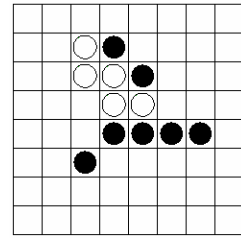


Othello

for improvisers and prompter
by Adam Scott Neal



About the Piece

This work is written for a flexible number of improvisers (it works best with multiples of 4) on any instruments. The piece will also require a prompter who will direct the ensemble through the use of an Othello/Reversi game board.

This work follows similar pieces of mine, including *Behind the 8-Ball* and *Yahtzee*, which use games and toys to provide direction for improvisers.

Special Equipment

A projector for displaying an Othello/Reversi game board
Either a physical board or a computer-based board

Directions

The players should sit facing the projector screen, in a more or less square shape. The prompter will be playing the game Othello (either alone, against a human opponent, or against the computer). An Othello board is a grid of 64 squares, which will be divided into quadrants of 16 squares when played with 4 players, sections of 8 squares for 8 players, 4 squares for 16 players, etc.

Each player will begin playing as the squares in their section are filled by tokens. They should approximate the percentage of used squares (if 2 squares in a 16-square quadrant are used, the player should strive to play only 1/8th of the time). Eventually all of the squares will be filled.

Black-sided tokens should be characterized by broad, sustained tones, while white-sided tokens should be characterized by soft and pointillistic gestures. (Ensembles may wish to change the restrictions, i.e. black is rhythmic improvisation, while white is sustained and soft).

After the prompter completes the game, he may cut off the ensemble at his discretion.

-ASN, October 2007