

## CARD GAMES

by Christopher Walker

### INSTRUCTIONS

This is a game; a game that endlessly changes. A game that produces music and builds community. This is how to play this game.

There are **Players** and a **Conductor / Dealer**. The **Conductor** holds the deck face down before them, draws to start the game, follows the directions of the card, deals cards to **Players**, and disposes of the cards. The **Players** thoroughly read their cards, then perform them. [cont. rear]

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### INSTRUCTIONS [cont.]

The **Conductor** can draw, add, remove and discard any card at will. The cards are as follows:

- **Player** cards - assign a musical idea, phrase, or improvisation to be performed
- **Conductor** cards - assign directives, theatrics, etc. for the Conductor to perform
- **Conductor + Players** cards - provide for collaboration between the two entities
- "Fin" cards - the game immediately ends

ENJOY

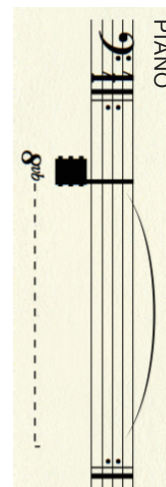
## CARD GAMES

A Player

Tacet.

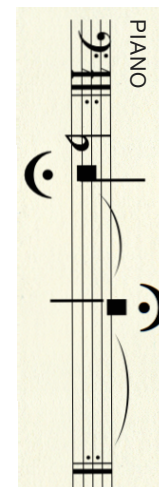
## CARD GAMES

A Player



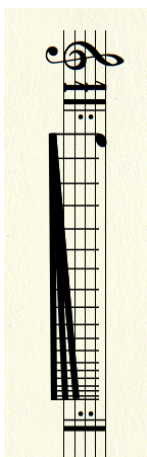
## CARD GAMES

A Player



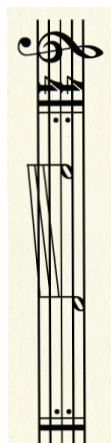
## CARD GAMES

A Player



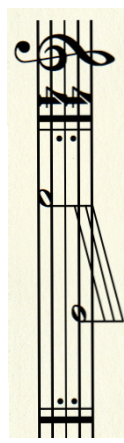
## CARD GAMES

A Player



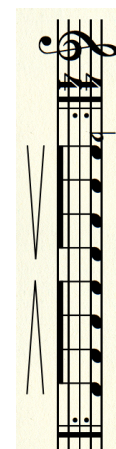
## CARD GAMES

A Player



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**CARD GAMES**

A Player



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A Player



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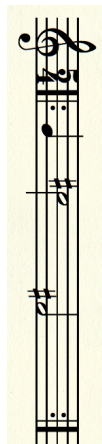
**CARD GAMES**

A Player



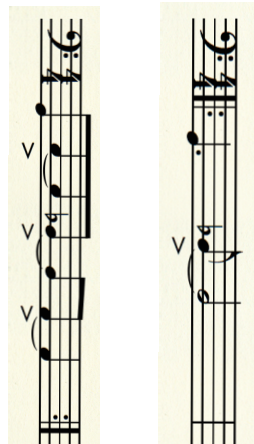
**CARD GAMES**

A Player



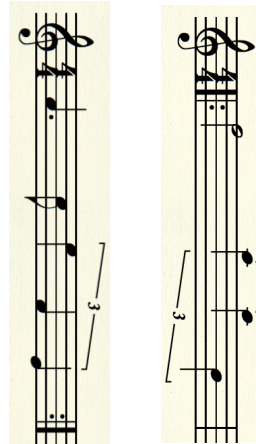
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A Player



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A Player



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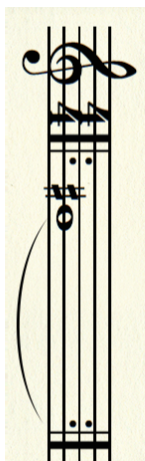
**CARD GAMES**

A Player



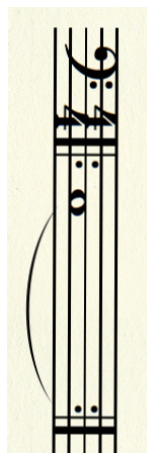
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A Player



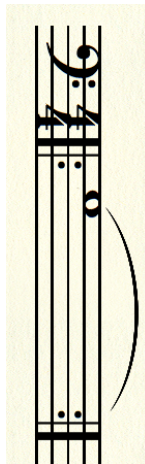
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A Player



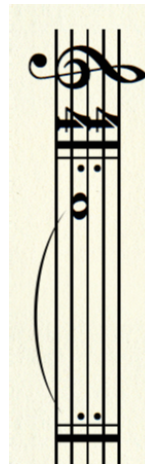
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A Player



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A Player



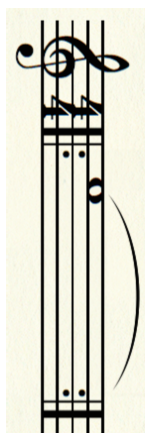
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A Player



