

NOUS SOMMES TOUS DE FERNANDO...

by Robert Hamilton

Based on where you sit, you are either number 1, 2, 3, 4 where 1 is in front of the projector screen, and the numbers increase moving clockwise around the circle.

Before Starting:

Be on Slorknet
Motu volume to -9
Turn in-game volume off if it is on
press ~ to open console, then type: /give all

To Start: q3osc <your-number> 900 <server-ip>

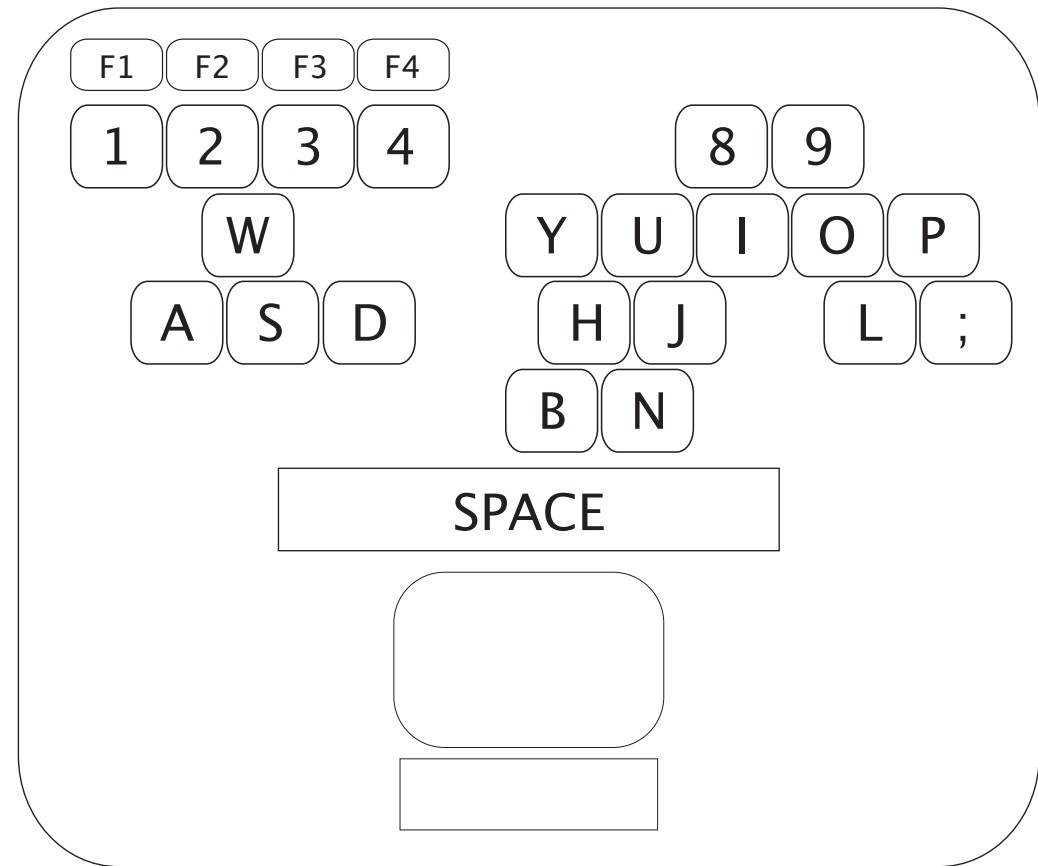
Instructions:

3 Stages:

1) Move clockwise around the environment, shooting blue projectiles at each of the speakers. When you've made ~ 2 full laps, move to the center and bounce balls off the subwoofer.

2) Move from the subwoofer to your own speaker, and try to play rhythmic patterns using both the multiple-bounce of your shots as a rhythmic phrase and by listening to the other performers and trying to lock in with something you hear.

3) Break from the rhythmic groove gradually and create louder more chaotic textures, moving freely around the map, while letting the balls move faster and persist longer. Green balls (9) can be introduced here carefully as too many green balls can be bad.



W	Move Forwards
S	Move Backwards
A	Step Left
D	Step Right
SPACE	Jump
Mouse	Shoot
Trackpad	Look-around/Aim
8	Select Blue projectiles
9	Select Green projectiles
B	Toggle Blue Bounce on/off
N	Toggle Green Bounce on/off
Y	Toggle Blue Persist
S	Toggle Green Persist
L	Give more ammo