

Cast of Characters

MUSICKERS 1-6:

MUSICKERS can use any pitched instrument that can be mobile (voice inclusive). These MUSICKERS live in a boot camp-like environment. They train every day, all day, preparing and conditioning to become musical warriors. Each MUSICKER wears an article of clothing that is war-like and shows that they are dressed to battle. Some examples include camouflage headband, wristband, helmet, army hat, war paint, knee pads, elbow pads, and so forth.

REFEREE:

The REFEREE oversees and moderates the games and controls all the video and audio cues, including the pre-recorded narration. The REFEREE wears a long-brimmed UV visor that conceals most of their face.

NARRATOR:

The narrator should take on the essence of a 1940s/50s American informational film, such as *Duck and Cover* or Disney's 1942 short, *How to Play Baseball*.

Scene 1: Fanfare

SETTING: *Black out. ALL MUSICKERS are standing erect with their Battle Cards around their necks. They are spaced evenly across the center stage.*

AT RISE: REFEREE plays pre-recorded fanfare. *Lights begin to slowly come up on ALL MUSICKERS.*

As fanfare ends, lights are at full on all MUSICKERS and narration begins.

Scene 2: Battle Call

NARRATOR

Now more than ever, musickers must be at their absolute prime to compete in this saturated world of noisemakers. It's a war out there. Perpetually developing and conditioning one's skills is the only chance for survival. Like soldiers training for combat, day in and day out these future musical hero's sweat and toil, striving for greatness.

(MUSICKERS remain still and erect)

What you are about to witness is just a glimpse into the training process of these brave warriors. Included in their rigorous routine are several warm-up exercises leading up to the main event, called Machine, where only one musicker will be left standing by the end.

(MUSICKERS slowly transition into a playing stance, as lights gradually change hue)

But first thing's first. Every morning at the onset of dawn, our musicking warriors begin each day with a call to battle. Let's listen in, shall we?

(Lights reach new hue. ALL MUSICKERS begin Battle Call [see game rules] subdued under this narration and immediately swell to a louder volume as soon as the narration ends.)

ALL MUSICKERS

(continue playing battle call unrestrained, growing in intensity until the bell rings.)

REFEREE triggers the bell. ALL MUSICKERS immediately stop playing and start transitioning into places for Catch.

Scene 3: Catch

NARRATOR

That was the bell signaling our warriors to move along to their first exercise of the day. In preparation for the strenuous day ahead, they first limber up with a good old fashion game of Catch.

(ALL MUSICKERS form a circle around the audience (or surround them in a semi-circle depending on venue).

MUSICKER 1 initiates the first throw of Catch [see game rules].

After some time, the REFEREE triggers the bell and ALL MUSICKERS pause.

NARRATOR

Let's see if they can pick up the pace a bit

MUSICKERS 2 & 3 initiate phase 2 of Catch and the game continues.

After some time, the REFEREE triggers the stop-bell. ALL MUSICKERS immediately stop and transition into places for Gesture Down the Lane.

Scene 4: Gesture Down the Lane

NARRATOR

Next, a drill of imitation, where each musicker attempts to replicate the musical phrase produced by the musicker immediately preceding them.

(ALL MUSICKERS shuffle places but keep the circle around the audience.)

MUSICKER 4 initiates Gesture Down the Lane [see game rules].

When the stop-bell rings, ALL MUSICKERS immediately stop and transition into places for Go-For-Unison.

Scene 5: Go-For-Unison

NARRATOR

No warm-up routine would be complete without a fervent game of Go-For-Unison. As one musicker plays a phrase, another attempts to copy that phrase immediately. Not an easy task, but a crucial skill for survival out on the battle field.

