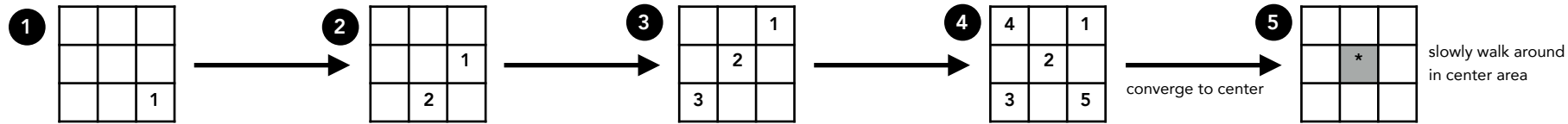


1. DISCOVERY ■

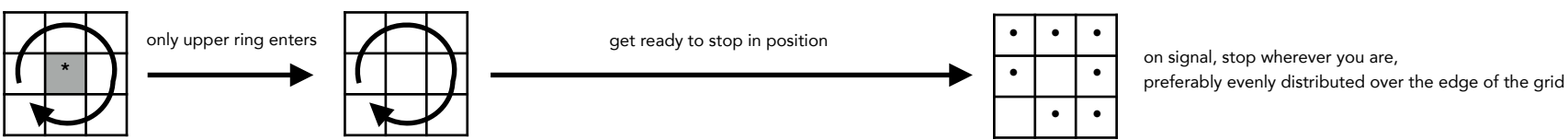
LOWER SECTION: go to where your number is and slowly drift around in that section  
follow number by conductor's hand to determine configuration, conductor will cue you in



3. STRANGERS

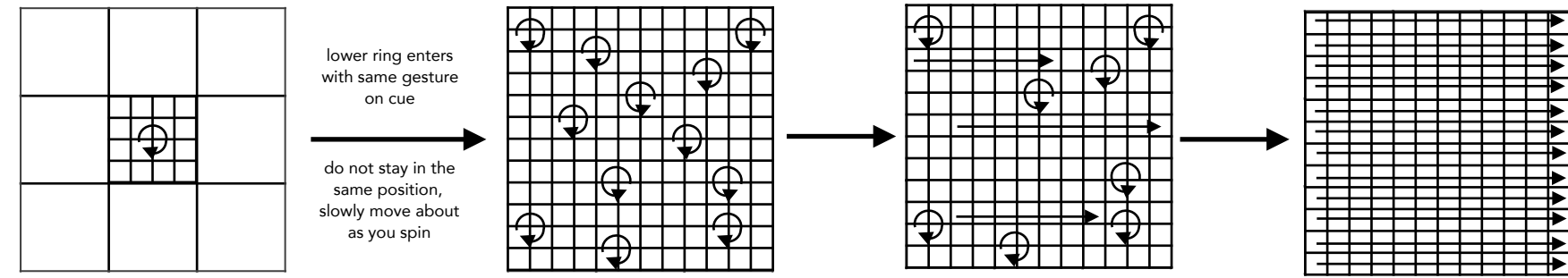
UPPER SECTION:  
when pointed to, enter grid and circle around the center  
start slow, circle faster as more friends join

LOWER SECTION:  
flit nervously — back-and-forth motion 1 sq away  
when pointed to, exit grid



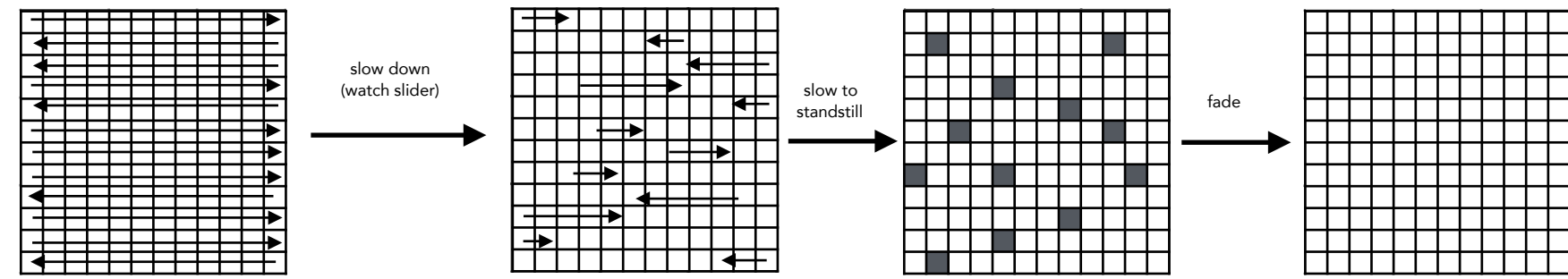
4. KINSHIP

when pointed to, begin the motion:  
move in small loops (CW or CCW)  
spin around a 5-10 times, then exit [ESC], take a breath, re-enter [Space], repeat



6. CHAOS

when pointed to, run in direction indicated by conductor



2. SETTLE

5. OPPORTUNISM

when pointed to, begin running left to right  
okay to occupy same row as someone else, okay to change row occasionally

