazy half-valve noises ad lib... Upturn bongos and slowly pour 500g dried peas into large drum Indeterminate upward gliss Sigh loudly and longly \Box