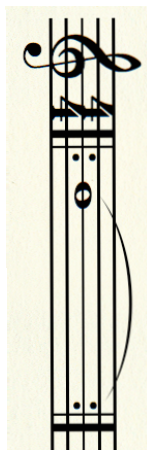
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A Player



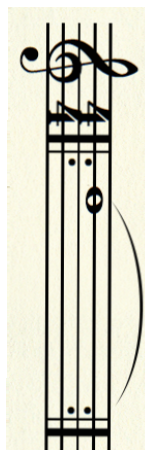
## CARD GAMES

A Player



## CARD GAMES

A Player



## CARD GAMES

A Player

Create an improvisation  
based off of the following:



## CARD GAMES

A Player

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based off of the following:





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## CARD GAMES

A Player

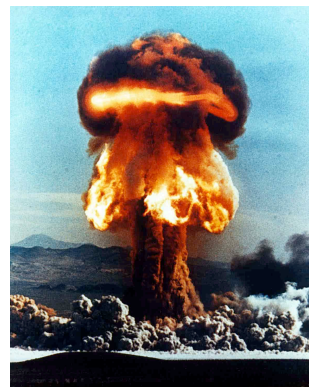
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## CARD GAMES

A Player

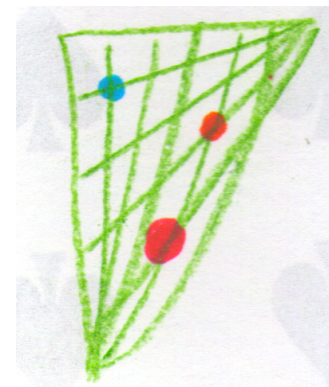
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## CARD GAMES

A Player

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A Player

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## CARD GAMES

A Player

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## CARD GAMES

A Player

Create an improvisation based off of the following:



## CARD GAMES

The Conductor + Player

# accel.

Begin to give the ensemble your best "accelerando" gesture until the Players get the gist of what you're doing and promptly follow suit. As soon as you believe the tempo is at a suitable pulse, you may stop gesturing and discard this card.

## CARD GAMES

The Conductor + Player

# rit.

Begin to give the ensemble your best "ritardando" gesture until the Players get the gist of what you're doing and promptly follow suit. As soon as you believe the tempo is at a suitable pulse, you may stop gesturing and discard this card.

## CARD GAMES

The Conductor + Player

Begin to give cues to the ensemble. If any number of Players catches on, then develop something non-verbally between you and those Players, and see if they respond to your actions, whilst playing their material. Once satisfied, discard this card.

## CARD GAMES

The Conductor + Player



Begin to give the ensemble your best “decrescendo” gesture until the Players get the gist of what you’re doing and promptly follow suit. As soon as you believe the volume is at level suitable to you, stop gesturing and discard this card.

## CARD GAMES

The Conductor + Player



Begin to give the ensemble your best “crescendo” gesture until the Players get the gist of what you’re doing and promptly follow suit. As soon as you believe the volume is at level suitable to you, stop gesturing and discard this card.

## CARD GAMES

The Conductor

Go to the back of the ensemble and face the audience. Then conduct any metric pattern, but as if the audience was your new ensemble. Once satisfied, return to the stand and discard this card.

## CARD GAMES

The Conductor

Completely leave. Walk out of the line of sight or room or performance space and leave for a while. When you feel as if you’re absence has met its limit, then return to the stand and discard this card.

## CARD GAMES

The Conductor

Walk away from the ensemble and approach someone sitting in the audience. Calmly ask if they believe whether or not this piece, “Card Games”, is indeed music or not. Once they have completed their explanation, return to the stand and discard this card.

## CARD GAMES

The Conductor

Approach a Player whose performance is especially groovy and do your own little jig around him or her. If there does not happen to be any particular Player performing anything to your fancy, then disregard this instruction. Once you have are satisfied with whatever outcome, return to the stand and discard this card.

## CARD GAMES

The Conductor

Turn to address the audience and nervously inquire, “How am I doing?! Is everything sounding good?” Look as if you are concerned and nod with fervor to any response. Then face the ensemble again and discard this card.

## CARD GAMES

The Conductor

Turn to address the audience and tell the first joke that pops into your head. Then discard this card.

## CARD GAMES

The Conductor

If there happens to be a piano in the performance space, go to it and play anything in the highest octaves at random. Regardless of whether or not there is a Player performing the instrument already, play the highest octaves until your tire of doing so and discard this card.

## CARD GAMES

The Conductor

If there happens to be a piano in the performance space, go to it and play anything in the lowest octaves at random. Regardless of whether or not there is a Player performing the instrument already, play the lowest octaves until your tire of doing so and discard this card.

## CARD GAMES

The Conductor

# Fín

## CARD GAMES

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# Fín

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# Fín

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The Conductor

# Fín