7. GLITCH ■ ■ ■

don't move, exit when indicated by conductor

CONDUCTOR NOTES

env. 1

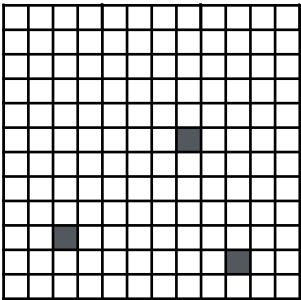
upper section — env. 3  
scale: pentatonic

scale: Z

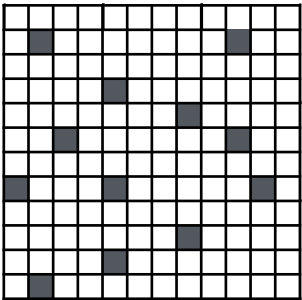
Nathan bass interlude

8. REBIRTH

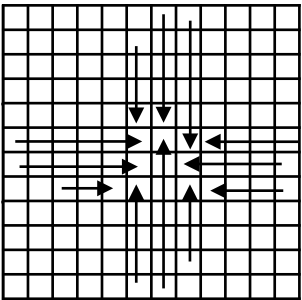
when pointed to, enter the grid [Space]



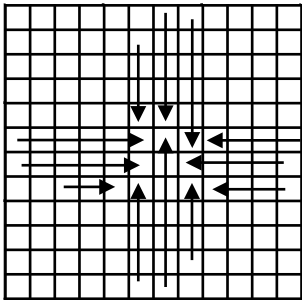
glacially move across the grid, as if recovering after an apocalypse  
tinkle sparingly to discover the world



find a partner, and dance with them  
use tinkles as call and response  
increase tinkles to 3 on synergy



increase speed of chaotic motion, use the tinkle more often



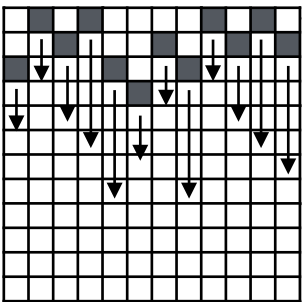
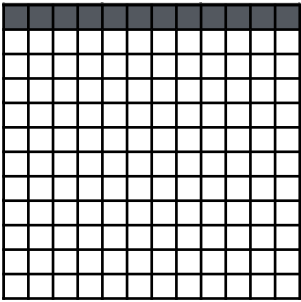
REBIRTH  
env. 1 → env. 2

BUSTLE  
env. 3 → env. 4

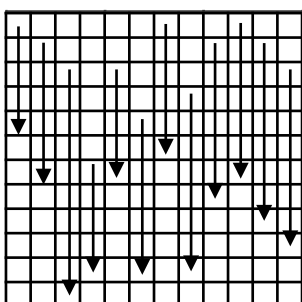
9. BUSTLE

on cue, start chaotic bustle

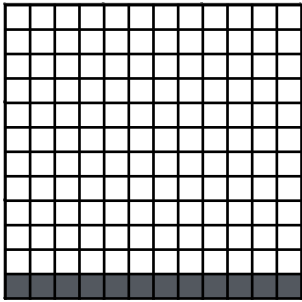
percolate upwards, continue tinkling; end occupying row 1



slowly climax to heavy rain (follow conductor)  
tinkle near floor to simulate raindrop



slowly settle on the floor  
tinkling ceases

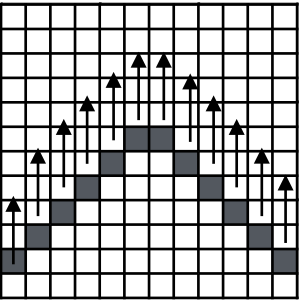


RAIN

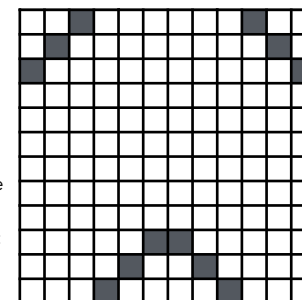
11. CIVILIZATION

on conductor's cue, form the following shapes; jump [J] to claim your position

A. TRIANGLE



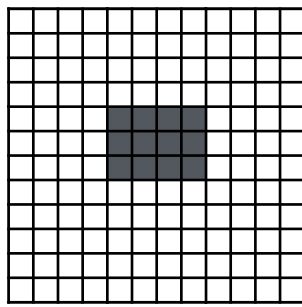
on cue, stop jumping  
move together  
we'll do 2 complete cycles  
conductor will wait to resync at every loop



form a block in the center  
jump when you think you're at position

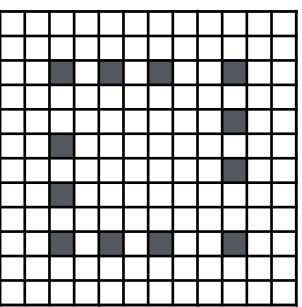


B. BLOCK



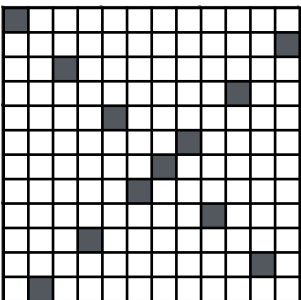
expand from block  
jump when you think you're at position  
we'll go back and forth a few times

C. SQUARE



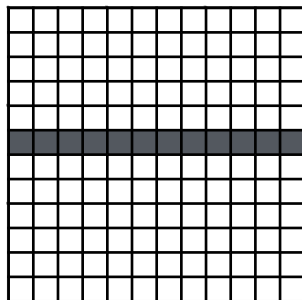
CIVILIZATION  
env. 2 / env. 3  
scale change on every shape

D. CROSS

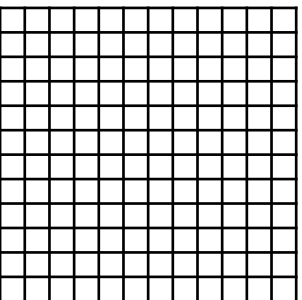


12. DUST

slowly, extremely slowly collapse to center  
do not use jump anymore



fade when pointed to [ESC]



CIVILIZATION  
env. 4