

# stalker

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keywords: tension / listening / follow / interrupt / struggle

for 8+ musicians

all players are distributed a card with an instruction / each player's instruction is redistributed and kept secret at the beginning of each instance of the piece

## **essential instructions**

start the piece / after several moments follow someone else

start the piece / after some time passes help the person trying to end the piece

don't play for some time, then constantly try and end the piece

take the music in a new direction (only play occasionally)

pick someone to follow (make sure they know that they are being followed)

pick someone to follow (make sure they are unaware of your efforts)

only play when 3 (or less) people are playing

find two people who are playing together and join them

## **optional instructions**

follow the most interesting player

pick someone to follow (change person often)

start freely / then find the person that is following you and follow them back

follow the quietest player (who is playing more than silence)

look at someone like you are following them but follow someone else

invent your own rule and stick to it until the end of the piece

note: invent/modify/duplicate instructions as needed