GAME OF TREE

green cards

white cards

GAME OF TREE

GAME OF TREE

GAME OF TREE

INTERNATIONAL ACADEMY OF LANGUAGES

wild toad toy store

café

PARK OF THE WHITE DUCK

The SPOT restaurant + bar

SAM'S GARAGE 24 hr. service

FROGGIE PRINCESS School of Dance

Theatre of Experiment

START HERE

THE GREEN BIRD PET SHOP

SAINT SEBASTIAN'S HOSPITAL

TWINKIE'S fruit & candy

U.S. warehouse and lumber yard

4th Street School

Institute of the Arts

PERMANENTLY YOURS employment agency

THE NEW ZOO

E — contradiction

Gb — is

D

F — affirmation

Db

C

A

B

Ab

or

Eb

Bb

G — but

L S L S L S L S L S

Rules

to

GAME OF TREE

GAME OF TREE

"Rules of the Game"

OBJECT: to create a musical composition involving one or more performers.

EQUIPMENT: one playing board, two dice, tokens, green cards, white cards,
                 blank white paper, and writing utensils.

PREPARATION: Place the playing board on the table or floor and put the green
                 and white cards on their allotted spaces on the board. Each player
                 chooses one token to represent him on his travels around the board,
                 and is given a blank white piece of paper to write his part of a
                 musical score. He must select a definite pitched instrument with
                 at least a three octave range for which he will be writing. The
                 name of the instrument should be written in the upper left hand cor-
                 ner of the score part (-see SCORE).

THE PLAY: Each player in turn throws the dice. The player with the lowest
                 total starts the play. He places his token on the corner marked
                 START HERE and moves his token in the direction of the arrow the
                 number of spaces indicated by the dice. After he has completed his
                 play and marked his score with the appropriate pitch, noise or si-
                 lence, the turn to play passes to the left. The tokens remain on
                 the spaces occupied and proceed from that point on the player's next
                 turn. Two or more tokens may rest on the same space at the same time.

GREEN CARD: If a player's token lands on a square not situated at a corner, he
                 proceeds to draw a green card. The green card will determine whether
                 the player writes a pitch indicated by "P" or a noise indicated by
                 "N" on his score part.
                 If a pitch (P) is indicated, then a general register for that pitch
                 will be given on the card: high indicated by "H", middle indicated
                 by "M", or low indicated by "L". The actual pitch to which these
                 designations apply will be located in the space below the square on
                 which the player's token rests. If there is a word with the pitch,
                 the word may be spoken in conjunction with the pitch (i.e., before,
                 after, or simultaneous with), replace the pitch, or be replaced by
                 the pitch, whatever the player chooses. If there is only the word
                 "of" in the space, the word must be used instead of a pitch. If the
                 space is empty, an indefinite pitch on the particular instrument
                 must be chosen (i.e., violin: pizzicato behind the bridge on the
                 G string).
                 If a noise (N) is indicated by the green card, the player must think
                 of a sound (noise) associated with the building or space located di-
                 rectly above the square on which the token rests (i.e., Permanently
                 Yours Employment Agency: telephone ring). The noise may be one that
                 can be performed live or taped, with or without amplification.
                 The duration of the pitch or noise is indicated on the square on
                 which the player's token rests: "L" indicating a long duration of
                 approximately 4 seconds, or "S" indicating a short duration of 1
                 second or less. When writing a long pitch, a whole note is used.
                 When writing a short pitch, a black note head is used. When writing
                 a long noise, "4 sec." is written above a bordered description of
                 of the noise. When writing a short noise, "1 sec." is written above
                 a bordered description of the noise. The first pitch or noise should
                 be written in the lower left hand corner of the player's score part.
                 The next pitch or noise will be written directly to the right of the
                 first (-see SCORE).

SILENCE: If a player lands on a corner before each player has had a turn,
he writes the word "silence" on his score part. Once all players
have had at least one turn, then the next player landing on a
corner requires all players to write "silence" on their score parts
and proceed to the next system upwards, writing their next pitch or
noise (or silence) directly above the very first one of the game
(-see SCORE). They proceed on this system until after each player
has had a turn, someone lands on a corner requiring all players to
proceed to the next system upwards. When all players finally proceed
to the 4th system and each has had his turn, the next player to land
on a 'silence' ends the game.
The duration of all silences is approximately 4 seconds. Players
may treat their silences like the other noises of their score parts
and write "4 sec." above them, but since there is only one approxi-
mate duration for silences, it is not required.
A silence resulting from a drawn blank white card should be treated
just as though a player has landed on a corner (-see WHITE CARD).

WHITE CARD: If a player rolls doubles or a total of 4 or 10, he moves his token
as usual the sum of the two dice. Before drawing a green card, he
selects a white card for special instructions. He follows what is
required of him, and then unless indicated otherwise, he draws a
green card. Sometimes he must choose a green card to follow through
with white card instructions (i.e.,"tremolo pitch or noise"). Some-
times he needn't choose a green card when a white card uses the words
"play instead". If a white card is blank, it indicates "silence", and
the player (or players) should act as though he landed on a corner
(-see SILENCE). If a player lands on a corner after having rolled
doubles or a total of 4 or 10, the silence takes precedence over the
white cards, so no further action is necessary by the player.

END OF GAME: When all players have proceeded to the 4th system upwards, and each
has had at least one turn on this system, then the next player to
land on a corner or draw a blank white card ends the game.

