

Chamber Music IV: *A Gamble With Rhythm* - Performance Map



Saxophone: *Jekarias Muscel Thompson* - Natural History Museum



Keyboards: *Asthildur Akadottir* - Catalina



Soprano: *Bjark Nieldottir* - Gerðarsafn



Violin: *Hjalti Nordal* - Visitor



Gatekeeper: *Aslang Magnúsdóttir* - Library



Drums: *Agir Sindri Bjarnason* - Iceland Audio Library



Electric Guitar: *Ragnar Arni Ólafsson* - Molinn



Cello: *Hjartur Páll Eggertsson* - Old Midpunkt







Townsperson: *Pétur Eggertsson* - Roaming the area

Chamber Music IV: *A Gamble With Rhythm* - Spectator's Guide

Introduction:

Chamber Music IV: A Gamble With Rhythm is a 1 on 1, musical RPG experience where audience members can find out if they have what it takes to be the ultimate spectator. 7 performers spread accross different chambers are activated by audience members who will enter the chambers one by one for a unique performance tailored specifically to each person. Inside, audience members will have a certain goal to accomplish - but they must figure out that goal by themselves (they might find several clues along the way). If successful, the participants will recieve a special token for that specific chamber and can use those tokens to access the secret lair where they can encounter the ultimate sonic experience. Are you the ultimate spectator? Or will you take *A Gamble With Rhythm*?



The Performance:

Seven musicians will perform in the piece. The instrumentation is Drums, Saxophone, Keyboards, Electric Guitar, Soprano, Cello and Violin. The seven performers will base their sound on the appearance and behaviour of the participants within their chamber, incorporating physical features, choice of clothing, position within the room and general first impressions. The rhythms used are derived from the sounds of Hamraborg and the pitches are all harmonically connected. When combined, the instrumental sounds will theoretically resemble a spectral realization of the area, but as they are separated, we must rely on ourselves and other spectators (and the local resonance) to transmit the frequencies and imagine, or feel the collective harmony. As each spectator has a unique sound, every single member of this aesthetic community is an important cog in the overall piece, only to be enjoyed by the collective whole...

or...

the ultimate spectator.



Goal:

Weave your way through all performance spaces to collect all seven tokens in order to access the complete installation in the secret lair.

Instructions:

7 performers are situated within different chambers around the Hamraborg area. On the back of this pamphlet, there is a map showing the various locations.

Only one person may enter each chamber at any time. If a door is open, you are permitted to enter. If it is closed you must wait, or try a different chamber.

Once inside, you must close the door firmly behind you and the performance will begin. While the performance is happening, you can act however you want. One specific behaviour will be rewarded in each chamber, specific to each chamber, i.e. the behaviour rewarded in Catalina will be different from the behaviour rewarded in the Audio Library. You will need to try out different methods of conduct in order to get a token! If you will exhibit the behaviour in question, the performer will reveal the token at the end of the performance. If no token is rewarded, they will present a failure sign. The performance takes exactly 90 seconds and you will be notified of the end with an alarm. When leaving make sure to leave the door open so the next spectator may enter.

If you don't accomplish the goal, fear not! You can attempt as many times as you want, but make sure to always go to the back of the queue (if there is one) for every attempt. If you find that you're not getting any luck, you can always talk to *The Townsperson* who will be roaming the streets. He may have some pretty useful information...

The Secret Lair:

When you have collected at least one token, you may access the secret lair. The lair is located inside the Library, but its exact location is a secret! Outside the lair you will find *The Gatekeeper*.

The Gatekeeper will give you access to the lair, but be warned, she can be mightily irritated, especially if you only have a few tokens. Also, recieving more tokens will give you augmented access to the installation inside the lair. The more tokens, the greater the experience!

The total runtime of the piece is 2 hours - use your time wisely!