(ALL MUSICKERS move to their places for Go-For-Unison: MUSICKERS 1 & 2 to stage left, MUSICKERS 3 & 4 to stage center, & MUSICKERS 5 & 6 to stage right)

MUSICKER 5 & 6

(MUSICKER 5 imitates MUSICKER 6 and stops when the bell sounds [see Go-For-Unison game rules])

MUSICKER 1 & 2

(As the bell sounds, MUSICKER 1 imitates MUSICKER 2 and stops when the bell sounds again)

MUSICKER 5 & 6

(As the bell sounds, MUSICKER 6 imitates MUSICKER 5 and stops when the bell sounds again [see Go-For-Unison game rules])

MUSICKER 1 & 2

(As the bell sounds, MUSICKER 2 imitates MUSICKER 1 and stops when the bell sounds again)

ALL MUSICKERS

(Switching back and forth at the sound of the bell, MUSICKERS 3 & 4 trade phrases while MUSICKERS 1 & 2 imitate MUSICKER 3 and MUSICKERS 5 & 6 imitate MUSICKER 4. ALL MUSICKERS stop immediately when the pre-main-game audio is sounded)

Scene 6: Machine

The pre-main-game audio plays from the speakers and ALL MUSICKERS immediately freeze in an erect, solute-like posture (minus the solute) until audio has finished playing.

NARRATOR

And now, the moment these fearless contenders have been waiting for. The main event of the day – Machine – where by the end, only one musicker will be crowned champion. In a nutshell, here is how the game works. At the cue of the REFEREE, a MUSICKER presses the buzzer to generate a role card. As you will see, there are four possible roles– a sustainer, a pulser, an interjector, and a complemener.

(ALL MUSICKERS stretch out, roll shoulders, jog in place, shake out limbs, or whatever seems appropriate to prepare for an athletic endeavor.)

Each role acts as just one part of the overall Machine. And there can only be one MUSICKER per role. If two MUSICKERS draw the same role, a role conflict arrises and a brief head-to-head game of Memory Battle will commence to determine who will get to play that role. The winner assumes the role, while the loser must give up their Battle Call medallion and risks being eliminated from the game. Once the MUSICKERS are reduced to where the roles have no possible conflicts, a game of Sudden Death Memory Battle will determine the ultimate victor. When the MUSICKERS are ready, and the chime is sounded, the game shall begin. Here we go.

(ALL MUSICKERS go over and press the MEMORY Battle buzzer to randomly generate a position in line for Machine. ALL MUSICKERS then take their respected positions and wait for the bell to begin.)

*The REFEREE triggers the bell and ALL MUSICKERS play Machine [see Machine and Memory Battle game rules].
Lights contrast between Machine and Memory Battle.*

Scene 7: Sudden Death Memory Battle

NARRATOR

The pool has been reduced to just a few contenders and now a sudden-death Memory Battle will determine the winner.

(REMAINING MUSICKERS move over to the Memory Battle station [see game rules])

Remaining MUSICKERS play sudden death Memory Battle to determine the winner. When the winner is finally determined and collects all the necklaces, the winner takes a bow toward the audience, enticing the audience to clap. The lights go dim and the NARRATOR continues..

Scene 8: Finale

NARRATOR

In today's world, there are only winners and losers. Great measures must be taken in order to be on the winning side and that means immense discipline. It's the sacrifices of these courageous musickers that give common folk the privilege to hear such invigorating sonorities while strolling through a farmer's market, or while sipping on a mocha chai non-fat vanilla latte at a local cafe, or while patiently holding in your gas during an experimental new music concert. So next time you see a musicker out in the world, remember the sacrifices they've made to make your day a little more tolerable.

(ALL MUSICKERS take to the stage with the winning MUSICKER in the center)

Lights slowly fade up on ALL MUSICKERS.

NARRATOR

Come every dusk, our beloved warriors gather in ceremony to perform the evening's finale before retiring to their quarters for a much deserved night's rest. Let's listen in one last time as their long day of training comes to an end.

ALL MUSICKERS play Go-For-Unison led by the winning MUSICKER. In this version, homophony is allowed [see game rules]. The lights slowly fade out as the MUSICKERS play. When the lights are very dim, the winning MUSICKER sustains a final note (closely followed by the other MUSICKERS in unison or homophony), signaling the end of the piece. After the

release of the final note, ALL MUSICKERS hold their positions on stage as lights fade to black.