PERFORMANCE: In a performance situation, the players of the game don't necessarily
have to be the performers. Players should write their score parts
clearly and with enough description for the sounds so they can be
interpreted accurately by any knowledgable musicians of the particular
instruments involved with the game.
The performance space can be located indoors or outdoors. The players
should not be clustered together, but separated in space preferably
among or around the audience.
The score parts of a particular game are played simultaneously. Each
performer should focus on his score part alone, not worrying if he is
'with' the other performers. Naturally, the timing of each score part
will be different, so endings of each system will not occur simulta-
neously nor will the end of the score parts occur simultaneously among
the performers. The performers should leave approximately 1 second of
space (or silence) between sounds (i.e., pitch, noise or silence).
Timbres of sounds, unless specifically indicated, are left to the imagi-
nation of the performers.
As mentioned earlier, noises may be taped, so performers may use cas-
sette recorders along with their instruments to be played at appropri-
ate moments. Each performer's sounds should be on his own separate
tape located in his particular area of performance.
The over-all dynamic level of the performance should be 'piano'(soft).

SCORE: Refer to the sample score or score part (on the next page) when
           reading the following detailed explanations. It might be noted
           that the sample is the complete score if there is only one player
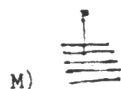   of the game. It is a score part if there are two or more players.

Explanations

A) The name of the instrument for which the player will be writing
    should be written in the upper left hand corner.

B) The number of the particular tree game and the date it is played
    should be written in the upper right hand corner.

C) The first sound should be written in the lower left hand corner
    (- this is where the performer will begin reading his score or
    score part). Note that the sound is a short pitch written on a
    staff with no clef. A clefless staff indicates treble clef when
    reading the pitch. All other clefs must be indicated on the
    staff. In this particular situation, the player had the choice
    to use the word "but" in conjunction with the pitch, instead of
    the pitch, or simply ignore the word and use the pitch alone.
    Obviously, the latter was chosen. The register indicated on the
    green card was probably "M" (middle).

D) The second sound, written directly to the right of the first, is
    a long noise.

E) The next sound, 'silence', is an indication for the player (and
    performer) to proceed to the next system upwards. This particu-
    lar sound did not necessarily occur during this player's turn
    since once all players have had a turn, the next player landing
    on a corner or drawing a blank white card requires all players
    to write 'silence' on their score parts and proceed to the next
    system upwards.

F) The first sound of the second system is the word 'of'. Though
    the player drew a green card indicating a pitch(P), the space
    below his token has only the word 'of' in it with no pitch.

G) The next sound is a short noise. It is a sound that would probably
    be taped for performance.

H) The next sound is a long pitch with a word 'is'. The player had
    a choice again and this time chose to use the pitch in conjunction
    with the word. He has written the word so it stops the sound of
    the pitch when it spoken in performance.

I) The next sound 'silence' is an indication to proceed to the next
    system upwards.

J) The first sound of the third system is 'silence'. This silence
    did occur on the player's turn before each player had a turn on
    this particular system. Therfore, the others did not write it
    in their scores. He wrote it as though it were a long noise to
    distinguish it from a silence which ends a system. This procedure
    is optional. The word 'silence' would have been sufficient.

K) The next sound is a short noise. This particular sound would
    probably be amplified.

L) The next sound 'silence' is again an indication to proceed to the
    next system upwards, being the fourth and final one this time.

M) The first sound of the fourth system is a short pitch. In this
    particular case. it is a high indefinite pitch. Therefore, it
    can be deduced that the space below the player's token was empty,
    requiring him to select an indefinite pitch on the instrument he
    is writing for.

N) The next sound 'silence' ends the game.
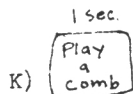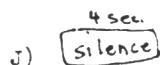
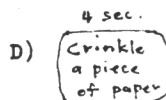SAMPLE SCORE OR SCORE PART:

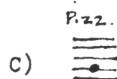A) Violin

B) Tree Game #24   8-4-84

M)

N) silence

J) [4 sec. silence]

K) [1 sec. Play a comb]

L) silence

F) "of"

G) [1 sec. Dog Bark]

H) S.P.

I) silence

C) Pizz.

D) [4 sec. Crinkle a piece of paper]
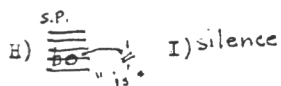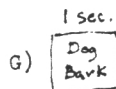
E) silence.

(SEE PRECEDING PAGE FOR DETAILED EXPLANATIONS)

Say and play instead: (very high note) but

Play pitch or noise as soft as possible for 4 seconds.

play instead:

Say after:

of

Say after:

but

play before:

Say before:

is

Repeat pitch or noise with syllables of the word:
con - tra - dic - tion
(If on a 'silence', choose any pitch or sound to repeat)

Play instead:

play instead:

3 timbres
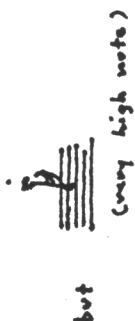
Begin pitch or noise when another player's pitch or noise ends.

Repeat pitch or noise with syllables of the word:
af - fir - ma - tion

(If on a 'silence', choose any pitch or sound to repeat)

Repeat pitch or noise 5 times

(If on a 'silence', choose any pitch or sound to repeat)

Repeat pitch or noise 4 times

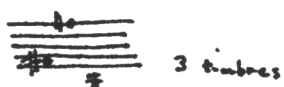(If on a 'silence', choose any pitch or sound to repeat)

Play pitch or noise in a tremolo style for 2 seconds

Begin pitch or noise and immediately stop when another pitch or noise begins.

Begin pitch or noise with another player's pitch or noise