

RULES -

HOW TO BECOME A LONELY SERIAL PLAYER

1. LEARN ALONE AND TOGETHER U.I.S. SCORE AND VIRUSES SCORES.
2. AFTER THAT, TAKE ONE CARD AND PERFORM THE CARD WITH RESPECT TO PROCEDURES AND PROTOCOL (CHAPTER IV)
 - a) FROM UIS TO MATERIAL
 - b) FROM VIRUSES TO MATERIAL
 - c) TO MATERIAL WITH YOUR FREE OWN WAY
 - d) TO MATERIAL WITH A PREDEFINED WAY
3. STUDY THE PREVIOUS OPERATIONS WITH ALL THE CARDS

→ NOTE TWO IMPORTANT ELEMENTS FOR PERFORMANCE

- WHEN NOTHING IS WRITTEN, IT MEANS YOU MUST PLAY SILENCES
- TO HELP PLAYERS IT IS ALWAYS EASIER TO FIND MATERIAL BY GOING FROM UIS TO VIRUS WITHOUT SEARCHING OBJECTS

HOW TO BEGIN TO PLAY THIS GAME WITH OTHER SERIAL PLAYERS

1. EACH PLAYER TAKE ONE CARD AND FIND A WAY
2. THE PLAYERS DEFINE A STRATEGY TO COMBINE THEIR 3 WAYS (DON'T FORGET TO BEGIN ALL TOGETHER BY UIS OR UIS SECTIONS AND TO RESPECT UIS RESTRICTIONS)
3. TRY VARIOUS SOLUTIONS AND KINDS TO PERFORM
4. EVALUATE WHAT YOU DID IN THE SPIRIT OF THE LAST RULE (SEE BELOW 'HAVING FUN')
5. STUDY THE PREVIOUS OPERATIONS WITH EVERY CARDS

ENTER INTO *SO MANI-DREAMS*

THE MOST EFFICIENT AND INTERESTED GAME WOULD BE PLAYED WITH 3 CARDS THAT EVERY PLAYER TAKES IN THE ORDER OF THE MIXED PACK. THE PLAYERS PLAY THEIR OWN CARDS IN THE ORDER THEY LIKE. THEY PLAY THEIR OWN CARDS AS OFTEN AS THEY WISH HOWEVER THEY ARE NOT ALLOWED TO CHANGE CARDS BETWEEN US NEVERTHELESS THEY CAN REFUSE TO PLAY ONE (ORE MORE) CARD THEY TOOK IN THE PACK.

A GAME WITH FOUR OF FIVE CARDS DOESN'T ADD MORE DIMENSIONS OR INTEREST IT IS LONGER TO BE FINISHED AND RISKS TO BE BORING AND WILL BE LESS EFFICIENT BUT IT IS A CHALLENGE FOR THE MUSICIANS TO PLAY WITH FIVE CARDS ESPECIALLY IN REHERSEALS OR WHEN THE GAME IS PERFORMING BY ONLY ONE OR TWO PLAYER(S)

A GAME WITH ONE OR TWO CARD(S) MUST FIND A SO INTERESTED WAY THAT IT'S HIGHLY RECOMMENDED FIRST TO TAKE THREE CARDS AND AFTER TO DECIDE TO CANCEL CARD(S) BECAUSE OF SUPREMACY OF COMBINAISON BY LESS THAN THREE CARDS.

HAVING FUN

I DON'T CONCEIVE *SO MANI-DREAMS* TO PAY ATTENTION TO 'HOW' IS BUILDING THE GAME ON IT IS REALLY DANGEROUS TO SUM UP A GAME TO THE ASPECT OF MANUFACTURING

WHEN SOMEBODY FINDS ANY MATERIAL HE MUST THINK IT IS NOT ONLY AN ANSWER TO A QUESTION, IT'S OFTEN A RESPONSE TO A REQUEST AND A RESPONSABILITY TO A QUEST HE MUST KNOW THAT BY PLAYING WITH THIS GAME HE IS ENGAGED TO CONCEIVE MEANINGS IN THE SPECIFIC VIRTUALITY OF THE GAME AND OF THE DREAM THUS THE PERFORMERS MUST FIND AT LEAST ONE GENERAL WAY TO LINK MIND PROSPECTIONS (DREAM) TO REAL ACTIONS (PERFORMANCE) FINDING THIS WAY THEY ARE BUILDING WHAT I PREVIOUSLY CALLED 'DIMENSIONS' IT IS A KIND OF PRIMITIVE UNTREATED MATIERE IT IS A PURE ACT OF CREATION IN THE PRESENT MOMENT IT IS A PURE ACT OF COMMUNICATION

' I BELIEVE THE STONES KEEP THE MEMORY OF LIFE
I BELIEVE WE MUST ENGRAVED OUR LIFES IN WAVES
EVEN IF
NO TRUTH IS RIGHT, EXCEPT ALL '